

Appendix Two: Characters and Creatures

In this appendix are statistics for many of the people and beings that adventuring knights might encounter. These are reserved largely for Gamemasters, but players are free to flip through briefly so that they can have an idea of the abilities and statistics of potential enemies. After all, knights should have a rough idea of their opponents' capabilities (though the players should not know Gamemaster characters' exact statistics!).

Remember, too, that Gamemasters will probably change some of these characteristics to suit themselves.

GAMEMASTER CHARACTERS

Standardized Attributes for types of people who might commonly be met during play are given here. Actual individuals may vary from these, according to Gamemaster desire and need.

Note that, in general, these lists of Attributes are given merely to fulfill the needs of combat. Any of these can be used as the base to establish a real individual with his own personality.

Traits, Passions, Skills, and special qualities are noted if they are important or unusual (such as for the Picts, for instance). In general, assume that any unlisted Skill values are around the starting values for a knight character; alternatively, if a character would reasonably have a better value in a given Skill, use a value between 11 and 13 (Gamemaster's choice).

Note that, when unencumbered, knights and other characters or creatures used to bearing heavy loads have their Movement Rates increased by +2 [see "Melee Movement" in Chapter 5].

KNIGHTS

The first four knights can be taken as statistically standard knights. These are the nameless and faceless knights that appear in the background of every story, but who (for whatever reason) never distinguish themselves. The Famous Knight listed is also of this nameless multitude, but a distinguished knight nonetheless.

The Extraordinary knight (which should always be fine-tuned by the Gamemaster) can be used for most of the great knights who are not described specifically in this chapter, such as Sir Sagamore.

Any of these knights can be altered slightly by applying differences for economic standing (i.e., Poor, Rich, etc.), or for being Religious knights, for instance.

YOUNG KNIGHT

SIZ 14, DEX 11, STR 11, CON 14, APP 11; Move 2; Armor 10 + shield; Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 4d6; Glory 1,200.

Combat Skills: Dagger 5, Lance 13, Spear 6, Sword 15; Battle 10, Horsemanship 10.

Skills: Awareness 10, Courtesy 5, First Aid 10, Heraldry 5, Hunting 5, Tourney 10.

Traits: Valorous 13.

Passions: Loyalty (Lord) 15.

Horse: Charger (6d6).

AVERAGE KNIGHT

SIZ 14, DEX 11, STR 14, CON 14, APP 11; Move 3; Armor 10 + shield; Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 5d6; Glory 1,800.

Combat Skills: Dagger 10, Lance 15, Spear 10, Sword 19; Battle 15, Horsemanship 15.

Skills: Awareness 10, Courtesy 10, First Aid 10, Heraldry 10, Hunting 10, Tourney 10.

Traits: Valorous 1d6+13.

Passions: Loyalty (Lord) 15.

Horse: Charger (6d6).

OLD KNIGHT

SIZ 11, DEX 8, STR 11, CON 11, APP 8; Move 2; Armor 10 + shield; Unconscious 5; Major Wound 11; Knockdown 11; Hit Points 22; Healing Rate 2; Damage 4d6; Glory 2,500.

Combat Skills: Dagger 10, Lance 18, Spear 10, Sword 20; Battle 18, Horsemanship 18.

Skills: Awareness 15, Courtesy 15, First Aid 15, Heraldry 15, Hunting 15, Tourney 15.

Traits: Valorous 1d6+12.

Passions: Loyalty (Lord) 15.

Horse: Charger (6d6).

NOTABLE KNIGHT

SIZ 15, DEX 11, STR 14, CON 15, APP 11; Move 3; Armor 10 + shield; Unconscious 8; Major Wound 15; Knockdown 15; Hit Points 30; Healing Rate 3; Damage 5d6; Glory 3,000.

Combat Skills: Dagger 10, Lance 16, Spear 10, Sword 21; Battle 16, Horsemanship 16.

Skills: Awareness 12, Courtesy 10, First Aid 10, Heraldry 10, Hunting 10, Tourney 10.

Traits: Valorous 15.

Passions: One or more at 16.

Horse: Charger (6d6).

Equipment: Fine clothing (£2).

FAMOUS KNIGHT

SIZ 16, DEX 13, STR 14, CON 15, APP 13; Move 3; Armor 10 + shield; Unconscious 8; Major Wound 15; Knockdown 16; Hit Points 31; Healing Rate 3; Damage 5d6; Glory 6,000.

Combat Skills: Axe 15, Dagger 10, Lance 18, Spear 10, Sword 22; Battle 18, Horsemanship 18.

Skills: Awareness 13, Courtesy 13, First Aid 13, Heraldry 13, Hunting 13, Tourney 13.

Traits: Valorous 16.

Passions: One or more at 16.

Horse: Charger (6d6).

Equipment: Rich clothing (£4).

EXTRAORDINARY KNIGHT

SIZ 17, DEX 16, STR 16, CON 16, APP 16; Move 3; Armor 10 + shield; Unconscious 8; Major Wound 16; Knockdown 17; Hit Points 33; Healing Rate 3; Damage 6d6; Glory 9,000.

Combat Skills: Axe 18, Dagger 10, Lance 21, Mace 18, Spear 18, Sword 23; Battle 18, Horsemanship 20.

Skills: Awareness 16, Courtesy 16, First Aid 16, Heraldry 16, Hunting 16, Tourney 16, all other knightly Skills at 5 or more.

Traits: Prudent 16, Valorous 18.

Passions: One or more at 16.

Horse: Charger (6d6).

Equipment: Noble clothing (£8).

FIGHTING MEN

As with knights, these characters can be altered easily just by changing a few numbers and adding some more personality Traits.

Note that a +1 or +2 bonus is already figured into Movement Rates for any non-knight character not wearing chainmail armor.

Size and Weight

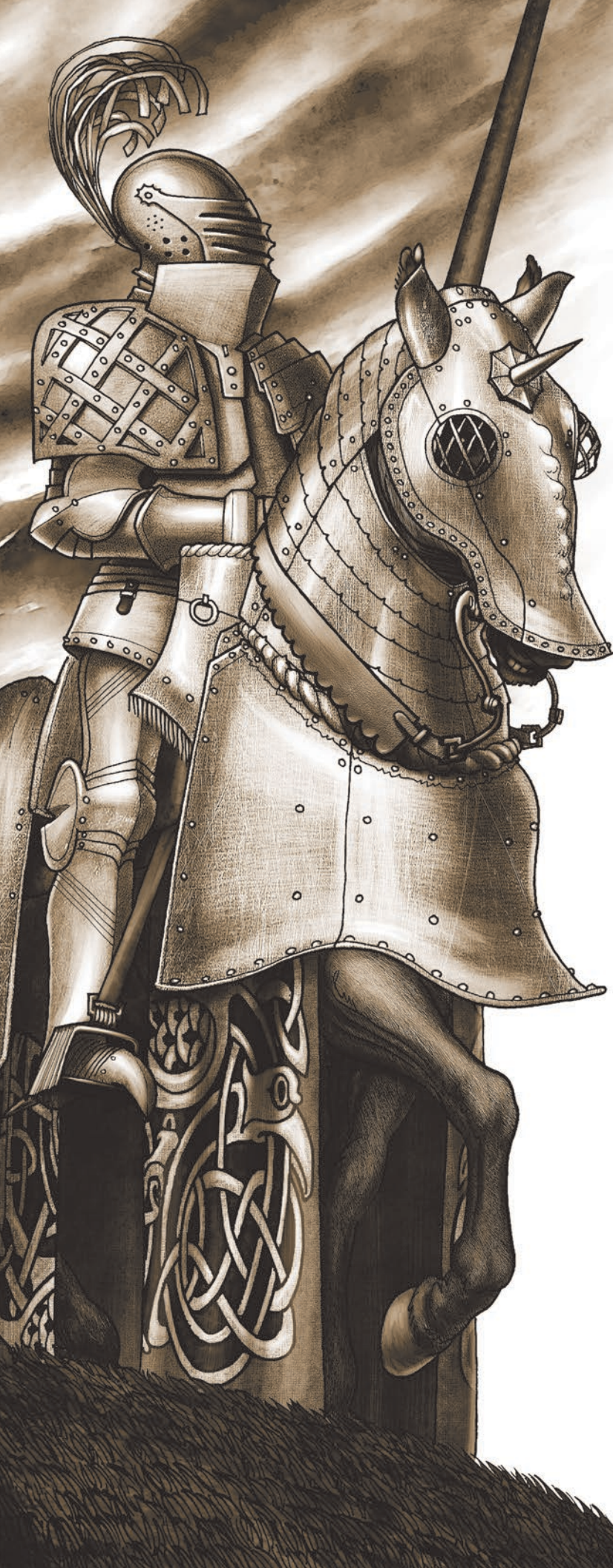
While every character begins somewhere between SIZ 8 and 18, it is nice to know just how big your character actually is based on that abstract value. Further, many creatures other than knights are dramatically larger or smaller.

