**Monster Manual 1 Stubs for Legend System**

Credit to Zaq

**Aboleth**

Tracks: Tactician spells, True Mage, Combat Alchemist, Arcane Secrets

Feats: Charm, Confusion, Senseshift Adept/Magus

Notes: Always appears with Mooks. Heavy use of illusions. It could use Heroica instead of Alchemist to buff whatever minions it has.

**Achaierai**

Tracks: Dervish, Crane, Battle's Tempering, Utter Brute (defender)

Feats: A Light Against Shadow

Notes: A pretty simple critter overall.

**Allip**

Tracks: Runesong Scholar, Necromancer, Just Blade, Ninja

Feats: Wake, You Will Falter, You Will Fail

Notes: Possibly overloading its swift actions a bit.

**Angel: Astral Deva**

Tracks: Celestial, Smiting, Shaman spells, items

Feats: Words of Power, Big Damn Hero

Notes: Needs items for a spellstoring weapon. If high enough level to get a spellstoring item through Open Greater Binding or through normal progression, add True Mage.

**Angel: Planetar or Solar**

Tracks:

Feats:

Notes: See Astral Deva. A Planetar or a Solar would look very similar to a higher-level version of an Astral Deva.

**Animated Object**

Tracks: Earth Elemental, possibly Utter Brute

Feats:

Notes: Animated Objects are mindless, so they're just Mooks.

**Ankheg**

Tracks: Just Blade, Acid Elementalist, Serpent, Utter Brute (Defender)

Feats: The Earth Cracks

Notes: The Ankheg is a very low-CR monster, so there's no good way in Legend to give it the Burrow movement mode. Alternatively, use Dragon instead of Utter Brute and houserule Fly into Burrow.

**Aranea**

Tracks: Arcane Secrets, Combat Alchemist, True Mage, Lich

Feats: Baptized in Rage (if high enough level), Senseshift Adept/Magus

Notes: The Aranea is traditionally CR 4; it may be too low-level to get shapeshifting through True Mage, in which case another track will do just fine.

**Archon: Lantern Archon**

Tracks: Celestial, Discipline of the Dragon, Incantation, Shaman spells

Feats: Summon Mote, A Light Against Shadow

Notes: Simple enough.

**Archon: Hound Archon**

Tracks: Celestial, Smiting, Wildborn, items

Feats:

Notes: I guess not every celestial needs the Celestial track, but it fits well enough.

**Archon: Trumpet Archon**

Tracks: Celestial, Knight, Shaman spells, items

Feats: Arcantric Accuracy, Big Damn Hero

Notes: Maybe Discipline of the Dragon instead of items. Or Judgment.

**Arrowhawk**

Tracks: Electricity Elementalist, Discipline of the Dragon, Crane, True Mage

Feats: Breakneck Pace, Wake

Notes: True Mage is just to eke a little more power out of Elementalist, and it could be easily swapped for something else if desired.

**Assassin Vine**

Tracks: Professional Soldier, Rage, Serpent, Battle's Tempering

Feats: My Shadow Grows Long

Notes: The Assassin Vine is mindless, so it might be better off as a Mook.

**Athach**

Tracks: Destruction, Utter Brute (attacker), Smiting, Ancestors

Feats: Arcantric Accuracy, Reaver

Notes: There is nothing interesting about the as-written Athach. Like, at all.

**Azer**

Tracks: Fire Elemental, Iron Magi

Feats:

Notes: Azers are probably Mooks with no more than two tracks. Iron Magi is honestly optional and has no real base in the text; I just wanted to give them a hair more flavor than they actually have.

**Barghest**

Tracks: Ghoul, Wildborn, Demon, Ancestors

Feats: The Sky Empties

Notes:

**Basilisk**

Tracks: Cold Elementalist, Arcane Secrets, Utter Brute (defender), True Mage

Feats: Baptized in Rage (if high enough level), Slow and Steady

Notes: Cold Elementalist and Arcane Secrets are the easiest way to get [Slowed] and similar effects at a relatively low level, so that's what I used to represent their paralyzing gaze.

**Behir**

Tracks: Electricity Elementalist, Just Blade, Rage, Serpent

Feats: Slow and Steady

Notes: There's no good way to represent improved grab + constrict + six rake attacks + swallow whole, is there?

**Beholder**

Tracks: Arcane Secrets, Incantation, Shaman Spells, True Mage

Feats: Lightbender Magus, possibly Vengeance Is Mine, Disjunction, Shout of Doom, Arcane Magister, Senseshift Adept

Notes: The Beholder has to be at a pretty high level to get Arcane Secrets C6, Incantation C6, and True Mage C7, all of which are very thematically appropriate.

**Belker**

Tracks: Air Elemental, Ninja, Swashbuckler, Battle's Tempering

Feats: Optimistic Viscera, Breakneck Pace, Wake

Notes: I THINK it's legal to get Once More! after trading out your iteratives for Gust. I think.

**Blink Dog**

Tracks: Iron Magi, Wildborn, Acrobatic Adept, Swashbuckler

Feats: The Sky Empties

Notes: Shadow Blink can also be used to get more teleportation, but its swift action activation conflicts with Chain Finishers, which also teleport.

**Bodak**

Tracks: Destruction, Skeleton Champion, Earth Elemental, Utter Brute (attacker)

Feats: Lightbender Magus, I Am Not Left-Handed

Notes: Death gazes aren't Legend's style, so I'm using Destruction to represent “don't get too close to this thing, or it'll hurt like hell.”

**Bugbear**

Tracks:

Feats:

Notes: Bugbears are people. It's best to just build them as normal characters if they matter, or else as Mooks if they don't.

**Bulette**

Tracks: Rage, Earth Elemental, Smiting, Ancestors

Feats: Optimistic Viscera, Livers Need Not Apply, The Earth Cracks, Multiclass Mastery (Smiting: STR)

Notes: Chaaaaarge!

**Carrion Crawler**

Tracks: Wildborn, Utter Brute (Defender)

Feats:

Notes: Carrion Crawlers are very simple creatures, so they might be best represented as Mooks. Wildborn's ability to inflict [Slowed] on a hit represents their paralyzing tentacles, and they have nothing else to distinguish them from any other sack of meat.

