

ERRATA FOR MONSTERS OF LEGEND

The following text is part of Monsters of Legend and is designated as Open Content.

Traits Page 4

Poison Immunity: The creature is immune to all poisons. All creatures without SIZ automatically have this Trait and it is not listed in their descriptions.

Possession, Covert: An insidious means of possession, covert possession means, essentially, that the spirit is a hitchhiker in the body of the possessed. It exhibits no control over the body and the possessed remains completely in charge. In many cases, the possessed may not even know he is possessed.

Possession, Dominant: The more well-known and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and CHA) of the body's owner is subsumed beneath the identity of the possessing spirit. The possessed is absolutely helpless, unable to take any action at all, unable even to regain Magic Points, a prisoner in his own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

Regeneration: The creature is able to regenerate hit points lost to damage. The speed of regeneration varies depending upon the creature.

Trample: The creature is able to trample beings with a SIZ of half or less its own. This attack inflicts damage equal to double the creature's Damage Modifier and requires the creature to expend Movement. A creature with this trait may Trample even if it has only one Combat Action – the Trample is assumed to be part of its Movement.

Wall Walking: The creature can move freely on vertical surfaces and even move upside down on a ceiling with no special equipment. Such Movement is always at half the creature's normal Movement rate.

Vampiric Touch: The creature can drain one or more of a character's Characteristics permanently by touch.

Chaotic Features

Creatures of Chaos are often hideously malformed, displaying a wide range of mutations that can both help and hinder the recipient. If a creature is noted as having Chaotic Features, use the following table to determine their effect. Although Chaotic Features can make for some truly deformed and horrid creatures, some results are simply not appropriate for some monsters.

Note that the Chaotic Features table uses eight-sided dice to modify characteristics. The number eight is traditionally associated with chaos and it is therefore fitting to use an eight-sided die to modify a chaos creature's characteristics, either positively or negatively.

Chaotic Features

01	Absorbing	If the creature strikes successfully with a natural weapon, 1D8 Magic Points are absorbed and added as temporary Characteristic or Attribute points; roll 1D10, 1=STR, 2=CON, 3=DEX, 4=SIZ, 5=INT, 6=POW, 7=CHA, 8=MP, 9=HP or 10= Add points to the Damage Modifier (1D2+4, for instance, if 4 MP absorbed).
02	Accursed	Temporarily weakens the soul of an opponent by 1D8 POW each successful hit.
03	Acidic	Possesses acidic ichor which sprays whenever the skin is penetrated, causing damage to the attacker; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per wound.
04	Agile	+1D8 DEX.
05	Alluring	Produces pheromones which attract and seduce victims, who must succeed in an opposed test of Persistence against the Allurement's potency of 1D8x10%. If the resistance fails the victim is hopelessly allured by the creature for 21-INT Combat Rounds.
06	Antennae	Large antennae which sprout from a random location and grant a new primary sense; roll 1D6, 1=Echolocation (sonar), 2=Thermoception (senses heat), 3=Insanoception (senses madness and insanity), 4=Nociception (senses pain), 5=Ethoception (senses souls), 6=Magiception (senses any type of magic).
07	Apathetic	-1D8 POW.
08	Armed	Uses physical weapons having an appropriate Combat Style for 1D4 different types.
09	Armoured	Bears extra armour, +1D8 Armour Points to every location.
10	Arms	Gain an extra pair of manipulation limbs from a random species (roll on Physique Type table, page xx).
11	Asymmetric	One half of the creature is larger, longer or taller than the other, double the Hit Points of locations in the larger side and halve the Hit Points of locations in the smaller.

