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GARY GYGAX'S

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DANGEROUS JOURNEYSTM

Multigenre Roleplaying Game System



MYTHIUSTM BESTIARY

EARTH ANIMALIA

By Gary Gygax, Dave Newton & Michele Newton



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TM

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Dangerous Journeys™
Multigenre Roleplaying Game System
by Gary Gygax
presents

Mythus™ Bestiary

Volume I

Ærth Animalia
and Unique Flora

by
**Gary Gygax,
Dave & Michele Newton**

Dedication

This work is dedicated by Dave & Michele Newton to all those who assisted them in its creation—from our early days as gamers to the present. In particular: Matthew Booth, Michael Deakins, Debi DiMeo, Chris Lanham, Cameron Sette, Jim Sorrell, Dana Dehnicke, and the entire GDW staff.

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INTRODUCTION

Welcome to the first book in a series of bestiaries for the **Dangerous Journeys**™ multigenre roleplaying game system! The flora and fauna to be found in this manual are native to the world detailed in the **Epic of Ærth**™ companion volume to the **Mythus**™ fantasy roleplaying game. You will find most of them mentioned or even partially described therein. Thus, each entry in this work now provides you with all the information you will need regarding these life forms, including habitat and likely environs where the creature may be found on Ærth.

While this material is specific to the **Mythus** game, the entries can be used in many of the other genres of the **Dangerous Journeys** game system. Each entry conforms to the core rules, and will work with any of the other system game genre modules, whether your campaign is based on our own Earth here and now, a future planet, or some other parallel world. In fact, many of the entries in this volume transfer to our own world and are applicable to any game activity thereon, including the **Unhallowed**™ supernatural roleplaying game.

When integrating the human society of surface Ærth into a multigenre campaign milieu, the gamemaster can use several approaches: The first approach assumes a multiverse of parallel spheres of probability, and treats Ærth as one of these spheres where low levels of technology exist, countered with the existence and use of magick. Ærth is handled as normal in terms of the **Mythus** game, and all creatures are used as listed. This is the best method for fantasy roleplaying, and the one we recommend.

It should be noted that, while many entries in this manual are based upon actual animals and prehistoric creatures of Earth, there may be some subtle or clear differences. This compilation must not be considered a completely factual representation of this world, but of the fantasy world of Ærth, where an alternate evolutionary path has progressed and Heka has had some influence.

A second use for this work enables those gamemasters who want to run a campaign based on a primitive, prehistoric setting to do so. They can use only those entries found in Interior Ærth, perhaps placing them on the surface of a young planet.

Yet another approach for the information contained herein is to treat Ærth as a world of little technology and some magick, perhaps as a planet with a developing civilization. Most (or all) of the Exterior entries are used as stated, with the Interior and/or Subterranean beings included as desired or not at all. This would work well for the gamemaster who wants to insert the creatures in this manual into a more technologically oriented milieu, perhaps as a stopping point world in a campaign based around space travel.

Finally, for gamemasters who like the flavor of time and/or probability travel in their milieus, an alternative "Ærth," sans the cultural details found in the companion volume, could be the home of a recovering civilization with a long-dead advanced culture hidden under its surface. This approach enables the selective use of creatures from Exterior and Subterranean Ærth.

No matter what the desired flavor may be, the flora and fauna in this book can be tailored to many campaigns using the rules from the **Dangerous Journeys** multigenre roleplaying game system.

Remember to use the material found herein as guidelines for your milieu, adding, subtracting, or modifying as you see fit. If yours is a

world that contains only a surface environment, feel free to use only those things of Exterior Ærth which suit your particular flavor. If the planet is to be populated by prehistoric beasts, you might decide to use only those denizens found in Interior Ærth. And finally, if what you need are subterranean flora and fauna, there is plenty to be found here.

Again, the choice is yours. No matter what you're looking for, we've tried to give you a complete compendium of flora and fauna to populate your campaign milieu—and more.

CONVENTIONS

The following section will provide you with a few notes regarding the way things are organized throughout this work.

As you are probably already aware, the **Mythus** fantasy roleplaying game uses two different groups of rules—one for beginning players, and one for veteran roleplayers. It is beyond the scope of this work to include the rules of the game system, though some of the tables you see probably look familiar, as they appear in other manuals in the game system. The information provided in this manual is supplementary only, and is primarily designed to work with the Advanced Game system. Don't worry, though. The creatures found herein will work with either the Basic Rules—the **Mythus Prime** game—or the Advanced Rules. If you are playing the Basic Game, for the most part, you should simply ignore those things from the Advanced Game you do not find desirable to include.