**Centaur**

Tracks:

Feats:

Notes: I'd probably just build centaurs as PCs. No real reason not to. If they don't matter, build them as Mooks.

**Chaos Beast**

Tracks: Utter Brute (attacker), Combat Alchemist, Sentient Construct, Fortune's Friend

Feats: I Am Not Left-Handed, Mighty Smash OR Simply Smashing

Notes: At high levels, Smiting might be a good way to represent the creature doing weird things to you on a hit, but Combat Alchemist comes online earlier. Fortune's Friend could be swapped out for Skeleton Champion to get more focus points faster.

**Chimera**

Tracks: ?

Feats:

Notes: I'm stumped on this one. It's a sack of meat with an occasional breath weapon. Utter Brute? Arcane Lore? Destruction? It's a boring monster.

**Choker**

Tracks: Crane, Assassin, Ninja, Esoterica Radica

Feats: The Bigger They Are

Notes: I know Chokers are supposed to grapple you, but they aren't very good at it, so I didn't give them Serpent or anything like that. I guess Assassin could be traded out if you want them to actually be good at that sort of thing.

**Chuul**

Tracks: Wildborn, Serpent, Destruction, Mummy

Feats: Master Scout

Notes: Wildborn and Serpent can conflict, but they can also work. A Chuul just has to choose between getting a bonus to hit and getting a bonus to damage.

**Cloaker**

Tracks: Mummy, Rage, Dragon, Demon

Feats: Terrifying Shout, Terror, Martial Magister, Words of Power

Notes: The Cloaker is a fear-grappler, an effective strategy with fairly obvious implications.

**Cockatrice**

Tracks:

Feats:

Notes: I got nothing. It's not even a sack of meat with a save-or-die on its bite attack; it's just a save-or-die on a bite attack without much meat behind it.

**Couatl**

Tracks: Shaman spells, Dragon, Serpent, items

Feats: Martial Magister

Notes: Use items for a spellstoring weapon.

**Darkmantle**

Tracks: Ninja, Serpent, Esoterica Radica, items?

Feats: Justice, Blind, Words of Power

Notes: The Darkmantle is CR 1, so I couldn't easily come up with a fourth track for it. Items work as a stopgap (give it a stat-stick and/or a magic weapon). Dragon would be a way of giving it flight, though I don't view flight as being central to the creature.

**Delver**

Tracks: Earth Elemental, Acid Elementalist, Just Blade, Mechanist Savant

Feats: I Am Not Left-Handed, Mighty Smash

Notes: Professional Soldier can be used instead of Mechanist Savant to represent the creature's Stone Shape ability. Mechanist Savant was chosen for a combination of durability and really big [Tremorsense].

**Demon: Babau**

Tracks: Assassin, Demon, Ninja, Ghoul

Feats: The Scattering Wind, Truly Bad People, Livers Need Not Apply

Notes: Truly Bad People is probably the easiest way of representing a Babau's slime. Other retaliatory abilities exist, but they generally require the investment of a track.

**Demon: Balor**

Tracks: Fire Elementalist, Just Blade, Demon, Discipline of the Dragon

Feats: Tell Them, Still Angry

Notes: Shaman spells can work instead of Discipline of the Dragon.

**Demon: Bebilith**

Tracks: Skeleton Champion, Combat Alchemist, Serpent, Crane

Feats: Baptized in Rage, I Am Not Left-Handed

Notes: Not every demon needs Demon.

**Demon: Dretch**

Tracks:

Feats:

Notes: Dretches are probably best represented as Mooks.

**Demon: Glabrezu**

Tracks: Acrobatic Adept, Dervish, Ancestors, items

Feats: The Scattering Wind

Notes: Glabrezu don't lend themselves to Legend especially well. The tracks were chosen without terribly much thought.

**Demon: Hezrou**

Tracks: Dervish, Destruction, Demon, Iron Magi

Feats: A Hell of a Thing

Notes: I'm getting sick of demons.

**Demon: Marilith**

Tracks: Destruction, Swashbuckler, Battle's Tempering, Chirurgic Poet

Feats: Wake, Breakneck Pace, Fancy Footwork

Notes: The Marilith really should be high enough level to have Destruction C6. Battle's Tempering can be swapped out for nearly any defensive track.

**Demon: Nalfeshnee**

Tracks: Vampire, Demon, Tactician spells, items

Feats: The Scattering Wind, The Sky Empties, Wings of War

Notes: Really sick of demons. Vampire is chosen primarily for C4, which represents the Nalfeshnee's ill-named Smite ability.

**Demon: Quasit**

Tracks:

Feats:

Notes: Quasits are just Mooks.

**Demon: Retriever**

Tracks:

Feats:

Notes: Legend doesn't really handle high-level mindless things very well, so I'm going to skip this one.

**Demon: Succubus**

Tracks: Demon, Judgment, Fortune's Friend, Tactical Insight

Feats: Charm, Confusion, Mighty Smash, The Sky Empties or Shadow Blink, Savvy Librarian

Notes: There's probably a better combination of tracks than this one, but succubi aren't supposed to be fighters.

**Demon: Vrock**

Tracks: Swashbuckler, Acrobatic Adept, Iron Magi, Demon

Feats: Truly Bad People, Terror

Notes: Damn shame that there's no good way to represent Dance of Ruin. Maybe Demo Man, with its giant bangs and booms? I chose to stick with the flavor of melee fighters who relish short-range combat.

**Derro**

Tracks: Assassin, Combat Alchemist, Esoterica Radica, items

Feats: Reaver

Notes: Very low CR creatures tend to be hard to build. There's not much you have to represent.

**Destrachan**

Tracks: Arcane Lore, Judgment, True Mage, items?

Feats: Justice, Blind

Notes: Judgment is chosen for [Blindsight]. If you want to make it too low-level for that, Mechanist Savant's massive [Tremorsense] is almost as good.

**Devil: Barbed Devil (Hamatula)**

Tracks: Mummy, Serpent, Ancestors, True Mage

Feats: Truly Bad People, The Sky Empties

Notes: True Mage is used primarily for the Shield blessing, which is used along with Truly Bad People to represent the Hamatula's barbs. Mummy does have some supernatural abilities, which True Mage can augment with Goetic Strength.