Generally, a creature up to SIZ 10 weighs roughly 10 pounds per point of SIZ; thus, a SIZ 7 hound weighs about 70 pounds, give or take a few. Beyond SIZ 10, each number indicates a 10% increase over the previous value. Thus, a character of SIZ 15 weighs 10% more than one of SIZ 14.

The following table allows you to have some idea, at a glance, of just how big a character or creature might be.

TABLE B.1: CREATURE SIZE

SIZ Attribute	Approximate Weight (lbs.)
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100
11	111
12	122
13	134
14	147
15	162
16	178
17	196
18	216
19	238
20	262
21	288
22	317
23	349
24	384
25	422
26	464
27	510
28	561
29	617
30	679
31	747
32	822
33	904
34	994
35	1093
40	1760
45	2834
50	4566
55	7353
60	11,842
70	30,715
80	79,667
90	206,635
100	535,960



ARCHER

SIZ 9, DEX 10, STR 10, CON 15, APP 10; Move 4; Armor 2; Unconscious 6; Major Wound 15; Knockdown 9; Hit Points 24; Healing Rate 2; Damage 3d6.

Combat Skills: Bow 18 (3d6), Sword 8.

Skills: Awareness 12, Hunting 8.

Traits: Valorous 10.

BANDIT

SIZ 12, DEX 10, STR 12, CON 12, APP 8; Move 4; Armor 4; Unconscious 6; Major Wound 12; Knockdown 12; Hit Points 24; Healing Rate 2; Damage 4d6.

Combat Skills: Bow 8 (3d6), Dagger 8, Great Spear 8.

Skills: Awareness 18, Hunting 16.

Traits: Cruel 13, Suspicious 16, Valorous 8.

Passions: Hate (Knights) 12.

FOOT SOLDIER

SIZ 10, DEX 10, STR 10, CON 13, APP 10; Move 3; Armor 6 + shield; Unconscious 6; Major Wound 13; Knockdown 10; Hit Points 23; Healing Rate 2; Damage 3d6.

Combat Skills: Dagger 6, Spear 10, Sword 10.

Skills: Awareness 10.

Traits: Valorous 12.

PICT WARRIOR

SIZ 8, DEX 14, STR 11, CON 11, APP 7; Move 4; Armor 3*; Unconscious 5; Major Wound 11; Knockdown 8; Hit Points 19; Healing Rate 2; Damage 3d6.

Combat Skills: Great Axe 15 (+1d6, +2d6 vs. shield), Great Spear 14, Javelin 18.

Skills: Awareness 18, Faerie Lore 15, First Aid 15, Hunting 18.

Traits: Valorous 16.

Passions: Honor 12; Love (Goddess) 12.

Special: Pict warriors suffer only a -5 modifier to Combat Skills (not -10) when fighting in darkness. They may make an Awareness roll each round during combat (this is an exception to the "one action per round" rule) to reduce this penalty to 0, since they normally move about at night.

* Picts usually have magical tattoos on their bodies that protect as armor.

ROYAL GUARDSMAN

SIZ 13, DEX 13, STR 13, CON 15, APP 10; Move 3; Armor 10; Unconscious 7; Major Wound 15; Knockdown 13; Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills: Crossbow 15 (Med. 1d6+13), Dagger 8, Great Spear 17, Sword 13.

Skills: Awareness 15.

Traits: Valorous 15.

Passions: Loyalty (Lord) 16.

SAXON BERSERKER

This fellow regularly uses the uncontrolled attack combat option (see “Optional Combat Tactics” in [Chapter 6](#))

SIZ 17, DEX 13, STR 17, CON 18, APP 6; Move 3; Armor 10; Unconscious 9; Major Wound 18; Knockdown 17; Hit Points 35; Healing Rate 4; Damage 6d6+1d6*.

Combat Skills: Great Axe 19 (+1d6, +2d6 vs. shield), Javelin 20.

Skills: Awareness 5, Boating 3, Swimming 4.

Traits: Generous 16, Proud 16, Reckless 16, Worldly 16, Indulgent 16, Valorous 22.

Passions: Honor 6; Love (Wotan) 16.

* Bonus from following Wotanic virtues.

SAXON CHIEFTAIN

SIZ 17, DEX 10, STR 14, CON 14, APP 12; Move 2; Armor 10 + shield; Unconscious 8; Major Wound 14; Knockdown 17; Hit Points 31; Healing Rate 3; Damage 5d6+1d6*.

Combat Skills: Axe 21, Javelin 17, Spear 20; Battle 15.

Skills: Awareness 15, Boating 18, Swimming 12.

Traits: Generous 16, Indulgent 16, Proud 16, Reckless 16, Valorous 17, Worldly 16.

Passions: Honor 15.

* Bonus from following Wotanic virtues.

SAXON WARRIOR

SIZ 16, DEX 8, STR 14, CON 14, APP 11; Move 3; Armor 6 + shield; Unconscious 8; Major Wound 14; Knockdown 16; Hit Points 30; Healing Rate 3; Damage 5d6.

Combat Skills: Axe 14, Javelin 13, Spear 13.

Skills: Awareness 15, Boating 12, Swimming 10.

Traits: Valorous 12.

Passions: Honor 10.

SERGEANT

SIZ 13, DEX 10, STR 13, CON 15, APP 10; Move 3; Armor 10 + shield; Unconscious 7; Major Wound 15; Knockdown 13; Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills: Spear 13, Sword 13.

Skills: Awareness 10.

Traits: Valorous 14.

Horse: Poor charger (5d6).



SERGEANT, EXPERIENCED

SIZ 13, DEX 10, STR 13, CON 15, APP 10; Move 3; Armor 10 + shield; Unconscious 7; Major Wound 15; Knockdown 13; Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills: Spear 18, Sword 19.

Skills: Awareness 15.

Traits: Valorous 16.

Horse: Charger (6d6).

ORDINARY FOLK

These folk are generally non-combatant, but stats are included here for the sake of completeness.

CHRISTIAN MONK

SIZ 10, DEX 10, STR 10, CON 13, APP 10; Move 4; Armor 1; Unconscious 8; Major Wound 13; Knockdown 10; Hit Points 29*; Healing Rate 3; Damage 3d6.

Skills: Chirurgery 18, First Aid 18, Read (Latin) 6, Religion (Christianity) 18, Stewardship 12.

Traits: Chaste 16, Forgiving 16, Merciful 15, Modest 17, Spiritual 16, Temperate 17, Valorous 5.

Passions: Love (God) 17.

Horse: Palfrey (3d6).

Possessions: Bible, simple silver crucifix, bandages, simple travel gear.

* Bonus of +6 hit points from following Christian virtues.

FARMER

SIZ 8, DEX 9, STR 12, CON 10, APP 8; Move 4; Armor 1; Unconscious 5; Major Wound 10; Knockdown 8; Hit Points 18; Healing Rate 2; Damage 3d6.

Combat Skills: Mace 8 (using club, -1d6).

Skills: Faerie Lore 5, First Aid 10, Folk Lore 12, Hunting 2, Industry 10, Stewardship 8.

Traits: Valorous 5.

MERCHANT, RICH

SIZ 11, DEX 10, STR 10, CON 14, APP 8; Move 4; Armor 2; Unconscious 6; Major Wound 14; Knockdown 11; Hit Points 25; Healing Rate 2; Damage 4d6.

Combat Skills: Sword 8.

Skills: Awareness 15, First Aid 10, Folk Lore 16, Hunting 2, Orate 12, Stewardship 8.

Traits: Valorous 6.

Horse: Rouncy.

Possessions: Rich clothing (£2), 3d20d.

VILLAGE BLACKSMITH

SIZ 11, DEX 13, STR 17, CON 14, APP 7; Move 5; Armor 1; Unconscious 6; Major Wound 14; Knockdown 11; Hit Points 25; Healing Rate 3; Damage 5d6.

Combat Skills: Mace 13 (using hammer, no +1d6 vs. chainmail).