When you are in the process of creating various life forms from the entries in this bestiary, there will be many times when random numbers will be needed. As with most other roleplaying games, you will probably accomplish this with polyhedral dice. The two types of dice used in this game system are those of the six-sided (D6) and 10-sided (D10) variety. At least two 10-sided dice (2D10) are desirable, and you will find several six-sided ones (3+ D6) handy, as these are used frequently and in numbers.

Sometimes you will need to generate numbers using from one to three (D3) and one to five (D5). To make these rolls, you use a D6 and a D10, respectively. Simply roll the one required, divide by 2 and round up fractions. Note that this is one time in the game where you round fractions up. Unless otherwise noted, all fractions are rounded down. The following tables summarize the results:

D6 Roll	D3 Result
1 or 2	1
3 or 4	2
5 or 6	3

D10 Roll	D5 Result
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5

Note that it is possible to make rolls that are multiples of these, add them to a static number, or to combine them with other sorts of rolls. For instance:

2D% (added to get results from 2 to 200)



3D3 (a 3 to 9 result)

4D5 (for a range of 4 to 20)

2D3+4 (a range of 6 to 10)

1D%+2D10 (to get from 3 to 120)

There are a couple of other things that are necessary for the game, too. Besides dice, you will need pencils, paper, and possibly a pocket calculator (if you are a gamemaster).

Description of Entry Detail

The following information provides a complete and detailed explanation of the sections found under each entry. Because some sections are only applicable to humanoid and/or sentient beings, they may not appear in many entries

Name

This is the common (human) name of the creature or entry. If there is an alias, or another name is applicable (such as a name adopted by a sentient species to identify its kind), it will follow in parentheses.

Illustration

This directs you to the page on which you can find the illustration of the beast or plant.

Identifier

This usually (but not always) denotes the entry's scientific classification. Some entries within this manual have not been subjected to the proper scrutiny required by the sages of the surface world. Determined (albeit understandable) resistance to vivisection is one of the salient reasons for these creatures' lack of classification. In all such cases, simplified identifiers will be given, indicating the probable origination species of the entry.

Habitat

This details the normal location where the entry may be found. Sometimes an animal will inhabit more than one region on or in Ærth. If so, each area will be listed.

Size

This is a general indication of the creature's size relative to man. Each entry in this manual falls under one of these size classes:

Size Class	vs. Human-size	Approx. Weight Range†
Miniscule	0.05	less than 2 pounds
Tiny	0.1	2-8#
Little	0.25	10-35#
Small	0.5	40-77#
Medium	1.0	80-350#
Large	2.0	400-600#
Extra Large	3.0	650-850#
Very Large	6.0	900-2000#
Huge	12.0	2100-7000#
Gigantic	24.0+	7500+#
Varies	.	.

†Weight may vary substantially based on bone structure, body density, and actual mass of the creature.

*Entries which have a broad range of sizes may span two or three size classes and will be discussed individually in the Description/Commentary section, below.

Obviously there is room for variations between size classes in terms of the beings' relation to human-size. However, you will find that the overall system works well without undue complexity.

N.B.: Where a size multiplier is indicated for Physical Muscular and Neural Speed, this is not to be changed even if the creature in question exceeds the size range normal for such a multiplier. Those animals are big and fast.

When vegetation is encountered, the size listed will be for individual plants, followed by the size of the bed, patch, or colony, if such is likely.

Number Appearing

This indicates the typical number of individuals found under normal circumstances. When dealing with small plants that grow in clusters or patches, no number will be given. However, colony growths will be listed as such, and the typical area in square feet will be supplied under *Size*, above.

Modes & Rates of Movement

Given here are all modes of movement of the entry, followed by the rate of movement in yards per BT (Battle Turn)—sometimes also in yards per Critical Turn (CT). For movement distance per CT, simply divide by 10. All humans and near-humans in the **Dangerous Journeys** system have a basic movement rate equal to their Physical TRAIT score in yards per Battle Turn (BT). This is typically true of many human-sized two-legged creatures as well. Due to the plethora of movement types, some listed creatures may be far slower (or faster) than humanoids. The various modes of movement are listed below, and exclude those of magical nature, of course.