**Devil: Bearded Devil (Barbazu)**

Tracks: Rage, Ghoul, Demon, Heroica

Feats: You Will Falter, You Will Fail

Notes: Barbazu always hunt in groups, and they use Heroica on each other.

**Devil: Bone Devil (Osyluth)**

Tracks: Just Blade, Arcane Secrets, Mummy, Demon

Feats: The Sky Empties

Notes: Not much here to distinguish them from other devils. Arcane Secrets is used to represent their Wall of Ice SLA and their poison.

**Devil: Chain Devil (Kyton)**

Tracks: Mechanist Savant, Ancestors, Discipline of the Dragon, Skeleton Champion

Feats: Mighty Smash, Livers Need Not Apply, Terrifying Shout, Lucky Cigarette Case

Notes: Mechanist Savant is used to represent the Kyton's Dancing Chains ability. If you want to make them at too low a level to have Hunger spreads (the Kyton is traditionally CR 6), Mechanist Savant might not be appropriate, though I don't have an easy alternative.

**Devil: Erinyes**

Tracks: Crane, Reign of Arrows, Professional Soldier, Sentient Construct

Feats: Charm, Baptized in Rage, The Sky Empties

Notes: Sentient Construct is used primarily to represent their constant True Seeing effect.

**Devil: Hellcat (Bezekira)**

Tracks: Ninja, Wildborn, Demon, Battle's Tempering

Feats: Reckless Strike, Words of Power

Notes: Constant invisibility isn't easy in Legend, but a focus on stealthy abilities works almost as well.

**Devil: Horned Devil (Cornugon)**

Tracks: Mummy, Demon, Ancestors, Discipline of the Dragon

Feats: You Will Falter, You Will Fail, The Sky Empties, Lucky Cigarette Case

Notes: Elementalist could be substituted for Discipline of the Dragon or for Demon, used to represent their Fireball and Lightning Bolt SLAs.

**Devil: Ice Devil (Gelugon)**

Tracks: Cold Elementalist, Mummy, Ancestors, Tactician spells

Feats: The Sky Empties, Lucky Cigarette Case

Notes: Yeah, devils tend to be kinda similar. That's probably not a terrible thing.

**Devil: Imp**

Tracks:

Feats:

Notes: Imps are Mooks. Not sure what, if any, tracks they need.

**Devil: Lemure**

Tracks:

Feats:

Notes: Lemures are Mooks.

**Devil: Pit Fiend**

Tracks: Fire Elemental, Mummy, Ancestors, Tactician spells

Feats: Open Greater Binding (spellstoring weapon), The Sky Empties, Breakneck Pace, Wings of War, Lucky Cigarette Case

Notes:

**Devourer**

Tracks: Lich, Necromancer, Discipline of the Dragon, Assassin

Feats: Lich's Wrath

Notes: The Devourer can work as a long-range Necromancer, but I'm envisioning it mostly with melee Necromancer abilities (hence Assassin).

**Digester**

Tracks: Acid Elementalist

Feats:

Notes: The Digester is a sack of meat with an acid spray attack. It is best represented as a Mook with no more than one or two tracks.

**Dinosaur**

Tracks:

Feats:

Notes: Dinosaurs are sacks of meat, so they are best represented as Mooks.

**Dire Animals**

Tracks:

Feats:

Notes: I'm not statting out anything more until I run into something intelligent. More Mooks!

**Displacer Beast**

Tracks: Acrobatic Adept, Esoterica Radica, Professional Soldier, items

Feats: Optimistic Viscera

Notes: Professional Soldier is chosen more for C3 (which will augment your AC and Reflex to obnoxiously high levels) than for the traps, though C2 can represent the beast's tentacles.

**Doppelganger**

Tracks: True Mage, Tactician spells, Tactical Insight, Force of Will

Feats: Senseshift Magus

Notes: Force of Will can be swapped out for Sentient Construct, which opens up Skinjob. Alternatively, if you're building it at a high enough level for C5 abilities, Utter Brute allows telepathic eavesdropping. Still, this monster doesn't fit the Legend paradigm perfectly no matter how you slice it. The tracks I listed make it a good back-line commander, so give it some minions.

**Dragon**

Tracks:

Feats:

Notes: Dragons are all unique and special snowflakes who can be built however you want. I'm not touching them. Sorry. (Not actually sorry.)

**Dragon Turtle**

Tracks: Water Elemental, Utter Brute, Rage, Chirurgic Poet

Feats: Ruinous Charge

Notes: Poet can be swapped out for Arcane Lore or Elementalist to represent the creature's breath weapon, if desired. Poet is used to allow it to throw its opponents off of ships.

**Dragonne**

Tracks:

Feats:

Notes: It's yet another sack of meat; just stat it as a Mook. (Man, 3.5 has more monsters like this than I thought.) Otherwise, most any random combination of melee-oriented tracks will work; Rage + Utter Brute + Fortune's Friend + Battle's Tempering, just for example.

**Drider**

Tracks: Combat Alchemist, Arcane Secrets, Virtue, Mechanist Savant

Feats: Baptized in Rage

Notes: Virtue can be swapped for another track, if desired. There isn't a great way to represent a web, so I threw in Virtue to let it put objects on the battlefield, even if they help the Drider rather than hindering the Drider's foes.

**Dryad**

Tracks: Tactical Insight, Bastion, Shaman spells, items

Feats: Charm

Notes: Naturally, this combination of tracks works best if the Dryad is not alone.

**Dwarf**

Tracks:

Feats:

Notes: Dwarves should be built as PCs if they matter, and as Mooks if they don't.

**Eagle, Giant**

Tracks: Dragon, Acrobatic Adept, Dervish, Heroica

Feats: Breakneck Pace, Wake

Notes: This assumes, of course, that the Giant Eagle isn't just being something else's mount.

**Eladrin: Bralani**

Tracks: Air Elemental, Celestial, Reign of Arrows, Discipline of the Dragon

Feats: Breakneck Pace

Notes: Air Elemental conflicts a little bit with Reign of Arrows, but not so much as to be unacceptable.

**Eladrin: Ghaele**

Tracks: Crane, Swashbuckler, Celestial, Shaman spells

Feats: Fancy Footwork

Notes: The Shaman spells are meant mostly as [Scene]-duration buffs rather than as actions in combat, though it wouldn't hurt to have one or two tricks up its sleeve.