Skills: Awareness 8, Faerie Lore 8, First Aid 10, Folk Lore 12, Industry 15.

Traits: Valorous 12.

WOMEN

Women characters typically are not meant for combat, so they require attention to personality rather than hit points and Combat Skills. These stats are nonetheless provided as standards, from which interesting characters can be developed.

COMMON MAIDSERVANT

SIZ 10, DEX 13, STR 9, CON 13, APP 12; Move 4; Armor 1; Unconscious 6; Major Wound 13; Knockdown 10; Hit Points 23; Healing Rate 2; Damage 3d6.

Combat Skills: Dagger 6 (-1d6).

Skills: Awareness 10, Chirurgery 10, Courtesy 3, First Aid 10, Folk Lore 13, Industry 10.

Traits: Chaste 10, Valorous 3.

DAMOSEL

SIZ 10, DEX 13, STR 10, CON 15, APP 15; Move 4; Armor 2; Unconscious 6; Major Wound 15; Knockdown 10; Hit Points 25; Healing Rate 3; Damage 3d6; Glory 250.

Combat Skills: Dagger 10 (-1d6); Battle 10.

Skills: Awareness 10, Chirurgery 17, Courtesy 14, Dancing 12, Fashion 13, First Aid 16, Industry 15, Stewardship 12.

Traits: Chaste 13, Valorous 4.

LADY

SIZ 10, DEX 11, STR 9, CON 14, APP 15; Move 4; Armor 2; Unconscious 6; Major Wound 14; Knockdown 10; Hit Points 24; Healing Rate 2; Damage 3d6; Glory 850.

Combat Skills: Dagger 10 (-1d6); Battle 10.

Skills: Awareness 10, Chirurgery 17, Courtesy 16, Dancing 12, Fashion 14, First Aid 16, Industry 16, Stewardship 15.

Traits: Chaste 17, Valorous 8.

Passions: Honor 17, Hospitality 16.

MAID-IN-WAITING

SIZ 10, DEX 14, STR 8, CON 13, APP 14; Move 4; Armor 1; Unconscious 6; Major Wound 13; Knockdown 10; Hit Points 23; Healing Rate 2; Damage 3d6.

Combat Skills: Dagger 10 (-1d6); Battle 3.

Skills: Awareness 8, Chirurgery 9, Courtesy 8, Dancing 9, Fashion 10, First Aid 12, Industry 13, Stewardship 7.

Traits: Chaste 13, Valorous 4.

CREATURES AND BEASTS

Listed from this point forward are many of the various creatures and monsters that populate the world of *King Arthur Pendragon*. This information is designed for Gamemasters, but players may flip through to get some idea of the relative power of creatures they might well face — most knights have heard enough stories and legends of dragons, for instance, to know whether or not pursuing one is a wise course (regardless of what their valor and honor would have them do).

Note that creatures may have special abilities or qualities that are simply unavailable to human characters. For example, many creatures have “natural armor” due to thick hides or scales that protects just as armor but does not encumber.

Movement Rate: Generally, for quadrupeds, Movement Rate is calculated as (STR+DEX)/5, but some creatures may have inherent modifiers to this base. Creatures with other means of locomotion, such as wings, typically use some other formula to calculate their Movement Rates.

Size and Leverage: The Damage statistic for most creatures is calculated differently from that of humans, for beasts cannot always bring their full strength and mass to bear in combat the way that a knight can with a steel weapon. As a result, many monsters and beasts have a Damage statistic significantly less than what would be determined using the standard formula of Damage dice = (SIZ+STR)/6.

THE STABLES

The training that a horse receives is generally more important than its breed or type, but size and strength are still important. A large pony might be trained for combat, for instance, but most are too small to be of significant value in such a situation. Custom determines what a mount is trained for; this section assumes that ordinary custom has been followed.

COMBAT TRAINING

Horses must be trained properly for combat if the rider is to concentrate fully on his task. All chargers, coursers, and rouncys are assumed to have been battle trained, as reflected in their price and usage. Because they have this training, no extra rolls must be made in a fight, as with riding horses.

Horses that are *not* combat trained are difficult to handle during the press and panic of a bloody fight. In combat, riders of insufficiently trained horses must attempt a Horsemanship roll to control their panicky steed; this roll occurs before any other actions every combat round (this is an exception to the “one action per round” rule), and its results are determined using the following chart.

Horsemanship Roll	Effect
Critical success	The rider need not make another Horsemanship roll to control the horse for the rest of this fight.
Success	The character may fight this round, as normal.
Failure	The character cannot fight this round, but can still try to evade attacks with another Horsemanship roll (see “Evasion” in Chapter 6).
Fumble	The horse breaks control and bolts out of battle. It runs until another Horsemanship roll is made to rein it in.

HUNTING HORSES

Some horses, especially coursers, are trained for the hunt. When required to make a Horsemanship roll while hunting, or otherwise chasing something through the woods, add a +5 modifier to your Skill while riding a trained hunting steed.

RUINING HORSES

Horses are sturdy and immensely strong, yet in many ways quite fragile. A horse can be permanently ruined for combat work and hard labor if it is broken. A horse is considered “ruined” or “broken” if it takes a Major Wound or if it fumbles a CON roll during a forced march or other extended exertion.

A broken horse has its STR and CON each reduced by 2 and its Movement Rate by 1. Such a beast is classified as a “nag,” capable of carrying goods but naught else.

Nag: Any type of horse that has been broken or grown too old to serve its function is a nag. Thus Attributes can range widely, but all are unspirited and slow.

MAGICAL HORSES

Magical horses are extraordinary, but there is substantial precedent for them in Arthurian literature. Magical horses usually have magical armor or Movement Rate values, but other game effects are possible.

To win a magical horse requires a heroic effort or deed, as determined by the Gamemaster. They may be gained only from adventures, never purchased. Possibly the trust of the steed must be established, if it is to accept its position in your stable. In other cases, mastery must be won, likely through a grueling series of Horsemanship rolls or other efforts.

MOUNT STATISTICS

Note that steeds, like the many generic characters shown earlier in this appendix, can be individualized quite easily just by altering their statistics slightly, making a “poor charger” or a “swift courser,” for example.

CARTHORSE

SIZ 15, DEX 10, STR 15, CON 10; Move 4; Armor 3; Unconscious 6; Major Wound 10; Knockdown 15; Hit Points 25; Healing Rate 3; Damage 2d6.

CHARGER

This is a large, heavy, battle-trained steed, the standard knight's warhorse. Most chargers are hybrids of native British ponies with the great horse or other large foreign breeds.

SIZ 34, DEX 17, STR 30, CON 12; Move 8; Armor 5; Unconscious 12; Major Wound 12; Knockdown 34; Hit Points 46; Healing Rate 4; Damage 6d6.

COURSER

The courser is a large horse bred for speed, often used as a knight's riding animal. Coursers are usually trained either for battle or for the hunt (and sometimes both).

SIZ 30, DEX 25, STR 24, CON 15; Move 9; Armor 5; Unconscious 11; Major Wound 15; Knockdown 30; Hit Points 45; Healing Rate 4; Damage 5d6.

DONKEY

Donkeys came to Britain with the Roman invasion in 43 A.D.; since then, they have been used extensively both in the fields and as pack animals.

SIZ 15, DEX 15, STR 20, CON 15; Move 5; Armor 3; Unconscious 8; Major Wound 15; Knockdown 15; Hit Points 30; Healing Rate 4; Damage 4d6.

MULE

A mule is the offspring of a male donkey (or jack) and a female horse (mare). They are known for their stubbornness, their great sense of balance, and their very hard, durable hooves, which rarely crack or split.

SIZ 25, DEX 8, STR 25, CON 18; Move 6; Armor 4; Unconscious 11; Major Wound 18; Knockdown 25; Hit Points 43; Healing Rate 4; Damage 6d6.

PALFREY

The palfrey makes an excellent riding horse. Some are noted for their gentleness and easy handling, making them favored for women's mounts. These gentle beasts are sometimes classified as amblers, trotters, or pacers. Palfreys, by definition, are not normally battle-trained.

SIZ 26, DEX 10, STR 16, CON 8; Move 6; Armor 3; Unconscious 9; Major Wound 8; Knockdown 26; Hit Points 34; Healing Rate 2; Damage 3d6.

ROUNCY

The rouncy is the standard riding horse (though normally combat-trained as well, since they are a knight's riding steed), relatively slow and small, yet comfortable and hardy.