Burrow	Gallop
Crawl	Swim/Rush
Creep/Stalk	Fly
Walk	Dive
Trot	Plummet
Canter*	Web
Run/Charge or Run/Rush	

*Available to landbound equines only.

Also remember that most quadrupeds are not slowed by rough terrain. So while a persona *might* outrun a bear on flat ground, it will be a different story in rocky hills.

Conversion of Miles Per Hour to Yards/BT

5 mph = 73.33 yds/BT	40 mph = 586.67 yds/BT
10 mph = 146.67 yds/BT	45 mph = 660 yds/BT
15 mph = 220 yds/BT	50 mph = 733.33 yds/BT
20 mph = 293.33 yds/BT	55 mph = 806.67 yds/BT
25 mph = 366.67 yds/BT	60 mph = 880 yds/BT
30 mph = 440 yds/BT	65 mph = 953.33 yds/BT
35 mph = 513.33 yds/BT	70 mph = 1026.67 yds/BT

Initiative Modifiers

This section indicates the available modifiers (if any) to Initiative



for the listed entry. In most cases, this will be Human Standard. Special entries will be covered individually for those creatures capable of surprise, or those that are abnormally quick or sluggish.

Outstanding K/S Areas/ Sub-Areas & STEEP

For beings capable of possessing K/S Areas (and their associated Sub-Areas), this section lists the available K/S and relative STEEP scores. Usually, only intelligent or sentient beings will possess K/S Areas.

Joss Factors

Joss Factors indicate a measure of luck normally reserved for personas. Some animals and creatures do have Joss Factors at their disposal, and such may be used as normal. As with personas, the maximum amount of Joss Factors available is 14.

Dodging Factor/Avoidance

(Combined PMSpd+PNSpd/Dodging Factor (%))

A cunning or intelligent creature or being with high Physical Muscular and Neural Speed may move to avoid or lessen the effect of attacks from certain (non-area affect) combat forms; i.e., hands, feet, hand weapons, and small missiles. Of course, boulders, explosions and gaseous-type attacks cannot be dodged.

The Dodging Factor is a modifier to the opponent's attack chance, and this percentage is subtracted from the Final Attack Chance (FAC) of an attacker engaging in Physical combat. For attacking creatures unable to wield weapons, subtract from their Base Attack Chance (BAC) instead.

When Dodging percentage is found, the subject must then subtract all penalties from the Dodging bonus. Note that any remainder is in addition to all other modifiers, including evasive movement. Negative totals do not create penalties. To find a creature's Dodging Factor, consult the following table:

Combined PMSpd & PNSpd	Dodging Factor (%)
32	1
33	2
34	3
35	4
36	5
37	6
38	7
39	8
40	9
41 & higher	+1% per combined factor of PMSpd & PNSpd/Dodging Factor

For example, a creature with a combined PMSpd & PNSpd total of 47 would have a Dodging Factor of 16%, less any penalties. That amount would be subtracted from the FAC (or BAC) of the being's attacker before application of the Difficulty Rating (DR) multiplier.

Avoidance is similar to Dodging, but is also used to get away from potentially dangerous things or effects of noncombat nature before they can cause any harm. If intelligent or sufficiently cunning, the listed being might be able to avoid combat or the results of combat, or a confrontational/conflict situation. Thus, Avoidance covers

Physical combat, plus other situations where harm to the creature(s) might occur. In this regard see also "Exceptional Attacks," below. The matter of if and when to employ this rule is, as usual, left to the adjudication of the gamemaster, but hereafter are some situations that are plausible for allowing Avoidance. Note that sapient beings also will gain an Avoidance roll versus Mental and Spiritual attacks.

The team of HPs steps into a clearing and encounters a large deer. It turns and flees, and the personas pursue. If the deer has a good lead, the circumstances are clear as to the abilities of both sides to evade and follow, and numerous K/S checks are not desired, a single Avoidance roll could suffice to decide if the escape is successful or not.

A creature is suspicious of a trap or similar danger (perhaps catching the persona's scent), and with such in mind uses extreme caution in performing an act that the gamemaster knows will place the creature in peril of capture or damage. Avoidance can be used to determine whether the creature escapes the intended harm or other effect.