**Elemental**

Tracks:

Feats:

Notes: Elementals are probably just best off as Mooks with the appropriate Elemental track. They don't do much to warrant having more than one or two tracks apiece.

**Elf**

Tracks:

Feats:

Notes: Elves should be built as PCs if they matter and as Mooks if they don't.

**Ethereal Filcher**

Tracks: Acrobatic Adept, Serpent, Iron Magi, Crane

Feats: Martial Magister, Telekinetic Adept

Notes: Nearly every attack they make should be a Disarm attempt. Crane can be swapped out in favor of Rage to make their Disarm attacks less damaging (no [Precision] from Serpent) but more likely to succeed.

**Ethereal Marauder**

Tracks:

Feats:

Notes: It's a sack of meat that exists only to check if the PCs remember that readied actions exist. This wouldn't even make much sense as a Mook in the Legend paradigm.

**Ettercap**

Tracks: Combat Alchemist

Feats:

Notes: Ettercaps are Mooks with no more than a track or two.

**Ettin**

Tracks: Esoterica Radica, Professional Soldier, Runesong Scholar, Swashbuckler

Feats: Exit, Stage Left, Epic Flail

Notes: Although the Ettin is traditionally CR 6, it should be high enough level to have Esoterica Radica C4 and Professional Soldier C4, with the flood of swift actions representing its two-headed multitasking.

**Formian**

Tracks:

Feats:

Notes: A hive of Formians can be represented as a Myriad. If you want to put a Queen on the field, give her ally-buffing tracks like Force of Will, Bastion, and Tactical Insight.

**Frost Worm**

Tracks: Water Elemental, Cold Elementalist, Just Blade, Utter Brute

Feats: Tell Them, Still Angry

Notes: Water Elemental and Utter Brute both automatically inflict [HP reduction] when they hit, and Tell Them, Still Angry inflicts a lot of [HP reduction] on the creature's death. A Light Against Shadow could be used to inflict even more [HP reduction], if you want that to be the creature's defining characteristic.

**Fungus: Shrieker**

Tracks:

Feats:

Notes: A Shrieker isn't even a Mook; it's more of a trap.

**Fungus: Violet Fungus**

Tracks: Combat Alchemist, Serpent, Skeleton Champion, Battle's Tempering

Feats: I Am Not Left-Handed

Notes: This may be going overboard for a creature who has about two and a half sentences of crunch text in the original. You could easily make it a Mook.

**Gargoyle**

Tracks: Earth Elemental, Sentient Construct, Utter Brute, Judgment

Feats: Feign Death, Wings of War (if high enough level), Skinjob

Notes: Skinjob doesn't have to make you look like a meatbag. It could just as easily make you look like a statue.

**Genie: Djinni**

Tracks: Air Elemental, Destruction, Ninja, Tactician spells

Feats: The Sky Empties

Notes: Ideally, the Djinni should have a spellstoring weapon, though its spells could also just be used as buffs.

**Genie: Efreeti**

Tracks: Fire Elemental, Fire Elementalist, Rage, Just Blade

Feats: The Sky Empties

Notes:

**Genie: Janni**

Tracks:

Feats:

Notes: Janni would probably make the most sense as PCs. By fluff, if you really wanted to, you could make them have all four Elemental tracks, though that's probably not really necessary.

**Ghost**

Tracks: Just Blade, Acrobatic Adept, Chirurgic Poet, Iron Magi

Feats: Telekinetic Adept, Telekinetic Scion, Telekinetic Strength

Notes: A Ghost's swift actions alternate between Chain finishers and Mystic Focus.

**Ghoul**

Tracks: Ghoul, Combat Alchemist, Wildborn, Battle's Tempering

Feats: Ghoulish Enthusiasm

Notes: Wildborn and Alchemist conflict slightly by both demanding move actions, but it can be made to work.

**Giant: Cloud Giant**

Tracks: Air Elemental, Utter Brute (defender), Ninja, Reign of Arrows

Feats: Juggernaut, Towering

Notes:

**Giant: Fire Giant**

Tracks: Fire Elemental, Demo Man, Utter Brute, items

Feats: Juggernaut, Towering

Notes: Either attacker or defender for Utter Brute can work.

**Giant: Frost Giant**

Tracks: Just Blade, Cold Elementalist, Reign of Arrows, Utter Brute (defender)

Feats: Juggernaut, Towering

Notes:

**Giant: Hill Giant**

Tracks:

Feats:

Notes: Hill Giants are simple enough that they can probably just be Mooks.

**Giant: Stone Giant**

Tracks: Earth Elemental, Reign of Arrows, Utter Brute (defender), Judgment

Feats: Juggernaut, Towering

Notes: Reign of Arrows and Earth Elemental conflict a bit, but not so much as to be irreconcilable.

**Giant: Storm Giant**

Tracks: Just Blade, Electricity Elementalist, Reign of Arrows, Utter Brute (defender)

Feats: Juggernaut, Towering

Notes: Are you sick of giants yet? I'm sick of them.

**Gibbering Mouther**

Tracks: Runesong Scholar, Water Elemental, Earth Elemental, Utter Brute

Feats: A Light Against Shadow, Senseshift Adept, Multiclass Mastery (Runesong Scholar: CON)

Notes: Runesong Scholar represents the creature's gibbering. If you want to focus on its ability to manipulate the ground, swap Runesong Scholar for Professional Soldier.

**Girallon**

Tracks: Destruction, Vigilante, Smiting, Heroica

Feats: Reckless Strike

Notes: There's no real reason for a Girallon to have Vigilante, but I haven't used it yet, and since a Girallon is just a sack of meat, pretty much any melee-oriented tracks will do. This of course assumes that you don't want to just make it a Mook.

**Githyanki**

Tracks:

Feats:

Notes: Githyanki are best represented as PCs if they matter and as Mooks if they don't.

**Githzerai**

Tracks:

Feats:

Notes: Although Githzerai are probably drawn to tracks like Crane and Serpent, they, like Githyanki, are probably best represented as PCs if they matter and as Mooks if they don't.

**Gnoll**

Tracks:

Feats:

Notes: As I've been saying for all races who are people-like, they should be PCs if they matter and Mooks if they don't.