SIZ 26, DEX 10, STR 18, CON 14; Move 6; Armor 4; Unconscious 10; Major Wound 14; Knockdown 26; Hit Points 40; Healing Rate 3; Damage 4d6.

SUMPTER

Use these stats for either packhorse or pony.

SIZ 22, DEX 12, STR 15, CON 16; Move 5; Armor 3; Unconscious 10; Major Wound 16; Knockdown 22; Hit Points 38; Healing Rate 3; Damage 3d6.

NATURAL BEASTS

Characters might meet any number of ferocious creatures while hunting or on an adventure. The statistics for some of the most common, whether domesticated or wild, are given herein.

Note that some special abilities (Maul, Ferocity, etc.) are unique to certain wild creatures. If any of these abilities is not listed for a particular creature, assume that its value is 0.

Glory Won: This is the amount of Glory gained by slaying the creature (if it is used as listed; as usual, increase the value if the creature's stats are significantly increased).

AVOIDANCE

The Avoidance Skill, available only to beasts and monsters, indicates how adept the animal is at hiding and escaping from predators.

During each segment of a hunt, the quarry makes an opposed Avoidance roll against a character's Hunting Skill (or a predator's own Avoidance Skill).

Once a hunter catches up to the prey, use the following formula to see how close the hunter (and his retinue) can get to the quarry for the first melee round of combat:

$1d6 + \text{the quarry's Avoidance value} - \text{the pursuer's Hunting value}$

Surprise Attack: Once hunter(s) have caught up to the quarry, the first character on the scene may make one free attack, as long as he can close to melee distance (1 yard) or has a missile weapon with adequate range; alternately, he can choose to stay near the creature until reinforcements arrive to attack it in normal melee.

If more than one character arrives on the same segment, any character with Glory significantly higher than the others should be allowed the first attack. Otherwise, whoever has the highest Movement Rate (or, if tied, DEX score) gets the first attack.

The surprise attack is an opposed roll pitting the hunter's Combat Skill roll against the prey's Avoidance roll. Check the result on the table below.

TABLE B.2: SURPRISE ATTACK VS. AVOIDANCE

Attack Result	Effect
Critical success	Hunter deals double damage. (Modify base damage by weapon type, if applicable.) In the first melee round, the quarry, if it is still conscious, seeks to attack the nearest hunter it perceives.
Success	Hunter deals normal damage. (Modify base damage by weapon type, if applicable.) In the first melee round, the quarry seeks to attack the nearest hunter unless it has taken a Major Wound or worse, in which case it tries to avoid again.
Partial success	The quarry escapes. Go back to regular pursuit, with a +5 modifier on further Hunting rolls.
Failure	The quarry escapes. Go back to regular pursuit, with a -5 modifier on further Hunting rolls.
Fumble	The quarry escapes, and the hunter loses the trail. Go back to the first phase of the pursuit, with a -5 modifier on further Hunting rolls.

See the [Introductory Scenario in Appendix 3](#) for a sample hunt, which explains the notion of “segments” and “pursuit” during a hunt.

The Rush: If the quarry lives after a surprise attack, as many as three characters with melee weapons (plus any number of ranged attackers) may attempt another attack, if possible, while the beast tries to either escape or close with its attackers. The prey still uses its Avoidance value to oppose attacks during the rush, rather than an opposed combat roll. If several people attack, the beast must divide its Avoidance value among them just as it would its Combat Skill in normal combat (see “Multiple Attackers” in Chapter 6).

Normal Combat: If the creature survives the rush and attacks, the hunt enters normal melee combat at this point. Otherwise, if the creature fled, the hunt resumes as a pursuit.

DISCRETION AND VALOR

Whenever a character wishes to attack a fierce beast, he might be required make a successful Valorous roll upon first sighting the creature. (What constitutes “fierce” and thus requires a roll is left to each Gamemaster’s discretion. In general, magical beasts always require a Valorous roll.) This modifier is a survival factor for young player-knights — creatures too large or too powerful to kill should be avoided or placated, not attacked. Thus, a Prudent modifier is also given where appropriate; this functions just as the Valorous modifier, but with respect to Prudent rolls.

Failure on a Valorous roll indicates a character’s reluctance to close with the beast for 1 round (another roll may be attempted each round), while a fumble indicates that the character flees in terror for 1d6 rounds at least before he returns to his senses. A character who succeeds on a Valorous roll but who doesn’t wish to attack a particularly fierce creature (such as a dragon or giant whom he has no real chance of defeating) may then make a Prudent roll to avoid the combat, usually without dishonor.

Note that groups of knights confronting a single monster have a better chance of defeating it, so any Valorous and Prudent modifiers should be divided equally among them. Glory, likewise, is divided among the victors.

Prudent Modifier: This modifier applies to any Prudent roll a character might make in order to attack the creature in question; generally, only monsters (and not natural beasts) have Prudent modifiers.

Valorous Modifier: Many monsters and some natural beasts impose inherent modifiers to the Valorous roll. This modifier applies to any Valorous roll a character might make in order to attack the creature in question; if a creature has a modifier, then a character must always make a Valorous roll before attacking it.

Of course, other modifiers for the situation might also be applied; for example, if a helpless maiden is in imminent danger from a most terrifying beast, a positive modifier to the knight’s Valorous roll might nonetheless be appropriate.

BEAR

This smallish variety of brown bear is the only bruin native to Britain. It normally tries to avoid humans, but can be deadly if trapped or cornered. A popular entertainment is to pit a bull versus a captured bear in a pit or arena. When combating a mounted foe, a bear usually attacks the rider first.

Glory Won 10; SIZ 25, DEX 10, STR 25, CON 18; Move 8; Armor 6; Unconscious 11; Major Wound 18; Knockdown 25; Hit Points 43; Healing Rate 4; Damage 3d6 (maul)*.

Combat Skills: Claws 13.

Skills: Avoidance 7.

Ferocity: A bear attacks normally for 1 full round after another creature would be incapacitated (i.e., even after its current hit points reach or drop below its Unconscious threshold, or after it receives a Major Wound, for example).

* Maul: A bear may attack only one target per round, using its Claws value of 13. If the bear wins the melee round, however, it makes two separate 3d6 damage rolls instead of a single damage roll, simulating the bear’s mauling attacks. Damage inflicted by these two damage totals is treated as two separate wounds.

BOAR

The wild boar is a cunning and savage creature, widely respected for its deadliness when cornered. As a species, boars are quite pugnacious, and old solitary boars are particularly dangerous.

When combating a mounted foe, a boar always attacks the horse first since he cannot reach higher.

Glory Won 15; SIZ 20, DEX 15, STR 30, CON 25; Move 8; Armor 5; Unconscious 11; Major Wound 25; Knockdown 20; Hit Points 45; Healing Rate 6; Damage 6d6.

Combat Skills: Tusks 18.

Skills: Avoidance 10.

Ferocity: A boar attacks normally for 1 round after taking damage that would incapacitate most other creatures (i.e., even after its current hit points reach or drop below its Unconscious threshold, or after it receives a Major Wound, for example).



Allegorical Beasts

The medieval world was one of myth and allegory, where anything might have hidden meanings. These interpretations, while apparently naïve and foolish today, were meaningful to the folk of that time.

As a result, some natural creatures in *King Arthur Pendragon* can provoke a significant emotional response just by a character's observing their nature. Such events may occur often or rarely, depending on the Gamemaster's sense of humor and the manner of portrayal of these medieval truths.

Gamemasters can provide opportunities for a Trait or Passion check with these sightings. Simply ask for an Awareness roll first, report that this or that creature (and its behavior) attracts the character's attention; let those who succeed point out the strange animal if they wish.

If a player notices the correct Trait being displayed, give the character a check. Everyone else, or everyone if no one notices, can then roll on the same Trait, obtaining a check if they succeed and if they fail making a roll for the opposite Trait. (Thus, they may get a check for the opposite effect, because they failed to recognize the virtue being illustrated.) If both rolls fail, no checks are gained.

No statistics are given for these allegorical creatures here because such numbers are meaningless in most cases. However, a couple of them have statistics elsewhere in this appendix or in later scenarios.

Beaver: This creature is hunted for its testicles, which make a very powerful medicine. When hunters close in upon it, the beaver castrates itself and flings the organs to the hunter, thereby escaping with its life. Observers of this event may receive a check to the Cowardly Trait.