12	Beaked	Gain a bite attack. Each additional incidence adds another toothed beak on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
13	Beautiful	+1D8 CHA.
14	Big	+1D8 SIZ.
15	Blind	No vision organs, but relies on a different sense to move and fight perfectly well. Creature is impervious to any attacks or spells affecting sight.
16	Boneless	Can squeeze through any gap.
17	Broadcast Pain	Any damage inflicted on the creature is felt by everybody within 5m, who suffer the psychological but not physiological effects as if they had been wounded too.
18	Burning	Glowes with burning heat, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
19	Chameleon	+1D8x5% bonus to Stealth when hiding.
20	Clawed	Gain a claw attack. Each additional incidence adds another set of claws on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
21	Clever	+1D8 INT.
22	Climbing	Has a spider or lizard like ability to scale surfaces, +1D8x10% bonus to Athletics when climbing.
23	Clumsy	-1D8 DEX.
24	Contagious	Inflicts a virulent disease with a delay of 1D8 hours and potency of 1D8x10%, which causes a penalty of 1D8 points to; roll a D6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=CHA.
25	Corroding	Weapons take 1D8 damage each time they strike the creature.
26	Crystalline	Gain 1D10 Armour Points from a crystalline crust.
27	Deaf	No hearing organs. Creature is immune to verbal commands and attacks or spells that affect hearing.
28	Disturbing	Creature is covered with 2D8 unsettling forms, such as baby arms or multiple eyes or mouths. Non-Chaotic foes suffer a -20% penalty to combat rolls owing to the disturbing nature of the deformities.
29	Draining	Temporarily weakens the willpower of an opponent by 1D8 Persistence each successful hit. The drain is not permanent; victims recover drained Persistence points, up to their previous level, at a rate of 1D10 per hour after the end of the encounter.
30	Droning	Produces a buzzing noise that sedates listeners, who must succeed in an opposed test of Persistence against the Droning's potency of 1D8 x10% to avoid falling asleep for 1D8 minutes.

31	Exploding	Deals damage equal to its Damage Modifier to all within 5 metres upon death.
32	Feeble	-1D8 STR.
33	Fixated	Creature may only concentrate upon one thing at any one time. If in combat all attacks are concentrated on one particular opponent, determined randomly. It will not defend itself against attacks from anyone but the selected opponent.
34	Frail	-1D8 CON.
35	Haemophiliac	Bleeds 1 HP per round from any wounded location.
36	Hated	Will be instantly attacked by any encountered members of a specific species.
37	Hatred	Creature possesses unreasoning hatred of a particular species and will attack on sight. Creature also gains the Fixated feature.
38	Head	Gain an extra head (roll on the Physique Type table, page xx), each one gets an independent Persistence check against mental effects, spells and so forth and can control the entire body if one head is incapacitated.
39	Heart of Wealth	The creature's heart is a precious gem the size of a human fist. Roll 1D6 for its properties: 1 = Worth 1D10 x1,000 silvers; 2 = When ground up and ingested heals 2D6 damage to all wounded locations instantly; 3 = When ground up and ingested causes 2D6 damage to all hit locations instantly; 4 = Spell Focus – the gem offers 1D8 uses of a randomly chosen Common Magic spell at a Magnitude equal to the creature's POW divided by 3; 5 = The gem offers 1D8 uses of a randomly chosen Divine Magic spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the gem's owner to make a successful Persistence roll. 6 = The gem offers 1D8 uses of a randomly chosen Sorcery spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the owner to make a successful Insight roll.
40	Horned	Gain a gore attack. Each additional incidence adds another set of horns on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
41	Icy	Radiates freezing coldness, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
42	Intangible	Cannot be harmed physically (roll again if Inviolable).
43	Inverted	All vital organs are external, thus all successful attacks upon it are automatically treated as critical successes.
44	Inviolable	Cannot be harmed magically (roll again if Intangible).
45	Leaper	Has powerfully sprung legs, +1D8 x10% bonus to Athletics when jumping.