**Gnome**

Tracks:

Feats:

Notes: Can you guess what I'm going to say by now? Make them PCs, or make them Mooks.

**Goblin**

Tracks:

Feats:

Notes: Five easy ones in a row! PCs if they matter, Mooks if they don't.

**Golem: Clay Golem**

Tracks: Sentient Construct, Discipline of the Dragon, Ancestors, Smiting

Feats: You Will Falter, You Will Fail

Notes: PCs if they matter . . . wait, what? Sorry, I was on autopilot there. Ignore that.

**Golem: Flesh Golem, Iron Golem, Stone Golem**

Tracks:

Feats:

Notes: There's no reason to make these different from a Clay Golem. Slap Earth Elemental on the Stone Golem, if you like, but it's not necessary. They're all pretty much the same.

**Gorgon**

Tracks: Knight, Cold Elementalist, Just Blade, Battle's Tempering

Feats: Baptized in Rage

Notes: As with the Basilisk, Cold Elementalist is probably the best way of representing a petrification effect.

**Gray Render**

Tracks: Wildborn, Serpent, Rage, Destruction

Feats: Martial Magister

Notes: Are you as sick of sacks of meat as I am? There's way too many sacks of meat here. As usual, Wildborn and Serpent can conflict, but the Gray Render will usually go for fury over precision.

**Grick**

Tracks:

Feats:

Notes: The only thing that makes a Grick interesting at all is the fact that it has relatively high DR for its CR. If you wanted to play that up with Earth Elemental, Lucky Cigarette Case, and Earthshaper Warden, you could, but overall, it's probably not a good fit for Legend.

**Griffon**

Tracks:

Feats:

Notes: See Eagle, Giant. If you're willing to use non-1.0 material, Pegasus might find its way into the build.

**Grimlock**

Tracks:

Feats: Justice, Blind

Notes: Aside from being blind, these are fairly standard humanoids, so the standard practice of making them as PCs if they matter and as Mooks if they don't matter still applies.

**Guardinal: Avoral**

Tracks: Virtue, Sentient Construct, Lich, Air Elemental

Feats: Chatty Bugger, Shadow Blink, Danger Sense

Notes: As typical, Mummy could be used to represent the creature's fear aura (replacing Lich).

**Guardinal: Leonal**

Tracks: Bastion, Shaman spells, Celestial, Knight

Feats: Livers Need Not Apply

Notes:

**Hag: Annis**

Tracks: Serpent, Ninja, Iron Magi, Heroica

Feats: Senseshift Magus

Notes: Heroica is used to represent the fact that Hags often form coveys. True Mage could be used instead, representing the Hag's Disguise Self ability.

**Hag: Green Hag**

Tracks: Demon, Combat Alchemist, Iron Magi, Battle's Tempering

Feats: The Sun Grows Dim, Chatty Bugger

Notes:

**Hag: Sea Hag**

Tracks: Water Elemental, Necromancer, True Mage, items

Feats: Terror

Notes: Arcane Lore can be used in place of Necromancer, if desired.

**Halfling**

Tracks:

Feats:

Notes: Halflings are people. As I keep saying, build them as PCs if they matter and as Mooks if they don't.

**Harpy**

Tracks: Dragon, Crane, Reign of Arrows, items

Feats: Charm

Notes: Dragon is chosen only to get flight at a low CR. If building a harpy at a high enough level to get flight from another source, another track will work just as well.

**Hell Hound**

Tracks: Fire Elementalist, Just Blade, Wildborn, Fire Elemental

Feats: Breakneck Pace

Notes:

**Hippogriff**

Tracks:

Feats:

Notes: As I said with the Griffon, see Eagle, Giant. They're all effectively the same concept.

**Hobgoblin**

Tracks:

Feats:

Notes: PCs if they matter, Mooks if they don't.

**Homunculus**

Tracks: Combat Alchemist

Feats:

Notes: If these matter enough to be on the battlefield at all (instead of, for example, being the Mote in someone else's Summon Mote), they should just be Mooks.

**Howler**

Tracks: Skeleton Champion, Wildborn, Destruction, Earth Elemental

Feats: Vengeance Is Mine, Truly Bad People, Mighty Smash

Notes:

**Hydra**

Tracks:

Feats:

Notes: Hydras are the archetypical Myriad.

**Inevitable: Kolyarut**

Tracks: Necromancer, Sentient Construct, Wildborn, Discipline of the Dragon

Feats: Big Damn Hero

Notes: Would you believe that for years, I could have sworn this was spelled “Kolaryut” instead?

**Inevitable: Marut**

Tracks: Iron Magi, Professional Soldier, Sentient Construct, Discipline of the Dragon

Feats: Big Damn Hero, The Sky Empties

Notes:

**Inevitable: Zelekhut**

Tracks: Sentient Construct, Just Blade, Arcane Secrets, Discipline of the Dragon

Feats: Big Damn Hero

Notes:

**Invisible Stalker**

Tracks: Air Elemental, Acrobatic Adept, Battle's Tempering, Wildborn

Feats: Words of Power

Notes: If desired, Ninja can be substituted for Acrobatic Adept.

**Kobold**

Tracks:

Feats:

Notes: Say it with me: PCs if they matter, Mooks if they don't.

**Kraken**

Tracks: Water Elemental, Ninja, Serpent, Knight

Feats: The Left Hand of Death

Notes: If desired, either Serpent or Knight can be dropped for Shaman spells, assuming that the Kraken is a high enough level to cast Control Winds. (Alternatively, Tactician spells open up Vortex at C6.)

**Krenshar**

Tracks: Mummy, Wildborn, Rage, Fortune's Friend

Feats: Terror, Terrifying Shout

Notes:

**Kuo-Toa**

Tracks: Electricity Elementalist, Just Blade, Serpent, Acrobatic Adept

Feats: Danger Sense

Notes: You could also just make them Mooks, I guess.

**Lamia**

Tracks: Serpent, Tactician spells, Tactical Insight, items

Feats: Charm, Confusion

Notes:

**Lammasu**

Tracks: Bastion, Shaman spells, Bag of Tricks, Fortune's Friend

Feats: Esoteric Adept

Notes: Possibly use Esoteric Adept to poach a couple choice spells from the Tactician list.