The base chance for successful Avoidance is the total of the CATEGORY Speed ATTRIBUTES involved—Mental, Physical, or Spiritual (as applicable). A creature with PMSpd of 18 and PNSpd of 16, for instance, would have a base chance of 34% to evade the personas or escape the trap in the preceding examples. Base chance is then modified by a Difficulty Rating as determined by circumstances and the gamemaster's wisdom. To assist in judging each case, the following table serves well:

Situation	Difficulty Rating
Total Surprise held	Easy
Surprise held	Moderate
Initiative held by creature	Hard
Initiative not held by creature	Difficult
Surprised creature	Very Difficult
Totally Surprised creature	Extreme

Other modifiers might apply. For instance, if the Avoidance concerned an area effect Casting, the Difficulty Rating might be one or more steps harder, but if there was a place of shelter at hand, the DR might be unaffected—or even one step easier.

Attractiveness

This value is reserved for humanoid and/or sentient creatures, for use when dealing with personas directly. Such beings listed herein will have either an Attractiveness modifier or a base Attractiveness number in brackets (N). This rating suggests the being's physical appearance in relation to human standards and may have a direct bearing on how appealing the creature is in face-to-face encounters.

Score	General Description
-10 or less	Ineffable (special checks required)*
-7 to -9	Blasphemous (special checks required)*
-4 to -6	Nightmarish (special checks required)*
0 to -3	Horrid (special checks required)*
1	Nasty
2-3	Ugly



4-7	Homely
8-9	Plain
10-12	Average
13-15	Attractive/Cute
16-17	Handsome/Pretty
18	Striking
19	Beautiful
20	Stunning
21-25	Incredible (special checks required)*
26-27	Obsessive (special checks required)*
28-29	Unearthly (special checks required)*
30+	Mind-Warping (special checks required)*

*Extreme Attractiveness scores.

Invulnerabilities

Some creatures have certain attacks or damage types to which they are unaffected. This heading lists any that are applicable, and the relative amount of Invulnerability. For example, most plants are invulnerable to Piercing or Stunning attack forms. Likewise, due to their equalized volume and lack of a central nervous system, most molds and slimes are unaffected by damage from Cutting, Piercing, Blunt, and Stunning attacks (which, unfortunately for personas, are the attack forms for all normal weapons).

The gamemaster will *not* announce Invulnerabilities to players. It is always up to experience (and K/S abilities to some extent) to determine the nature and extent of Invulnerabilities.

Susceptibilities

This section lists certain types of Physical attacks and nonweapon-engendered effects to which the entry is more vulnerable than normal. With each listed Susceptibility is the adjusted amount of damage that is applied to the being when the stated attack or effect is encountered. There are essentially four categories that cover the different kinds of damage occurring from a Susceptibility. Note that the first two sorts typically apply to weapon-engendered Susceptibilities, and inflict Physical damage. The latter two categories may inflict damage of any one or a combination of Mental, Physical, or Spiritual types.

Insinuation: This type causes the listed multiplier of actual damage to be inflicted when the subject has been struck so as to exceed Armor (Natural, Heka-engendered, or otherwise). The multiplier range is 2 to 10 times base damage.

Contact: The mere touch of the material on the subject will inflict the minimum damage for the weapon, or a 1D3 minimum, if the material is not a weapon, per se. This damage is regardless of Natural Armor.

Exposure: When the thing to which the entry is subject to is ingested, touched, proximate (near to), or perceived (seen, heard, and/or smelled), that being will suffer immediate damage of the amount and type specified. Note that this is usually without regard to Natural Armor or Heka protections of any sort. Examples of these include (but are not limited to) the following:

Argent (silver)	Incense
Bells (ringing)	Iron

Brass	Iridium
Chimes (ringing)	Lead
Crystal (rock, clear)	Mirrors
Crystals (other mineral kinds)	Moonlight (full moon)
Drums (beating)	Negative Ions
Ferrous Metals (all)	(from falling water, wind, etc.)
Figures, Blessed	Perfume
(material form,	Plants (growing, a specific kind)
a.k.a. Holy Symbols)	Radiation (ultraviolet <i>et al.</i>)
Fire	Salt (powdered, rock)
Garlic	Sunlight
Gold	Vinegar
Gongs (beating)	Water (Blessed/Cursed)
Herbs (fresh or dried,	Water (falling as rain)
a specific kind)	(negative ions in some cases)
Icon	Wind
(figure, material such as a	Wood
Foo creature, idol, etc.)	(sometimes by specific type)

