

# Book of Beasts

## LEGENDARY MONSTERS 1

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ENTERPRISES**



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# Addanc

*This monster possesses the form of a crocodile plus the fur of a beaver and the behavior of both.*

The addanc is a solitary predator that resembles both an alligator and a beaver. It builds dams to create small lakes where it makes its home. Once its territory is defined, anything that comes near to the lake or adjoining river becomes the addanc's prey. The beast hunts by floating just under the surface of the water and waiting for its next meal to approach, at which point it attacks with a bone-crunching bite. With the prey held tight in its jaws, the addanc attempts to drag its quarry under the water. Both industrious and conniving, this monster possesses enough intelligence to wait for its prey to be the most vulnerable. Once it attacks, it goes immediately for the kill, giving its prey little chance to resist. It cares not for its prey; it cares only for its stomach.

Like the natural beaver's lodge, an addanc's lair can only be accessed from below the water's surface. The structure is a truly gruesome scene. The creature uses the possessions and remains of its victims for decoration, and the stench of decay permeates the entire lair. The adjoining dam is composed of heavy tree branches and logs while long bones of larger prey are interspersed to shore the structure. A typical addanc lair is between ten and fifteen meters in diameter and rises about 5 meters above the surface of the water.

A typical addanc is 2.3 meters long and weighs 110 kilograms.

## Combat Notes

**Swimming Grapple:** An addanc may swim at its full swim movement while grappling an opponent as long as the addanc succeeds an opposed Swim check.

			<b>1d20</b>	<b>Hit Location</b>	<b>AP/HP</b>
<b>STR</b>	4d6+12	(26)	1-3	Tail	5/9
<b>CON</b>	4d6+8	(22)	4	Right Hind Leg	5/7
<b>SIZ</b>	4d6+12	(26)	5	Left Hind Leg	5/7
<b>INT</b>	2d6	(7)	6-9	Hindquarters	5/10
<b>POW</b>	3d6	(11)	10-14	Forequarters	5/11
<b>DEX</b>	2d6	(7)	15	Right Front Leg	5/7
			16	Left Front Leg	5/7
			17-20	Head/Neck	5/9

*Combat Actions 2*

*Damage Modifier +1d12*

*Magic Points 11*

*Movement 6m/10m (swim)*

*Strike Rank +7*

*Typical Armor:* Scales (AP 5). No Armor Penalty.

*Traits:* Excellent Swimmer, Swimming Grapple

*Skills:* Athletics 75%, Brawn 85%, Perception 48%, Persistence 55%, Resilience 72%, Stealth 50%, Swim 110%

## Combat Styles

Bite 50%, Tail Bash 40%

## **Weapons**

<b>Type</b>	<b>Size</b>	<b>Reach</b>	<b>Damage</b>	<b>AP/HP</b>	<b>Range</b>
Bite	M	M	1d8+1d12	As for Head	-
Tail Bash	L	L	1d6+1d12	As for Tail	-



# Forest Giant

A burley giant is the color of bark and cultivates small branches that grow from its limbs.

Forest giants see themselves as a defender of the forest against encroaching civilization. How forest giants fight vary depending on how cruel the individual is. Kind forest giants prefer to disarm their opponents and destroy their weapons. They may engage in simple scare tactics to keep civilized folk away from their forest. Should these fail, kind forest giants will resort to violence but they prefer not to kill those they attacks. Malicious forest giants feel their good kins' tactics work far too slowly and instead favor open warfare. Killing invaders while leaving a lone survivor to tell the tale, evil forest giants believe these acts are entirely justified. Forest giants make their home in the branches of particularly large trees. It is from these same heights that a forest giant jumps down to attack invaders. Much like humans they practice common magic and can learn sorcery. Forest giant grimores tend to be at the very top of gigantic, ancient trees.

A typical forest giant stands about 5m tall and carries a tree branch for a club. Forest giants are a little shortre than most giants; adventurers of SIZ 18 or less only roll 1d10 to determine Hit Location when attacking it in close combat.