46	Legs	Gain an extra pair of motile limbs from a random species (roll on Physique Type table, page xx).
47	Levitating	Has the capability to move over any solid or liquid surface without sinking or leaving tracks.
48	Mimic	Changes into the shape of a creature it successfully touches, maintaining its own Characteristics but assuming the locations and a duplicate image of the being contacted.
49	Mutable	Every 1D3 Combat Rounds the creature mutates into a different form as determined on the Physique Type table on page xx. The transformation lasts 2 Combat Actions during which time the creature is vulnerable. The creature completes the transformation with all its original characteristics the same but gaining additional hit locations (or losing them) according to the nature of the transformation. Owing to the creature's disturbing mutability, all attacks against it are at -20% and -40% whilst it is transforming (although it can neither attack nor defend).
50	Mutated	Roll a random hit location, which no longer exists.
51	Nerveless	Cannot feel pain and does not suffer the ill-effects of serious wounds.
52	Numb	No sense of touch.
53	Obfuscating	Produces a cloud of mist that blinds observers, who must succeed in an opposed test of Perception against the Obfuscation's potency of 1D8x10% every Combat Action to keep the creature in sight.
54	Observant	One of the creature's sensory organs either grows bigger (x1D4 in size) or multiplies (x1D4 in number), adding a +1D8x10% bonus to the Perception skill when using that sensory perception; roll a D6, 1=Sight, 2=Sound, 3=Smell, 4=Taste, 5=Touch and 6=Other (if possessed).
55	Oversized	One location is swollen to a very large size or length, doubling its Hit Points
56	Paralysing	Temporarily weakens the dexterity of an opponent by 1D8 DEX each successful hit. DEX points are recovered at the rate of 1 per hour after the end of the encounter.
57	Patterned	Weird colouring and markings, tiger stripes, spots, blotches and so forth, granting a +1D8 x10% bonus to Stealth.
58	Phobic	Creature is scared of one thing; singing, light, cats and so on.
59	Poisonous	One unarmed attack inflicts a venomous poison with a delay of 1D8 combat actions and a potency of 1D8x 10%, which causes an extra 1D8 damage to the location struck.

60	Pregnant	The creature is pregnant with 1D8 young. If killed, these vile offspring explode from the carcass of the parent and have half its statistics. The young are voraciously hungry and incredibly aggressive, launching attacks on the nearest living thing. Alternatively, the offspring view whatever living thing they first see as the parent and form an immediate, emotional (and perhaps physical) bond...
61	Quick	Double Movement.
62	Reflecting	All spells cast on the creature are reflected back upon the caster.
63	Regenerating	Recovers 1D4 Hit Points per round to every injured location, unless the location has suffered a Major Wound.
64	Resistant	Invulnerable to one type of damage or weapon type; fire, cold, poison, disease, swords, spears, cudgels and so forth.
65	Roaring	Produces a thunderous sound which deafens listeners, who must succeed in an opposed test of Resilience against the Roaring's potency of 1D8x10% to avoid becoming temporarily deaf.
66	Scaly	Gain 1D6 Armour Points from reptilian scales.
67	Scintillating	A shifting polychromatic appearance that confuses onlookers, who must succeed in an opposed test of Persistence against the Scintillation's potency of 1D8x10% to avoid becoming mesmerised. Mesmerised characters are rooted to the spot for 1D3 Combat Rounds.
68	Screaming	Horrible screams which terrify listeners, who must succeed in an opposed test of Persistence against the Screaming's potency of 1D8x10%. Failure to do so causes the listener to crumple into a sobbing, whimpering, foetal ball for 1D3 rounds.
69	Shadowy	Can control the ambient light in its immediate surroundings, gaining a 1D8x10% bonus to Stealth in daylight conditions or total invisibility in twilight/night conditions.
70	Shaggy	Gain 1D4 Armour Points from a thick, hairy pelt.
71	Shelled	Gain 1D8 Armour Points from an insectile or crustacean carapace.
72	Shrunken	One location is shrunken to a very small size or length, halving its Hit Points.
73	Skinless	The creature has no Armour Points and cannot wear armour.
74	Slimy	Leaves a sticky trail wherever it travels.
75	Slow	Halve Movement.
76	Small	-1D8 SIZ.
77	Spiny	Opponents in melee suffer half their own rolled damage if they successfully land an attack.
78	Spores	Produces clouds of spores. If inhaled the breather must win an opposed test of Resilience against the Spore's potency of 1D8x10% to avoid suffering 1D8 Hit Points to the chest every round until successful; as the spores gestate into worms, flowers, vines and so on that are coughed up or grow out of the victim's lungs.