Allergy: A being with this sort of Susceptibility will suffer damage of a Mental, Physical, or Spiritual sort if exposed to the subject over a period of time. Exposure means the subject is ingested, touched, proximate (near to), or perceived (seen, heard, and/or smelled). In addition, the being might suffer possible side effects later, such as a lowering of one of its ATTRIBUTES, its movement capacity, or of some other ability such as Perception (Mental and/or Physical), combat (any type), etc.

The shortest time period for an allergy to begin affecting a being is usually 1 BT for immediate (damage) effect, and 1 AT or longer in all cases where there are other, dramatic effects involved.

The proximity for an allergy to effect the being is always limited to a reasonable range, with loud sound having a limit of about 150' radius, visual perception effect 30', smoke 20', and odor 10'.

Average Armor Protection

This value is similar to the system of Unified Average Armor provided in the *Mythus* FRPG. It may be used by those gamemasters who wish to simplify the general level of protection inherent in an animal's fur or hide as given in each entry's table of Natural Armor (q.v.). Gamemasters who wish to use damage for specific attack forms should use the Natural Armor values, which are found later in each entry's description.

The value of this type of protection is determined by averaging the "Average" amounts in the creature's Armor Scheme table, ignoring the columns for Fire, Chemical, and Electrical.

Quirks

This section lists unique features, abilities, or handicaps common to the entry's kind (as opposed to an individual persona's Quirks & Counter-Quirks). While sentient beings might possess quirks similar to those of Heroic Personas, animals mainly have inherent quirks of a different sort, often resembling powers, or sensory capacities. An example of this is the ability of some predators to "smell fear" in potential prey.



Attacks

This section has all attacks and attack-related data for which the creature may be capable. Attacks by the flora and fauna in this manual could include almost anything imaginable that does Physical damage—from natural weapons such as claws, talons and teeth, to emissions of heat, noxious gases and chemical secretions developed through centuries of evolution in the weird subterranean realms. There are attacks by animals and creatures that smother, constrict, sting, and trample (as in stampeding herds). Finally, there are humanoids and near-humanoid beings with the ability to wield weapons, as well.

Natural Weapon Attacks

Speed Factor: The standard Speed Factor for Natural Weapons is zero (0), but this can be increased for size as follows:

Size of Creature	Speed Factor
.10-.25xhuman-size	-2
.5xhuman-size	-1
1-2xhuman-size	0
3xhuman-size	1
6xhuman-size	2
12xhuman-size	3
24xhuman-size	6

Attacks: This column contains each type of attack available to the creature, with the number of attacks per Critical Turn (if multiple attacks per CT are available). The attack rate will have a lot to do with the combination of attacks possessed by the being. A grizzly bear, for example, can attack with each of its two claws and bite all in the same CT. The Speed Factor considered for Natural Weapons is 0 (zero). If the gamemaster determines that a creature should be slowed for some reason—size, nervous system, or whatever—then such consideration should be noted and an appropriate addition made to the Initiative roll.

Base: The Basic Attack Chance is the creature's percentage chance to successfully attack an opponent using the associated attack type. While a Heroic Persona's BAC may be modified by factors such as weapon type to provide a Final Attack Chance (FAC), beings unable to wield weapons will use their unmodified BAC for combat determination. Note, however, that circumstances may allow the GM to apply Difficulty Ratings to adjust any creature's chance of successful attack.

Damage: The type of Physical damage inflicted for each listed attack types possessed. The main damage types are:

Piercing	Chemical
Cutting	Stunning
Blunt (and Impact if applicable)	Electrical
Fire	

Base Damage: This column provides the base amount of damage taken by the target subject for each of the entry's available attack types. The base damage inflicted is often directly related to the size of the creature.