			<b>1d20</b>	<b>Hit Location</b>	<b>AP/HP</b>
<b>STR</b>	8d6+15	(43)	1-3	Right Leg	5/15
<b>CON</b>	5d6+15	(33)	4-6	Left Leg	5/15
<b>SIZ</b>	8d6+15	(43)	7-10	Abdomen	5/16
<b>INT</b>	3d6	(11)	1-12	Chest	3/17
<b>POW</b>	3d6	(11)	13-15	Right Arm	3/14
<b>DEX</b>	2d6+3	(10)	16-18	Left Leg	3/14
<b>CHA</b>	2d6	(7)	19-20	Head	3/15

*Combat Actions* 2

*Damage Modifier* +2d10

*Magic Points* 11

*Movement* 12m

*Strike Rank* +9

*Typical Armor:* Tough Hide (AP 3) , Heavy Leather Apron (AP 2, Abdomen and Legs only, -2 Strike Rank Penalty).  
*Traits:* Formidable Natural Weapons, Night Sight

*Skills:* Athletics 59%, Brawn 82%, Lore (Regional) 20%, Perception 40%, Persistence 43%, Resilience 89%, Survival 30%

*Common Magic:* Disruption 3, Extinguish 4

## **Combat Styles**

Huge Club 77%, Unarmed 55%

Weapons

<b>Type</b>	<b>Size</b>	<b>Reach</b>	<b>Damage</b>	<b>AP/HP</b>	<b>Range</b>
Huge Club	E	VL	2d6+2d10	3/12	-
Fist	L	M	1d6+2d10	As for Arm	-



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# Griffon

*With the body of a lion and the head, forelegs and wings of an eagle, this great beast stands proud and majestic.*

Wild griffons live in the hills and mountains. Their nests typically rest on ledges only accessible by flying. Anywhere from 4-8 griffon eggs can be found in the nest during mating season. These creatures typically are not dangerous unless someone invades their nest or it suspects the person may invade its nest.

Domesticated griffons are rare but not unheard of. The easiest way to domesticate a wild griffon is to steal an egg and raise it from birth. Of course its parents will search the rest of its life for the thief. Griffons are fiercely loyal and trust their trainers with their life. It is not unheard of for a griffon that had only one trainer to starve itself to death after the death of its trainer. Transfer of a griffon from one trainer to another (like if it is sold), can take as long as two to three months. Domesticated griffons typically serve as mounts to special knights.

A griffon can fly with two people of size 12 or less one person of size 20 or less.

			<b>1d20</b>	<b>Hit Location</b>	<b>AP/HP</b>
<b>STR</b>	8d6	(28)	1-2	Right Hind Leg	3/11
<b>CON</b>	3d6+12	(23)	3-4	Left Hind Leg	3/11
<b>SIZ</b>	8d6	(28)	5-7	Hindquarters	3/12
<b>INT</b>	6	(6)	8-10	Forequarters	3/12
<b>POW</b>	2d6+6	(13)	11	Right Wing	3/10
<b>DEX</b>	3d6+12	(23)	12	Left Wing	3/10
<b>CHA</b>	7	(7)	13-14	Right Front Leg	3/11
			15-16	Left Front Leg	3/11
			17-20	Head	3/11

*Combat Actions* 3

*Damage Modifier* 1d12

*Magic Points* 13

*Movement* 6m, 10m when flying

*Strike Rank* +15

*Skills:* Athletics 80%, Evade 40% (60% when flying), Perception 50%, Persistence 80%, Resilience 70%, Survival 60%

## **Combat Styles**

Bite 60%, Claw 70%

## **Weapons**

<b>Type</b>	<b>Size</b>	<b>Reach</b>	<b>Damage</b>	<b>AP/HP</b>	<b>Range</b>
Bite	L	M	1d8+1d12	As for Head	-
Claw	L	T	1d6+1d12	As for Leg	-