**Lich**

Tracks: Lich, Shaman spells, True Mage, Incantation

Feats: Lich's Wrath, Arcantric Accuracy

Notes: You could drop True Mage in favor of Tactician spells if you wanted them to be all casting all the time.

**Lillend**

Tracks: Tactical Insight, Force of Will, Serpent, Tactician spells

Feats: Charm

Notes: Definitely needs a spellstoring weapon.

**Lizardfolk**

Tracks:

Feats:

Notes: Once again, PCs if they matter, Mooks if they don't.

**Locathah**

Tracks:

Feats:

Notes: Make sure they have a swim speed coming from somewhere (Master Scout is very no-fuss about it), but other than that, standard treatment of PCs if they matter and Mooks if they don't applies.

**Lycanthrope: Werebear**

Tracks: Rage, Smiting, Destruction, Battle's Tempering

Feats: Lucky Cigarette Case

Notes: Why doesn't Legend have a “bear empathy” ability? Bring on “bear empathy”!

**Lycanthrope: Wereboar, Werewolf, Weretiger**

Tracks:

Feats:

Notes: No need to make these different from the Werebear.

**Lycanthrope: Wererat**

Tracks: Dervish, Smiting, Destruction, Battle's Tempering

Feats: Lucky Cigarette Case, The Bigger They Are

Notes: Dervish instead of Rage, but otherwise mostly the same as the Werebear.

**Magmin**

Tracks: Fire Elemental

Feats:

Notes: Probably just a Mook with the Fire Elemental track. Give it Fire Elementalist or Demo Man as well, if you really think it needs it.

**Manticore**

Tracks: Reign of Arrows, Esoterica Radica, Fortune's Friend, items

Feats: Wings of War

Notes: Dragon can be used instead of items if the creature is too low-level for Wings of War or Wings of Faith.

**Medusa**

Tracks: Necromancer, Cold Elementalist, Lich, True Mage

Feats: Baptized in Rage

Notes: As you've probably noticed by now, I'm using Cold Elementalist to represent mostly any creature with a petrification ability. If you want to build a Medusa at a very high level, Combat Alchemist C7 has a petrification-style ability, but for the more typical low-level Medusa, Cold Elementalist will have to suffice.

**Mephit**

Tracks:

Feats:

Notes: Mephits are basically just Mooks. If desired, Arcane Lore can represent their breath weapon, as can Elementalist. Most of them should have some form of [Fast healing], since that's one of their only defining characteristics. (Open Lesser Binding for the Broken Stele can suffice.)

**Merfolk**

Tracks:

Feats:

Notes: See Locathah.

**Mimic**

Tracks: Sentient Construct, Demon, Serpent, Fortune's Friend

Feats: Skinjob

Notes: I'm not sure if Bluff or Larceny will be the ultimate skill for disguising one's self, so I gave the Mimic the ability to use both. You could use Ninja instead of Fortune's Friend if that's how you want it to make the first strike a surprise, but Fortune's Friend augments both Bluff and Larceny, whichever is necessary.

**Mind Flayer**

Tracks: Arcane Secrets, Tactician spells, Bag of Tricks, Serpent

Feats: Martial Magister

Notes: You know, I'm not really that sad that Legend lacks both a “large-area [Stunned] for 3d4 [Rounds]” ability and a “suck out your brains for instant death” ability. I don't think we're worse off without them.

**Minotaur**

Tracks: Knight, Smiting, Vigilante, Ancestors

Feats: To Iron Married

Notes: You could probably pick better tracks, but this is good enough for now.

**Mohrg**

Tracks: Ghoul, Serpent, Battle's Tempering, Professional Soldier

Feats: Ghoulish Enthusiasm

Notes:

**Mummy**

Tracks: Mummy, Knight, Judgment, True Mage

Feats: Lucky Cigarette Case, You Shall Not Pass

Notes:

**Naga: Dark Naga**

Tracks: Discipline of the Dragon, Bag of Tricks, Tactician spells, Lich

Feats: Lich's Wrath

Notes:

**Naga: Guardian Naga**

Tracks: Demo Man, Battle's Tempering, Reign of Arrows, items

Feats: Livers Need Not Apply, Explosives Expert, Anatomical Targeteer

Notes: A slight overlap on move actions, but still workable.

**Naga: Spirit Naga, Water Naga**

Tracks:

Feats: Charm

Notes: This can pretty much be the same as the Dark Naga.

**Night Hag**

Tracks: Lich, Necromancer, Discipline of the Dragon, Judgment

Feats: Lich's Wrath

Notes: This creature isn't a great fit for Legend, to be honest.

**Nightmare**

Tracks: Fire Elemental, Demo Man, Ninja, Crane

Feats: Summon Mote, The Sky Empties

Notes: This assumes that you want the Nightmare to be a creature in its own right and not just the mount of someone else.

**Nightshade: Nightcrawler**

Tracks: Mummy, Utter Brute, Necromancer, Demon

Feats: Ruinous Charge

Notes:

**Nightshade: Nightwalker**

Tracks: Skeleton Champion, Swashbuckler, Serpent, Water Elemental

Feats: Martial Magister, Telekinetic Adept, Terror

Notes: Make sure to make heavy use of the Disarm action. Necromancer would fit to represent the creature's SLAs, if desired.

**Nightshade: Nightwing**

Tracks: Just Blade, Arcane Secrets, Esoterica Radica, Necromancer

Feats: The Scattering Wind, Disjunction, Shout of Doom, I Am Not Left-Handed

Notes: Esoterica Radica is primarily to get extra swift actions to use Arcane Secrets with, though no part of the track will go to waste.

**Nymph**

Tracks: Judgment, Fortune's Friend, Necromancer, Virtue

Feats: Charm, A Light Against Shadow, Words of Power

Notes:

**Ogre**

Tracks: Utter Brute, Rage, Battle's Tempering, items

Feats: Reckless Strike

Notes: This is about as straightforward as you get.

**Ogre Mage**

Tracks: Ancestors, Demon, Utter Brute, Battle's Tempering

Feats: Words of Power, Reckless Strike

Notes: I just can't bring myself to use Cold Elementalist to represent a single 1/day SLA. Maybe you can, but I can't.

**Ooze**

Tracks:

Feats:

Notes: Oozes aren't even Mooks. They're not creatures so much as puzzles. Build them as hazards, if you must use them at all.