Typical values for the type and base amount of Physical damage inflicted by certain natural weapons are given on the table below. In

many cases, the creature's PMPow damage bonuses may be added to the Physical Damage ratings listed, although that might not be true for all natural weapons:

Weapon	Type	Size	Base Damage
Claw/Talon	Cutting/Piercing*	Small	1 point
		Medium	1D6, 2D3
		Large	1D6, 2D3
		Huge	2D6, 3D3, 4D3, 5D3, 3D6
		Gigantic	4D6 etc.
Bite	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Smash/Trample	Blunt	Small	1D3, 1D3+1
		Medium	2D3, 3D3
		Large	2D6, 5D3, 3D6
		Huge	4D6, 3D10, 6D6
		Gigantic	4D10, 5D10, 10D10
Kick	Blunt	Medium	1D3
Jerk	Blunt	Large	3D6
		Huge	3D10
		Gigantic	5D6
Horn/Tusk***	Piercing	Small	1D3
		Medium	1D6, 2D3
		Large	2D6, 4D3, 5D3
		Huge	4D6, 3D10, 10D3
		Gigantic	8D6, 5D10, 10D5
Constriction/Hug****	****	Small	1 point
		Medium	1D3
		Large	1D3
		Huge	3D6
		Gigantic	5D6

*A claw does Cutting damage, a talon does Piercing damage.

**Impact damage cannot be absorbed by any type of armor, except for some impact damage which can be mitigated through Full Plate. Note where this is shown in the text. Each time the armor's protection is exceeded by damage, then it is weakened, and will possibly become useless.

***Indicates the weapon can be used for parrying. If used in a charging attack, it does double damage, the additional being Impact.

****A constricting attack or hug will, in addition to inflicting normal damage, seize its victim on the initial strike and continue to inflict damage automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. The damage type initially inflicted is determined by the attacker's general size and the same as for Smash attacks, but subsequent damage will always be Impact.

Bonus: Animals and other creatures will receive a damage bonus on Physical attacks if they have a PMPow higher than 12. This is shown in the following table:



Creature's PMPow	Damage Bonus
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8
21	9
22	10
*	+1

*For every 1 point beyond PMPow 22.

Other Damage Types: Besides the seven main Physical damage types shown above, there are others that must be treated differently than the typical method. Examples are:

Impact
Continuing
Poison
Disease

Impact: This type of damage is usually caused by blows from massive creatures or falls from great heights. Natural armor and non-magical artificial armor do not generally offer protection against the Impact damage type. Full Plate armor, which stands out from the body, might be of protection in some cases—if the weight coming down upon it isn't too great. Some creatures can still have protection from this kind of damage because of innate Heka-engendered powers or Quirks.

Continuing: This type of damage is often associated with acids, alkalines, and other caustic materials that inflict damage beyond the initial CT, and keep causing damage until they are somehow washed off or removed from the victim. As with Impact damage, natural armor and non-magical artificial armor do not offer protection against this damage type. Heka-engendered powers or Quirks may provide protection to some creatures from this kind of damage.

Poison: Many entries listed herein are poisonous, inflicting damage through their bite, spines, touch, or other methods. Poisons have five characteristics:

1. A Strength rating (abbreviated STR)
2. A Longevity rating
3. An Effect Rate
4. A Physical Form
5. A Purpose

Strength Rating: This measures how strong the poison is. A weak poison would have a STR of around 1-20, a moderate one around 21-50, a strong one about 51-60, and a very powerful one higher than 60. Poisons typically deliver damage in three intervals, the first two equal to the STR Rating, the last at one-half STR. This is expressed: Poison STR 60 (delivered 60/60/30 in 2 BT intervals). Stronger poisons, of course, inflict more damage and are harder to remove from someone's system. For an antidote to work, it must have a STR equal to or higher than that of the poison it is administered to cure.

Longevity Rating: This tells how long a poison will remain potent

after it has been delivered by (or extracted from) a creature. A very short-lived one may last no more than a few minutes, whereas a very long one could last for up to a year after it has been applied. The poisons in animals and monsters regenerate regularly to replace that which has gone bad.

Effect Rate: This measures how quickly a poison will take effect once it has entered its target's system. The fastest of poisons could take effect near-instantaneously, though most will be a bit slower—cobra venom requires about 10 minutes or so to take full effect. Some extremely slow ones could take hours or days before they start their work.

Physical Form: Various poisons will have different forms, depending on the entry's method of delivery. The following table describes some of the forms used by the flora and fauna in this book:

Form	Method of Exposure
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Powder	This stuff is mainly ingested. It may be mixed with liquids or solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in a pill or capsule.