Bee: The bee is industrious and civil to all its fellows, a paragon of sociability. It works all day not for itself but for the good of the community, and has such a sense of justice that, when it commits felony against the community, it stings itself to death. When observed over time, a bee may impart a chance to make rolls on both Energetic and Just.

Coot: This bird is often found in company of eagles, with nests lower down the cliff face. Coots adopt any orphan or rejected eagle that is cast down from its home nest. The coots raise the eagle like their own to healthy adulthood. Observing this fact yields a Generous check.

Dog: No creature is more loyal than a dog, which follows its master everywhere, willingly laying down its life for him if necessary. Furthermore, dogs are unfailingly trusting, obeying commands without hesitation. Observing such behavior can warrant a Loyalty (Lord) and/or a Trusting check.

Eagle: These imperial mothers of the sky test their offspring by holding the nestlings to stare at the sun. If they flinch, the young are rejected as unworthy and ejected from the nest. The parent does this out of a sense of pure justice, which is always blind, and observers gain a Just check for the observation.

Elephant: Elephants never mate sexually. When they wish to conceive, a pair of them finds a mandrake tree and feed each other its fruits. As a result, the female is impregnated. Viewing this and trying to understand, knights may gain a Chaste check.

Hawk: These sleek raptors often withhold food from their fledglings and are quick to kick them out of the nest to fend for themselves. They do this because it makes their young very tough. Still, anyone who observes this receives a Cruel check.

He-Goat: The male goat is notoriously carnal, continuously seeking intercourse with its mates. When such behavior is noted allegorically, the observers may gain a Lustful check.

Hoopoe: The hoopoe bird can no longer fly when it grows old, yet its offspring care for it, feeding and cleaning it until it finally dies of old age. When this is observed, knights can attempt to make a Love (Family) roll.

Lynx: The lynx is a type of spotted wolf whose urine hardens in seven days to form a precious stone called a carbuncle. Lynxes know this, so they bury their urine as deeply as possible to prevent humans from finding and using the stones as ornaments. Observers receive a Selfish check if they see this.

Partridge: The partridge is deceitful because it steals eggs from other birds and tries to raise them. However, fledglings of the other species are rarely convinced; when they hear the cries of their natural parents, they try to return to them. Observing this, knights gain a Deceitful check.

Peacock: The peacock is incredibly vain, considering itself the most beautiful of creatures. When it awakes, it squawks because it fears for a moment that its beauty has faded. It spreads its tail when observed, simply to show off. Observers of this bird may gain a Proud check.

Pelican: These water birds annually slay their young in righteous anger; then, three days later, they pierce their own breasts until blood flows out over the chicks, which then return to life. If player-knights see this, they may receive a Spiritual check.

Stork: Storks are family-oriented birds. They are monogamous and always return to the same nests. The parents incubate the nest so intently that they lose feathers, and afterwards are cared for by their young for a length of time equal to their upbringing. Continued observation of this behavior, perhaps constantly over a year, or intermittently over many years, can allow characters a Love (Family) check.

BULL

The bull, wild or domestic, can be extremely fierce, especially when defending its herd or provoked to fight in an arena.

Glory Won 10; SIZ 30, DEX 10, STR 30, CON 20; Move 8; Armor 6; Unconscious 13; Major Wound 20; Knockdown 30; Hit Points 50; Healing Rate 5; Damage 6d6.

Combat Skills: Gore 10, Trample 18 (prone foes only).

Skills: Avoidance 5.

Valorous Modifier: +2.

Charge: A bull may travel up to its normal Movement Rate and still make a Gore attack as part of a single action. If it does move before attacking, it gains a +5 modifier on its Gore roll, and, if the attack is successful, the bull deals +2d6 points of damage. A foe that is knocked down can then be trampled on the following turn.

DEER

A stag normally tries to elude foes, but when cornered or exhausted it fights to the death.

DEER, FALLOW

The fallow deer is large, its reddish coat covered with white spots. Its large antlers are similar to those of the much larger American moose.

Glory Won 1; SIZ 17, DEX 20, STR 15, CON 15; Move 9; Armor 3; Unconscious 8; Major Wound 15; Knockdown 17; Hit Points 32; Healing Rate 3; Damage 3d6.

Combat Skills: Gore 11, Hoof 10.

Skills: Avoidance 18.

Valorous Modifier: +10.

Charge: A fallow deer may travel up to its normal Movement Rate and still make a Gore attack as part of a single action. If it does move before attacking, it gains a +3 modifier on its Gore roll, and, if the attack is successful, deals +1d6 points of damage.

DEER, RED

The red deer is a large woodland deer similar to the American elk. A stag normally tries to elude foes, but when cornered or exhausted it fights to the death.

Glory Won 5; SIZ 20, DEX 25, STR 25, CON 20; Move 9; Armor 4; Unconscious 10; Major Wound 20; Knockdown 20; Hit Points 40; Healing Rate 5; Damage 5d6.

Combat Skills: Gore 15, Hoof 15.

Skills: Avoidance 15.

Valorous Modifier: +10.

Charge: A red deer may travel up to its normal Movement Rate and still make a Gore attack as part of a single action. If it does move before attacking, it gains a +3 modifier on its Gore roll, and, if the attack is successful, deals +2d6 points of damage.

The Boar Is Found

*They beat the bushes boldly then to start him,
And he in sudden fury seeks escape,
Lunging at the line of men in vain.
The boar whose brunt they bore there was a beauty,
A longer than had long since left the herd,
Grown, aggressive, greatest of all swine,
And when he grunted, grim; and then men groaned,
For three he thrust to earth at his first thrust
But did not further damage as he charged.
The hunters halloo Hi! and cry Hey! Hey!
Clap their horns to their lips to sound recall.
Many are the mouths of hounds and men
That crowd the boar with cry and roar until the copse
resounds.
He turns and stands at bay,
Savaging the hounds,
And piteously they
Run howling at their wounds.*

—Gawaine and the Green Knight

DEER, ROE

This is a tiny deer, unworthy of being hunted by a knight. It is included only because the roebuck is important in several myths and fairytales, and thus might appear in adventures. It is so small that it needs no statistics — a single blow should kill one, and it has no attacks that might hurt a grown knight.

Skills: Avoidance 19.

DOG

Virtually every household has some type of mutt that barks at strangers and feeds on scraps. Dog breeds are widely varied, and almost all of them are either “brachets” or “gaze hounds”: The first hunts by scent, the second by sight. A pack of hunting hounds usually includes some of each.

Dogs, kept in kennels, are almost as valued as horses; they are vital to a successful hunt, to such an extent that a –5 modifier (or greater) should be applied to Hunting rolls if dogs are not used.

DOG, COMMON

Most kinds of dogs, including typical hunting dogs, are included in these statistics.

SIZ 4, DEX 25, STR 12, CON 12; Move 8; Armor 1; Unconscious 4; Major Wound 12; Knockdown 4; Hit Points 16; Healing Rate 2; Damage 2d6.

Combat Skills: Bite 8 (–1d6 vs. metal armor).

DOG, EXCEPTIONAL

Large hounds and mastiffs, very rare and valuable, have better Attributes than the typical dog; an example of such an extraordinary dog is the Irish wolfhound, a rare, very valuable domestic dog. It is more common in Ireland, and sometimes given as a prize in Britain.

SIZ 12, DEX 20, STR 13, CON 12; Move 7; Armor 2; Unconscious 6; Major Wound 12; Knockdown 12; Hit Points 24; Healing Rate 3; Damage 3d6.

Combat Skills: Bite 15 (–1d6 vs. metal armor).

HAWK

All kinds of falcons, hawks, and other raptors can use the following statistics. The “mews” is a special building where falcons and hawks are kept.

SIZ 1, DEX 20, STR 5, CON 5; Move 20; Armor —; Unconscious 2; Major Wound 5; Knockdown 1; Hit Points 6; Healing Rate 2; Damage 1d6.

Combat Skills: Claws 12.

WOLF

Wolves generally travel and hunt in packs. They rarely attack humans under normal circumstances, but are a menace to livestock.

Glory Won 5; SIZ 5, DEX 22, STR 12, CON 12; Move 8; Armor 2; Unconscious 4; Major Wound 12; Knockdown 5; Hit Points 17; Healing Rate 2; Damage 3d6.

Combat Skills: Bite 20.

Skills: Avoidance 10.

MONSTERS AND FABULOUS BEASTS

Magical creatures dangerous to a knight are rare, and fortunately so. As a group, such creatures are commonly referred to as “monsters.” Many have special qualities and Attributes such as unusual or extra attacks, which must be considered carefully during combat.