**Orc**

Tracks:

Feats:

Notes: Orcs are people. PCs, Mooks, whatever.

**Otyugh**

Tracks: Serpent, Combat Alchemist, Ghoul, Utter Brute (defender)

Feats: Slow and Steady, The Earth Cracks

Notes:

**Owl, Giant**

Tracks:

Feats:

Notes: See Eagle, Giant.

**Owlbear**

Tracks: Utter Brute, Wildborn, Sentient Construct, Earth Elemental

Feats: Slow and Steady

Notes:

**Pegasus**

Tracks:

Feats:

Notes: See Eagle, Giant. How many monsters that are just “big flying animal” does one game need?

**Phantom Fungus**

Tracks: Esoterica Radica, Ninja, Battle's Tempering, Assassin

Feats: The Terrible Swift Lash

Notes:

**Phase Spider**

Tracks:

Feats:

Notes: See Ethereal Marauder. It's the same damn monster.

**Phasm**

Tracks:

Feats:

Notes: A wildcard monster doesn't really fit the Legend paradigm. You could make a case for either Path of War track, maybe Combat Alchemist or True Mage, but Polymorph at will is just not something that Legend can really mimic (and for good reason).

**Pseudodragon**

Tracks: Dragon, Acrobatic Adept, Arcane Secrets, Virtue

Feats: The Earth Cracks

Notes:

**Purple Worm**

Tracks: Utter Brute, Iron Magi, Earth Elemental, Mechanist Savant

Feats: Towering

Notes: Mechanist Savant is used to add resilience and to add very large [Tremorsense].

**Rakshasa**

Tracks: True Mage, Tactician spells, Bag of Tricks, Tactical Insight

Feats: Senseshift Magus

Notes:

**Rast**

Tracks: Utter Brute, Water Elemental, Fire Elemental, Fortune's Friend

Feats: Breakneck Pace, Wings of War, This Is a Knife

Notes: Anyone else always forget these things exist?

**Ravid**

Tracks: Incantation, Virtue, Mechanist Savant, Professional Soldier

Feats: Summon Mote, The Sun Grows Dim, Wings of War

Notes: An exercise in “how much crap can we put on the field at once?”

**Remorhaz**

Tracks: True Mage, Fire Elemental, Utter Brute, Iron Magi

Feats: Vengeance Is Mine, Truly Bad People

Notes: As with the Hamatula, True Mage is used primarily for the Shield blessing.

**Roc**

Tracks:

Feats:

Notes: See Eagle, Giant. Enough giant flying animals, already!

**Roper**

Tracks: Earth Elemental, Serpent, Rage, Utter Brute (defender)

Feats: Martial Magister, Mighty Smash

Notes: Make Grapple attacks at [Close] range with Mass Driver, then drag your victims next to you.

**Rust Monster**

Tracks: Skeleton Champion, Serpent, Combat Alchemist, Sentient Construct

Feats: I Am Not Left-Handed, Kensai, Mighty Smash, The Scattering Wind

Notes: If you make the Rust Monster at a high enough level for Disjunction and Shout of Doom, take them!

**Sahuagin**

Tracks:

Feats:

Notes: See Locathah.

**Salamander**

Tracks: Just Blade, Fire Elemental, Fire Elementalist, Demo Man

Feats: To Iron Married, Swift-Hand Throw

Notes: All the [Burning].

**Satyr**

Tracks:

Feats:

Notes: Honestly, I'd see them as PCs more than anything. (Or, as always, Mooks, if they don't matter,)

**Sea Cat**

Tracks:

Feats:

Notes: It's a sack of meat. An aquatic sack of meat, but a sack of meat. Mook.

**Shadow**

Tracks:

Feats:

Notes: See Allip.

**Shadow Mastiff**

Tracks: Mummy, Ninja, Runesong Scholar, Serpent

Feats: Keep Them In Line

Notes: Heavy on the swift actions, but workable.

**Shambling Mound**

Tracks: Serpent, Discipline of the Dragon, Ancestors, Iron Magi

Feats: Livers Need Not Apply

Notes: You could use Fire Elemental, swapping in [Immunity] to [Electricity] instead of [Fire], if desired.

**Shield Guardian**

Tracks: Sentient Construct, Judgment, Knight, Chirurgic Poet

Feats: You Shall Not Pass

Notes: I know, I know, they're not “sentient” constructs. Well, they are now.

**Shocker Lizard**

Tracks: Electricity Elementalist

Feats:

Notes: Mooks with a single track seems about right.

**Skeleton**

Tracks:

Feats:

Notes: Just make it a Mook. I don't think even Skeleton Champion is appropriate for generic skellies.

**Skum**

Tracks:

Feats:

Notes: These are basically always going to be Mooks.

**Slaad: Red Slaad**

Tracks: Destruction, Swashbuckler, Vigilante, Battle's Tempering

Feats: The Terrible Swift Lash

Notes: How can you not love a creature with an ability named “Stunning Croak”?

**Slaad: Blue Slaad**

Tracks: Ghoul, Utter Brute, Iron Magi, Sentient Construct

Feats: Telekinetic Adept, Telekinetic Scion

Notes:

**Slaad: Green Slaad**

Tracks: Demon, Arcane Lore, True Mage, Discipline of the Dragon

Feats: Terror

Notes:

**Slaad: Gray Slaad**

Tracks: Lich, Arcane Secrets, Tactician spells, Bastion

Feats: Manyspell Magus, Senseshift Magus

Notes:

**Slaad: Death Slaad**

Tracks: Smiting, Mummy, Mechanist Savant, Professional Soldier

Feats: Keep Them In Line

Notes: I did my best to minimize overlap among the Slaadi. After all, if they were the same, that's not very chaotic, now is it?

**Spectre**

Tracks: Necromancer, Acrobatic Adept, Lich, True Mage

Feats: Terrifying Shout

Notes: True Mage could be dropped in favor of items, giving the Spectre some more defensive abilities.

**Sphinx: Androsphinx**

Tracks: Destruction, Rage, Shaman spells, items

Feats: Terrifying Shout

Notes: I see the Shaman spells more as [Scene]-duration buffs than as in-combat options.

**Sphinx: Criosphinx**

Tracks:

Feats:

Notes: It's a sack of meat. I don't see enough interesting abilities to make it not a Mook.