Purpose: A poison will have one of two main purposes—either to injure or to incapacitate. The way each one works is described below:

Injure: This type of poison inflicts a total of 2.5 times its Strength rating in Physical damage over the course of three different stages. The first stage, in which an amount of damage equal to its STR is inflicted, occurs after the poison has entered the target's bloodstream and an amount of time equal to its Effect Rate has passed. The second stage inflicts a similar amount of damage and occurs after the Effect Rate has passed again. The third and final stage occurs after the Effect Rate has passed for a third time, when the final amount of damage—equal to 50% of the poison's Strength—is inflicted. According to the type of poison, the victim might feel nothing while under its effect. Or, he may fall unconscious, suffer incapacitating pain and/or paralysis, or hallucinate in a sweaty delirium from the first stage to the last.

Note that the damage for an Instantaneous poison, all 2.5 times its STR, is inflicted at once. A very delayed poison, such as one that works in days, would inflict the entire amount of its Damage, once its first Effect Rate has passed.

Incapacitate: This stuff either causes the victim to fall asleep or to become paralyzed. The effect sets in at the end of the poison's Effect Rate and lasts for 1 hour per STR point.

In order for the poison from a sting or bite to reach a victim's bloodstream, it must penetrate the skin. If a poisonous creature attacks someone with a bite that doesn't get past his armor, then it hasn't poisoned him. It is up to the GM to determine how much contact with contact poison is enough, though it usually



doesn't take much. Note that poison damage can cause Shock and permanent damage. Poison doesn't cause scars, however, nor does the loss of Attractiveness points apply...except in the case of slow poisons causing lingering death. The STR rating is for a single dose. In certain situations, the dosage may be greater or lesser. For example, a persona may receive a quarter dose or a double dose of toxin with one-quarter or double strength, respectively. The strength of any antidote must be equal to or greater than the adjusted poison STR.

Antidotes: Antidotes have characteristics very similar to those of poison, except that for game purposes their Effect Rate should always be considered "Instantaneous." Their purpose is always to neutralize poison of either the injury or incapacitating variety. As mentioned above, an antidote is capable of neutralizing any poison with a STR rating that is equal to or lesser than its own. A successful First Aid roll (see the *Mythus* book, page 165) is usually capable of lessening the effects of poison by reducing the STR by an amount equal to the user's STEEP. Just figure the remaining damage according to the new STR total for an injury poison that was treated via First Aid. Optionally, the GM may allow this only if the type of poison is known (or guessed) by the administrator of the First Aid or his associates.

Disease: Some creatures may carry disease, which can be spread through bites or even close contact. As with poisons, diseases have several highly variable characteristics. Every disease has four main components:

1. A Contagiousness Rating (CON-R)
2. An Incubation Period
3. A STR and a Short Term Effects list
4. Long Term Effects

Contagiousness Rating: The Contagiousness Rating is a number that is matched against the HPs' higher Physical CATEGORY in a K/S versus K/S style contest when the persona is exposed to disease. If the disease wins, then the persona has caught it. A result of a tie indicates that the target has become a carrier—he can spread the disease but does not himself become sick. If the HP wins, he resists contracting it. The Difficulty Rating for the disease can be modified according to just how badly the target was exposed. A minor contact might increase its Difficulty Rating two or three levels, whereas a close and extended one might make it automatically "Easy." Examples of contagious diseases are typhus, malaria, hepatitis, anthrax, meningitis, and the Black Plague.

Since diseases vary so greatly, it's hard to say what an average CON-R would be, though 50 to 60 is a good guess for a serious affliction that is spread through casual contact. Some diseases have certain restrictions on when they can be spread, but when the criteria is met, the CON-R tends to be very high indeed—80 or more.

Incubation Period: The amount of time (usually in days) it takes the disease to cause symptoms in the victim. When the victim is merely a carrier, the disease will stay present in the victim for 10 times the length of the Incubation Period before becoming dormant. A carrier can spread the disease if it was acquired through close contact (as opposed to bites or wounds). Note that victims of the disease who are not carriers but are in the incubation stage can spread the disease as well.