Monsters may flee or surrender if approached by strong contingents of armed knights. The duty of a knight is generally to rid the world of such “menaces,” so killing a monster is usually necessary to gain the Glory for its defeat. However, at the Gamemaster’s option, a tenth of normal Glory (or more, based on the circumstances) can be gained for a partial victory over a monster.

DRAGON

The dragons of legendary Britain are each unique; most are quite cunning, if not erudite. Often, a particular dragon has a specific weakness or can be slain by only one specific means.

Individual dragons are dealt with in later supplements, but no Arthurian book is complete without one, so below is detailed is a *small*, “common” dragon, provided as an example to keep

player-knights from thinking they can safely combat these magnificent, terrible creatures.

See also [Wyrn](#) and [Wyvern](#).

Glory Won 1,000; SIZ 80, DEX 40, STR 80, CON 50; Move 16 (flying); Armor 15; Unconscious 33; Major Wound 50; Knockdown 80; Hit Points 130; Healing Rate 14; Damage 16d6.

Combat Skills: Claws 17*, Bite 15†.

Skills: Avoidance 5.

Prudent Modifier: +10.

Valorous Modifier: –15.

Flying Attack: A dragon cannot hover, although it may fly past an opponent, making a single claw or bite attack as it passes. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A dragon attacking in this way imposes a –15 modifier to the attack roll of any foe it attacks that round.

* *Claws:* A dragon on the ground may make two separate claw attacks per round, each using its Claws value of 17; these attacks may both be directed at one opponent, or at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents [\[see “Multiple Opponents” in Chapter 6\]](#). Each claw deals damage as normal.

† *Bite:* A dragon’s bite attack is treated as a grapple attack [\[see “Grappling” in Chapter 6\]](#) in addition to dealing damage normally. A dragon that achieves a pin while grappling in this way has swallowed any creature with a SIZ equal to half the dragon’s own or less. The hapless foe is slain and devoured.

FAERIE KNIGHT

A Faerie knight is not a human being, but an immortal that normally resides in the shadowy world of the Other Side.

The stats below represent a relatively powerful Faerie knight. Others might exist with greater or lesser Skills and Attributes.

Glory Won 200; SIZ 20, DEX 20, STR 20, CON 20, APP 20; Move 4; Armor 18 + shield; Unconscious 10; Major Wound 20; Knockdown 20; Hit Points 40; Healing Rate 4; Damage 7d6; Glory 6,000.

Combat Skills: Dagger 10, Lance 21, Spear 21, Sword 23; Battle 15, Horsemanship 21.

Skills: Awareness 15, Courtesy 15, First Aid 15, Heraldry 8, Hunting 15, Tourney 10.

Traits: Valorous 16+, others as decided by Gamemaster.

Passions: As decided by Gamemaster.

Horse: Faerie charger (8d6, Move 10).

Equipment: Rich clothing (£4), various eerie magic items as decided by Gamemaster.

Valorous Modifier: –5.

GIANT

This race ruled the world long ago, before the old gods drove them into waste places. They are bigger than men, but slow of wit and of body (they gain no bonus to Movement Rate for lack of armor). Their foul habits are more like those of bears than men, and many delight in eating the flesh of humans. They wear crude hides, and make nothing requiring any degree of skill or refinement.

In combat, they use only simple clubs (which might be mere branches, logs, or even whole uprooted trees) or their natural weapons (i.e., by grappling and brawling). Their thick skin is rough and hard.

Male giants' unnatural lusts extend to human women, most unchivalrously.

Reach: All giants may ignore the usual +5/-5 reflexive penalties for fighting against a knight making a lance charge, due to their great reach.

GIANT, SMALL

This variety of giant is not much bigger than the largest Saxon warrior, but bigger than any normal man nonetheless.

Glory Won 100; SIZ 25, DEX 8, STR 20, CON 25, APP 5; Move 3; Armor 15; Unconscious 13; Major Wound 25; Knockdown 25; Hit Points 50; Healing Rate 5; Damage 8d6.

Combat Skills: Mace 13, Grapple 15.

Skills: Avoidance 5.

GIANT, STANDARD

A true behemoth, this giant is almost invulnerable to the weapons of most knights.

Glory Won 250; SIZ 40, DEX 5, STR 50, CON 30, APP 3; Move 6; Armor 25; Unconscious 18; Major Wound 30; Knockdown 40; Hit Points 70; Healing Rate 8; Damage 15d6.

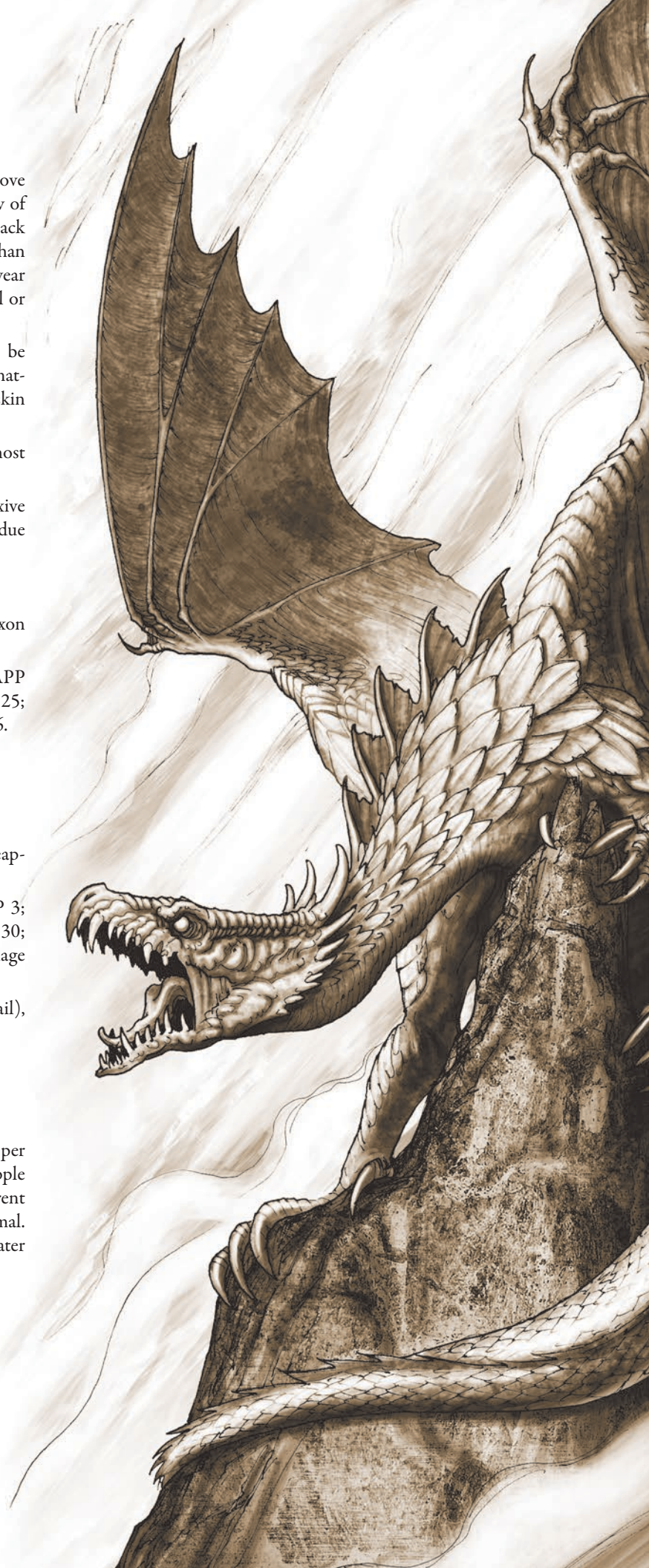
Combat Skills: Mace 15 (using club, no +1d6 vs. chainmail), Grapple 10.

Skills: Avoidance 3.

Prudent Modifier: +5.

Valorous Modifier: -5.

Stomp: This giant can make two separate brawling attacks per round in place of its other attacks, each using its Grapple value of 10; these attacks must be directed at two different opponents. Each stomp deals brawling damage as normal. A giant cannot stomp on a creature with a SIZ value greater than half the giant's own.



GIANT, HUGE

A monster of fairytale proportions, this being is to be avoided by all right-thinking knights. Fortunately, it is relatively slow and thus easily avoided by riders.

