



Content Pitch: CREATURE/MONSTER

SUBMITTER NAME	SUBMISSION DATE	WORKING TITLE
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Thank you for choosing to pitch a content idea to Worlde of legends™. Please complete this form in its entirety to the best of your ability then submit it to us via the web form on our website at <http://www.worldeoflegends.com/contact.html>. You will also need a *Disclosure, Release, and Assignment* form to send with your idea pitch which can be found at <http://www.worldeoflegends.com/submissions.html>.

CORE GAME MECHANICS		OUTLOOK	ATTRIBUTES
HEALTH DICE <small>In WoL™, Creatures are scalable just like they have Exp Levels. Their HP is determined by their "Level" and their Health Dice. Select d8, d10, or d12.</small>		SOCIETAL TENDENCY	PHYSICAL (PGA)
ATTACK ROLL MODIFIER (ARM) <small>ARM is also scalable in WoL™. This block should contain the ARM for the creature at "Level 1". It is just an estimate for us to understand the creature better.</small>		MORAL ALIGNMENT	MENTAL (MGA)
DEFENSE FACTOR (DEF) <small>DEF is also scalable in WoL™. This block should contain the DEF for the creature at "Level 1".</small>		SIZE <small>Standard Sizes in the top box. The bottom box is how many grid squares the creature takes up.</small>	SOCIAL (SGA)
INITIATIVE MODIFIER	MOVEMENT RATE	SPACE	AVOIDANCE CHECK % <small>Avoidance Check % at "Level 1"</small>
HABITAT <small>What TERRAIN, CLIMATE, etc Does It Prefer?</small>		SOCIOLOGY <small>What Is This Creature's Social Structure/Daily Life?</small>	
SPECIAL ABILITIES <small>Does It Have Any Innate or Majikal Special Abilities (DOES NOT INCLUDE ATTACKS)</small>			

IF YOU HAVE A MAP OF THIS DUNGEON, UPLOAD IT IN THE BOX TO THE RIGHT

ATTACKS						
ATTACK TYPE	WAM	CRITICAL	FUMBLE	AVOID TYPE	AVOID EFFECT	DAMAGE

DESCRIPTION/OTHER DETAILS