**Sphinx: Gynosphinx**

Tracks:

Feats: Rune Magic

Notes: See Androsphinx. If you want to make them distinct, choose different spells, or give them Tactician spells instead.

**Sphinx: Hieracosphinx**

Tracks:

Feats:

Notes: See Criosphinx.

**Spider Eater**

Tracks: Acrobatic Adept, Serpent, Dragon, Water Elemental

Feats: Big Damn Hero

Notes: This is arguably a sack of meat in the “large flying animal” vein (see Eagle, Giant et al.).

**Sprite: Grig**

Tracks: Incantation, Professional Soldier, Discipline of the Dragon, Virtue

Feats: Lucky Cigarette Case

Notes: It's hard to pick four distinct tracks for a CR 1 critter.

**Sprite: Nixie**

Tracks: Water Elemental, Swashbuckler, Battle's Tempering, Crane

Feats: Lucky Cigarette Case, Charm

Notes:

**Sprite: Pixie**

Tracks: Ninja, Arcane Secrets, Just Blade, Reign of Arrows

Feats: Words of Power, Lucky Cigarette Case

Notes: Esoterica Radica could be used instead of Reign of Arrows to make the Pixie more reliably stealthy.

**Stirge**

Tracks: Utter Brute (defender), Water Elemental, Dervish, Dragon

Feats: Anatomical Targeteer, This Is a Knife

Notes: The more [HP reduction] you stack on, the better.

**Swarm**

Tracks:

Feats:

Notes: If you must use swarms, Myriads are the best choice.

**Tarrasque**

Tracks: Earth Elemental, Discipline of the Dragon, Ancestors, Rage

Feats: Big Damn Hero, Towering

Notes: Lucky Cigarette Case can be used instead of Big Damn Hero to provide a different kind of frustrating resilience.

**Tendriculos**

Tracks: Ancestors, Serpent, Esoterica Radica, Knight

Feats: Cheerful Hemoglobin

Notes: Esoterica Radica is used to make Ancestors's Vigor checks incredibly reliable. Another defensive track, like Sentient Construct, could be used to achieve a similar (yet distinct) effect.

**Thoqqua**

Tracks: Fire Elemental, Earth Elemental, Knight, Mechanist Savant

Feats: Ruinous Charge

Notes:

**Titan**

Tracks: Celestial, Shaman spells, Knight, items

Feats: And My Axe!

Notes: Sorry, no chain-Gating allowed.

**Tojanida**

Tracks:

Feats:

Notes: It's an aquatic sack of meat. Water Elemental and Ninja could work, if you wanted.

**Treant**

Tracks: Heroica, Destruction, Smiting, Professional Soldier

Feats: Summon Mote

Notes: Treants always have minions with them—specifically, animated trees.

**Triton**

Tracks:

Feats:

Notes: See Locathah.

**Troglodyte**

Tracks:

Feats:

Notes: They get the standard treatment for most humanoid-style races (PCs if they matter, Mooks if they don't), though you might want Combat Alchemist or Arcane Secrets to represent their stench.

**Troll**

Tracks: Esoterica Radica, Rage, Ancestors, Sentient Construct

Feats: Cheerful Hemoglobin

Notes: For Scrags, use Water Elemental instead of Sentient Construct.

**Umber Hulk**

Tracks: Judgment, Smiting, Earth Elemental, Utter Brute

Feats: Confusion

Notes: I love that “Truly Horrid Umber Hulk” is a specific creature.

**Unicorn**

Tracks: Incantation, Shaman spells, Virtue, Celestial

Feats: Livers Need Not Apply, Seven Drunken Immortals

Notes: Force of Will can be used in place of Celestial. Or Unicorn, if you want to dip into pre-1.0 material.

**Vampire**

Tracks: Vampire, Assassin, Iron Magi, items

Feats: Feign Death, Charm

Notes:

**Vampire Spawn**

Tracks: Vampire, Assassin, Ninja, Battle's Tempering

Feats: Feign Death, Words of Power, Charm

Notes:

**Vargouille**

Tracks: Mummy, Assassin, Dragon, Necromancer

Feats: Terrifying Shout

Notes: This monster isn't a great fit for the Legend paradigm, if you ask me.

**Wight**

Tracks:

Feats:

Notes: See Ghoul.

**Will-o'-Wisp**

Tracks: Acrobatic Adept, Electricity Elementalist, Esoterica Radica, Discipline of the Dragon

Feats: Words of Power, Big Damn Hero

Notes: Crane could be used in place of Esoterica Radica. Thankfully, there's no way in Legend to get them to be quite as obscenely hard to hit as the original creature. (Maybe items just for the Iron Sliver?)

**Winter Wolf**

Tracks: Cold Elementalist, Just Blade, Wildborn, Battle's Tempering

Feats: The Earth Cracks

Notes: It kills me that they bothered to give them a +1 racial bonus to Listen, Move Silently, and Spot.

**Worg**

Tracks:

Feats:

Notes: Sack o' meat. Mook.

**Wraith**

Tracks:

Feats:

Notes: See Spectre.

**Wyvern**

Tracks: Dragon, Combat Alchemist, Destruction, Knight

Feats: The Earth Cracks

Notes: Wildborn can be used instead of Knight, but you run into move-action conflicts with Alchemist.

**Xill**

Tracks: Ninja, Serpent, Destruction, items

Feats: Exit, Stage Left

Notes: I'm tempted to lump them in with the Ethereal Marauder and the Phase Spider. Notice that in the original, they have poison that they deliver with a bite, but they have no bite attack.

**Xorn**

Tracks: Earth Elemental, Utter Brute, Smiting, Fortune's Friend

Feats: Senseshift Adept

Notes:

**Yeth Hound**

Tracks: Mummy, Wildborn, Crane, items

Feats: Keep Them In Line

Notes:

**Yrthak**

Tracks: Air Elemental, True Mage, Demo Man, Esoterica Radica

Feats: Justice, Blind

Notes:

**Yuan-ti**

Tracks:

Feats:

Notes: It feels weird to say it, but I think the standard humanoid rule should apply here. PCs or Mooks.

**Zombie**

Tracks:

Feats:

Notes: If Zombies aren't Mooks, I don't know what are.