Glory Won 500; SIZ 85, DEX 1, STR 65, CON 35, APP 3; Move 5*; Armor 40; Unconscious 30; Major Wound 35; Knockdown 85; Hit Points 120; Healing Rate 10; Damage 25d6.

Combat Skills: Mace 7 (using club, no +1d6 vs. chainmail), Grapple 4.

Skills: Avoidance 1.

Prudent Modifier: +15.

Valorous Modifier: -15.

* *Ponderous:* This type of giant suffers a -2 modifier to its Movement Rate (included in the stats above).

Stomp: This giant can make two separate brawling attacks per round in place of its other attacks, each using its Grapple value of 4; these attacks must be directed at two different opponents. Each stomp deals brawling damage as normal. A giant cannot stomp on a creature with a SIZ value greater than half the giant's own.

GRIFFIN

This monster has the rear body of a gigantic lion along with the wings, head, and foreparts of a colossal eagle. It has a special taste for horsemeat, but also hates (and devours) humans.

Griffins come from the land of Hyperborea, north of Europe, and prefer to nest among bleak mountain peaks.

Glory Won 250; SIZ 40, DEX 20, STR 40, CON 25; Move 14 (flying); Armor 10; Unconscious 16; Major Wound 25; Knockdown 40; Hit Points 65; Healing Rate 7; Damage 8d6.

Combat Skills: Claws 17*, Bite 10†.

Skills: Avoidance 30.

Valorous Modifier: -5.

Flying Attack: A griffin cannot hover, although it may fly past an opponent, making a single claw or bite attack as it passes. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A griffin attacking in this way imposes a -15 modifier to the opposed attack roll of whatever foe it attacks that round.

* *Claws:* A griffin on the ground may make two separate claw attacks per round, each using its Claws value of 17; these attacks may both be directed at one opponent, or at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see "Multiple Opponents" in Chapter 6). Each claw deals damage as normal.

† *Snatch Attack:* A flying griffin's bite attack is treated as a grapple attack (see "Grappling" in Chapter 6) in addition to dealing damage normally. A griffin that gets a hold while grappling in this way has seized the foe in its mouth, whereupon it flies upward



and drops the hapless foe a number of yards downward equal to the amount of movement it had remaining before its attack took place. A griffin cannot snatch a creature with a SIZ value greater than one-third of its own (i.e., SIZ 13 for a typical griffin).

HIPPOGRIFF

This famed creature is part lion, part eagle, and part horse, the odd union of a griffin and a horse. The creature reputedly originates from Greece, but is found in many Arthurian legends.

Glory Won 200; SIZ 30, DEX 25, STR 15, CON 10; Move 16 (flying); Armor 10; Unconscious 10; Major Wound 15; Knockdown 30; Hit Points 40; Healing Rate 3; Damage 5d6.

Combat Skills: Hoof 12.

Skills: Avoidance 30.

Flying Attack: A hippogriff cannot hover, although it may fly past an opponent, making a single attack as it passes. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A hippogriff attacking in this way imposes a –15 modifier to the opposed attack roll of whatever foe it attacks that round.

LION

The majestic and terrible lion of Arthurian legend is found throughout Malory. For instance, Sir Percivale aids one on the Grail Quest, two of them live in the Tomb of Lions in Ganis, and four of them escort the magical White Stag through the forest.

This lion is much larger than the “natural” African lion, more akin in size to the saber-toothed tiger. In addition, it is both cunning and highly magical.

Glory Won 250; SIZ 40, DEX 25, STR 30, CON 20; Move 11; Armor 10; Unconscious 10; Major Wound 15; Knockdown 40; Hit Points 60; Healing Rate 5; Damage 7d6.

Combat Skills: Claws 21*, Bite 20 (prone foe only, +2d6 damage).

Skills: Avoidance 10.

Valorous Modifier: –5.

* *Claws:* A lion may make two separate claw attacks per round, each using its Claws value of 21; both attacks may be directed at one opponent, or at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see “Multiple Opponents” in Chapter 6). Each claw deals damage as normal.

MANTICORE

This man-eating beast has three rows of wicked teeth and the stinging tail of a scorpion. Its red eyes glow at night and its voice resembles the sibilant notes of a flute. A manticore has the body of a lion but the face of a hideous man. Although it originates in far-away India, one or two have been seen in the rugged mountains of Britain, coming out only to feed upon humans.

The manticore is so powerful a leaper that virtually no walls can hold it. Contrary to some legends, it does not have wings.

Glory Won 300; SIZ 45, DEX 20, STR 45, CON 25; Move 11; Armor 10; Unconscious 18; Major Wound 25; Knockdown 45; Hit Points 70; Healing Rate 7; Damage 9d6.

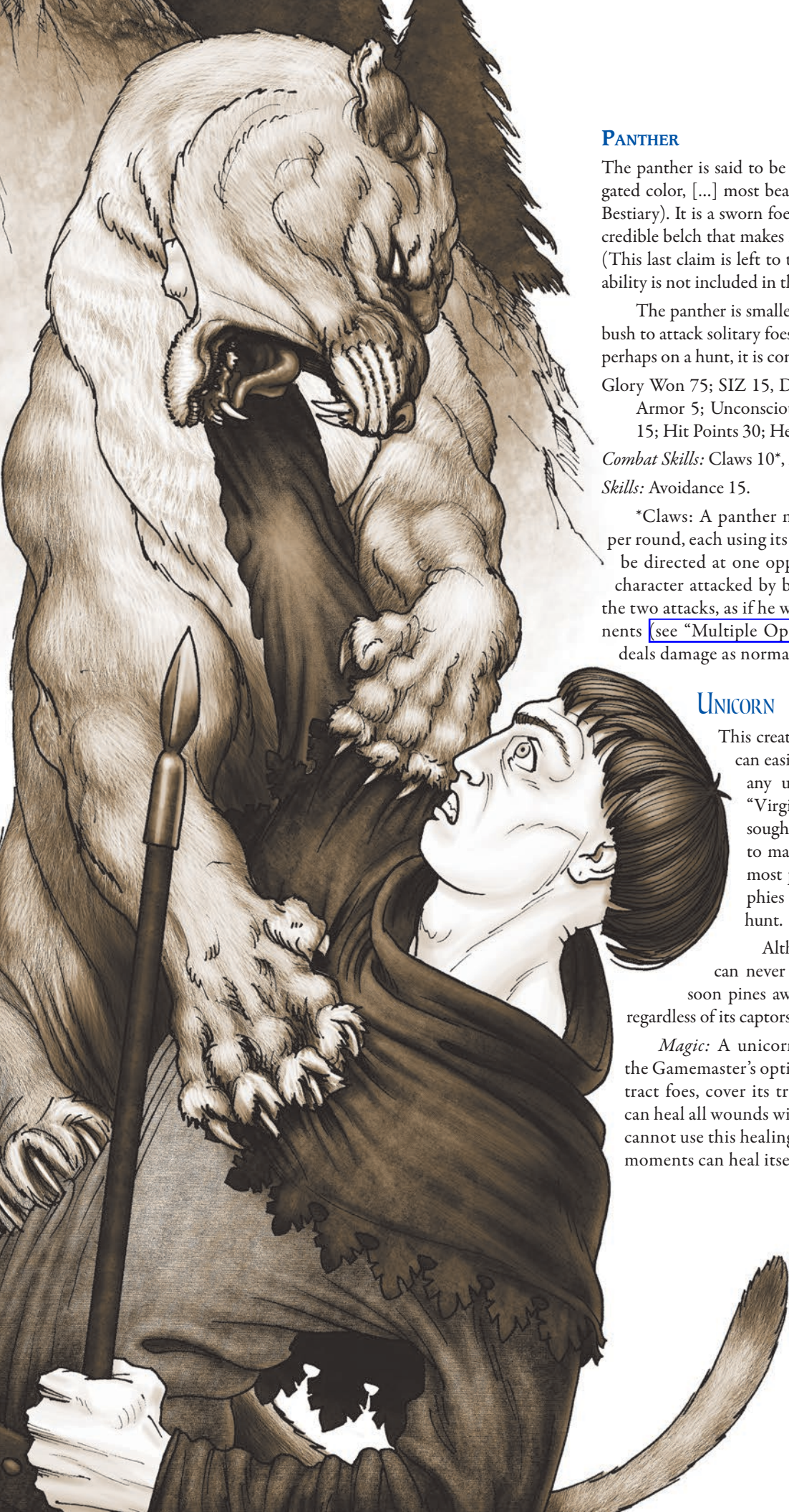
Combat Skills: Bite 10, Tail Sting 20 (only 6d6 damage).