79	Stalker	+1D8x5% bonus to Stealth when sneaking.
80	Stench	Gives off nauseating odours that sicken inhalers, who must succeed in an opposed test of Resilience against the Stench's potency of 1D8x10% to avoid dropping prone and vomiting for 1D4 Combat Actions.
81	Sticky	Secretes a strong glue or mucus of potency 1D8x10% which causes items to adhere to its skin, requiring a Brawn roll at a penalty equal to the potency to remove.
82	Sting	Gain a sting attack. Each additional incidence adds another stinger on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
83	Strong	+1D8 STR.
84	Stupid	-1D8 INT.
85	Susceptibility	One form of substance causes double damage to the creature; alcohol, silver, fire, and so on,
86	Swimmer	Has webbed digits and gills, +1D8x10% bonus to Swim. Can breathe underwater.
87	Tailed	Gains extra Unarmed attack, the damage is triple the creature's Damage Modifier but only for the purposes of calculating Knockback.
88	Tentacle	Gains Unarmed attack. If successful then the tentacle inflicts the Entangle Combat Manoeuvre.
89	Tongue	Gains Unarmed attack. If successful then the sticky tongue inflicts the Grip Combat Manoeuvre.
90	Toothed	Gain a bite attack. Each additional incidence adds another toothed maw on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage - roll.
91	Tough	+1D8 CON.
92	Transmuter	Changes the substance of whatever it touches into another material; living victims must succeed in an opposed test of Resilience against the Transmute's potency of 1D8x10% to avoid being changed into crystal, dust, plants, wine, bronze, etc.
93	Ugly	-1D8 CHA.
94	Vampiric	Temporarily weakens the health of an opponent by 1D8 CON each successful hit.
95	Vulnerable	Damage to one location slays the creature instantly.
96	Warded	Invulnerable to one form of material; steel, wood, stone, flesh, etc.
97	Warped	One random location changes to that of a different species (roll on the Physique Type table).
98	Weakening	Temporarily weakens the strength of an opponent by 1D8 STR each successful hit.
99	Wilful	+1D8 POW.
100	Wings	Gains bat, bird butterfly or insect wings granting a Flying Movement equal to twice its normal Movement.

Physique Table

Use this table to randomly generate a creature body type as directed by the Chaotic Features table or if the creature has a habit of mutating into something else.

Physique Type

1D100	Body Type	Nature
01-04	Arachnine	Spider
05-08	Avian	Bird
09-12	Canine	Dog
13-16	Caprine	Goat
17-20	Cervine	Stag
21-24	Cancrine	Crab
25-28	Crocodilian	Crocodile
29-32	Equine	Horse
33-36	Feline	Cat
37-38	Glirine	Rodent
39-40	Hirudinal	Leech
41-44	Humanoid	Human
45-48	Insect	Insect
49-52	Lupine	Wolf
53-56	Noctillionine	Bat
57-60	Octopine	Octopus
61-64	Pyridine	Butterfly
65-68	Piscine	Fish
69-72	Porcine	Boar
73-76	Ranine	Frog
77-80	Saurian	Lizard
81-84	Simian	Ape
85-88	Taurine	Bull
89-92	Ursine	Bear
93-96	Vermian	Worm
97-00	Vespine	Wasp

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	Dice	Average	1d20	Hit Location	AP/HP
STR	2D6+12	19	1-3	Right Leg	-/6
CON	2D6+6	13	4-6	Left Leg	-/6
SIZ	2D6+6	13	7-9	Abdomen	-/7
INT	2D6+6	13	10-12	Chest	-/8
POW	2D6+6	13	13-15	Right Arm	-/5
DEX	3D6	11	16-18	Left Arm	-/5
CHA	3D6	11	19-20	Head	-/6

Combat Actions 2

Typical Armour: None but capable of wearing any human armour they can afford or steal.

Damage Modifier +1D4

Magic Points 13

Traits: None

Movement 8m

Strike Rank +12

Skills: Athletics 40%, Influence 35%, Perception 50%, Persistence 50%, Resilience 50%, Stealth 35%, Track 35%, Unarmed 60%

Common Magic: Endurance, Glamour 2, Golden Tongue 2

Combat Styles

Sword and Shield 50%, Unarmed 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
War Sword	M	M	1D8+1D4	9/7	-
Target Shield	L	S	1D6+1D4	4/12	-