Skills: Avoidance 10.

Prudent Modifier: +10.

Valorous Modifier: –10.





PANTHER

The panther is said to be a native British cat “[of] truly variegated color, [...] most beautiful and excessively kind” (White’s Bestiary). It is a sworn foe of dragons, and reputedly has an incredible belch that makes it proof against those great monsters. (This last claim is left to the Gamemaster’s discretion; such an ability is not included in the stats below.)

The panther is smaller than a lion and prefers to lie in ambush to attack solitary foes in the deep woods. When surprised, perhaps on a hunt, it is considered to be wonderful sport.

Glory Won 75; SIZ 15, DEX 25, STR 25, CON 15; Move 9; Armor 5; Unconscious 8; Major Wound 15; Knockdown 15; Hit Points 30; Healing Rate 4; Damage 4d6.

Combat Skills: Claws 10*, Bite 15 (+1d6 damage).

Skills: Avoidance 15.

*Claws: A panther may make two separate claw attacks per round, each using its Claws value of 10; both attacks may be directed at one opponent, or at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents [\[see “Multiple Opponents” in Chapter 6\]](#). Each claw deals damage as normal.

UNICORN

This creature is normally shy and retiring, and can easily hide from most hunters. However, any unicorn can be attracted using the “Virgin Ploy” [\[see sidebar\]](#). They are often sought after since their parts are valuable to magicians, their meat a rare delicacy to most palates, and their heads priceless trophies to almost any lord who admires the hunt.

Although a unicorn may be captured, it can never be tamed; if imprisoned, a unicorn soon pines away, dying within days or even hours regardless of its captors’ methods.

Magic: A unicorn knows simple Glamour magic at the Gamemaster’s option, producing small illusions to distract foes, cover its tracks, or frighten horses. A unicorn can heal all wounds with a touch of its horn, if it desires. It cannot use this healing ability during combat, but in quiet moments can heal itself.

GREATER UNICORN

This noble creature typically uses Glamour to hide its tracks and disguise itself from dogs. A greater unicorn invariably fights to the death before allowing itself to be captured.

Glory Won 100; SIZ 25, DEX 40, STR 25, CON 25; Move 12; Armor 5; Unconscious 13; Major Wound 25; Knockdown 25; Hit Points 50; Healing Rate special*; Damage 5d6.

Combat Skills: Horn 16.

Skills: Avoidance 15, Awareness 18.

Charge: A unicorn may travel up to its normal Movement Rate and still make a Horn attack as part of a single action. If it does move before attacking, it deals +2d6 points of damage.

LESSER UNICORN

This lovely creature would never harm any innocent creature. Nonetheless, its horn has miraculous properties, so it, like its greater cousin, is trapped and hunted.

Glory Won 25; SIZ 15, DEX 45, STR 15, CON 15; Move 10; Armor 3; Unconscious 8; Major Wound 15; Knockdown 15; Hit Points 30; Healing Rate special*; Damage 3d6.

Combat Skills: Horn 10.

Skills: Avoidance 25, Awareness 18.

Valorous Modifier: +5.

WATER LEAPER

Rather like a large, legless frog with finny wings, this terrifying monster leaps from the water and glides along the surface to snatch boaters from their crafts. It then drags them under the water to be drowned and devoured. A water leaper is almost helpless if beached or trapped on deck, although its frantic thrashing remains dangerous to anyone struck.

The Virgin Ploy

Several types of wild beasts in British legends can be tamed by virginal maidens. Among the creatures detailed in this appendix, though, only the unicorn can be subdued this way.

A maiden must go alone to a place the creature is known to frequent and there entertain it: Her player must make either a Singing or a Play (Instrument) roll; if this is successful, the creature is attracted and compelled. She then invites it to sit with her, and the beast lays its head on her lap. She must now make a Chaste roll; if she is successful, the creature falls asleep and remains that way for as long as the maiden continues to sing or play.

Some older tales suggest that a maiden who fails her Chaste roll may be “assaulted” by the amorous unicorn. It must be slain or the maiden suffers the worst possible fate.

A water leaper has no redeeming virtues, either physical or spiritual.

Glory Won 100; SIZ 10, DEX 20, STR 15, CON 15; Move 7 (swimming or flying); Armor 5; Unconscious 6; Major Wound 15; Knockdown 10; Hit Points 25; Healing Rate 5; Damage 3d6.

Combat Skills: Bite 10*.

* *Drowning Attack:* A water leaper can leap from the water and fly at an opponent, making a Bite roll as it goes. In this way it may travel up to its normal Movement Rate and still make an attack as part of its action. Further, the water leaper’s bite is treated as a grapple attack (see “Grappling” in Chapter 6) in addition to dealing damage normally. If it gets a hold on a foe while flying, it immediately makes an opposed STR roll against its victim. If it wins and there is water within its remaining movement, it has overborne the foe and dragged him into the water.

Death Throes: A water leaper out of water thrashes about madly for a number of rounds equal to its CON score before expiring, flopping up to 1 yard per round toward the nearest body of water. During this time, it may make a Bite roll each round against any creature within 1 yard, dealing an extra +1d6 damage if it hits.

WYRM

These giant serpents are undoubtedly of demonic origin. They can breathe fire and have very tough hides; unlike dragons, though, to which they are obviously related, they do not have wings. They also have the ability to regenerate damage and even to rejoin or regrow their severed parts.

Glory Won 400; SIZ 35, DEX 30, STR 35, CON 25; Move 10; Armor 15; Unconscious 15; Major Wound 25; Knockdown 35; Hit Points 60; Healing Rate special*; Damage 7d6.

Combat Skills: Bite 15 and Tail Lash 10†, Fire Breath 10‡.

Skills: Avoidance 7.

Prudent Modifier: +10.

Valorous Modifier: –10.

* *Regeneration:* A wyrm heals 1d6 hit points each round, even from Major or Mortal Wounds. It can be killed only by being beheaded (i.e., a Mortal Wound) and then having fire applied to both sides of the stump.

† *Multiple Attack:* A wyrm may make both a Bite and a Tail Lash attack each round; each must be directed at a different foe, but deals damage as normal.

‡ *Fire Breath:* A wyrm’s fire breath does normal fire damage at a cumulative rate of 1d6 (see “Fire and Heat” in Chapter 6) against a single target. This damage accrues for as long as the wyrm wins its combat roll against the same target each consecutive round.



WYVERN

This dragon-like creature is two-legged and winged. It is usually much smaller than its draconic kin, but also tends to live and hunt in family groups of 2 to 6 individuals.

Glory Won 100; SIZ 20, DEX 60, STR 25, CON 20; Move 13 (flying); Armor 8; Unconscious 10; Major Wound 20; Knockdown 20; Hit Points 40; Healing Rate 5; Damage 5d6.

Combat Skills: Bite 12, Claws 15*.

Skills: Avoidance 30.

Flying Attack: A wyvern cannot hover, although it may fly past an opponent, attacking with its claws as it passes. In this way it may travel up to its normal Movement Rate and still make a single attack as part of its action. A wyvern attacking in this way imposes a –15 modifier to the opposed attack roll of whatever foe it attacks that round.

* *Claws:* A wyvern may attack with its claws only while flying. It attacks only one target per round, using its Claws value of 15. If it wins the melee round, however, it makes two separate 3d6 damage rolls instead of a single damage roll. Damage inflicted by these two damage totals is treated as two separate wounds.

YALE

This hoofed animal is rare, but can be hunted in the deep woods. The yale has a body similar to that of an antelope, but bigger and with larger horns. It is amazing in that its two horns are joined and can be moved independently of one another. Thus, this fabulous creature can fight two foes in one round.

Glory Won 50; SIZ 30, DEX 10, STR 15, CON 15; Move 8; Armor 8; Unconscious 12; Major Wound 15; Knockdown 30; Hit Points 45; Healing Rate 3; Damage 5d6.

Combat Skills: Gore 12*.

Skills: Avoidance 12.

* *Gore:* A yale may make two separate horn attacks per round, each using its Gore value of 12; both attacks may be directed at one opponent, or each at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see [“Multiple Opponents”](#) in Chapter 6). Each gore deals damage as normal.

OTHER MONSTERS

Further *King Arthur Pendragon* books will provide more monsters found in regions outside of Logres, including many creatures of Faerie.