Short Term Effects: The Short Term Effects are determined by the disease's Strength Rating (STR). These are suffered once the Incubation Period has finished. An average STR rating for a dangerous disease is around 30, and the number of "points" worth of short-term effects the disease has will be equal to its STR. Some diseases may have one, huge effect that represents all its STR points, whereas others may have many small ones. While it is up to the GM to decide exactly what effects a certain amount of STR points is sufficient to cause, some guidelines and examples are given below:

STR Effect

1	Causes a strange mutation of the skin (boils, discoloration, etc.) -2 to Attractiveness.
1	Causes the victim to spend 1 hour/week in a hallucinogenic delirium or other such state.
2	Inflicts 1 point of Physical, Mental, or Spiritual damage on the victim per week.*
5	Causes victim to suffer one of the effects of being "Dazed."
10	Victim temporarily suffers a minor insanity.
20	Victim temporarily suffers a major insanity (madness).
30	Causes the victim to suffer the temporary loss of the use of his hands, sight, hearing, legs, etc.
50	The victim is rendered comatose. He will have trouble with starvation and dehydration unless he is specially cared for.
60	As above, except victim is in a continual state of horrible pain. The victim will suffer 5D6 points of Mental and Spiritual damage per week as long as the symptoms continue. He also may have to make one or more insanity checks (q.v.).

*Mental and Spiritual Damage is possible due to the effects a disease can have on the mind.

The strength of a disease is reduced according to the persona's rate of healing. If, for example, a persona's natural healing rate is 2 points per day, the strength of the ailment is reduced 2 points each day. Once disease strength is reduced to 0, the persona has recovered. (N.B.: Reducing Physical TRAIT could reduce the rate of healing.)

Long Term Effects: Although the attack of the disease is over once its STR has been reduced to 0, the Long Term Effects may continue to plague the sufferer. Long Term Effects are usually derived from the problems caused by the short-term ones. Two common examples are the victim going insane and inflicted damage becoming permanent. Joss, of course, could play a large role in helping all the way through the situation.

Exceptional Attacks: There are certain attacks that do not fall under the standard rules due to their unique nature. For example, a small, poisonous snake might inflict only 1 Physical damage point when it bites, but its massive poison STR can kill its victim in one or two Critical Turns. A well-armored persona would seemingly have invulnerability to such threat, for the snake's PD could never get past the protection worn. But this isn't necessarily true, for it would depend entirely upon the situation and setting when snake met persona. The threat of a swarm of angry hornets is another example of an Exceptional Attack. There are many that fall into this category.

If the manner in which an Exceptional Attack is not stated positively, then the gamemaster should apply common sense to the



situation. For instance, a poisonous attack that delivers very little (possibly no) Physical damage when it hits, yet is deadly in effect, is treated in two ways. The unarmored individual is allowed a Parry or Avoidance or maybe both. The protected individual (even one so armored as to seem immune) is usually treated thus:

1) In situations where only a small area is vulnerable to the attack, the attacker must roll Hit Location, a Super-Vital or better, or an Ultra-Vital, depending on protection, to score a hit. Parrying might apply, if this is possible. The individual caught with raised visor crawling on his belly in a low tunnel by an asp would have no Hit Location check mitigating the attack. A strike by the asp would be an Exceptional Attack, the bare flesh assumed to be the target, and a hit would deliver damage and poison despite armor elsewhere, while a miss would be just that. (No likelihood of a Parry or Avoidance in such a situation either!) If armor is especially strong, and the situation warrants, then the gamemaster might wish also to allow an Avoidance roll to mitigate against a hit delivered by an Exceptional Attack.

2) In situations where the attack(s) will absolutely get through, such as a swarm of bees attacking an individual in Full Plate armor, but the number of attacks is in question, a 1D3, 1D6, or similar roll is used to find how many attacks succeed and deliver damage. Again, that number is not to find how many are able to, it is to find how many do succeed in delivering their attack, with commensurate Damage inflicted.

Thus, we have anything from an attacker employing an otherwise harmless weapon to deliver a contact poison on exposed flesh to stings and like attacks that don't normally have sufficient PD to negate armor covered under the Exceptional Attacks rule. The gamemaster can apply the principle demonstrated hereunder to manage all situations of this nature.

Powers

For beings that are capable of utilizing Heka-engendered powers, this section provides a list of those typical to the entry.

There are some powers listed here which no beasts in this book possess, but the GM should feel free to add any if he deems it appropriate, and they are also available for any new beasts you may create.

Accelerate natural process (fermentation, rot, etc.)

Accelerate normal movement capacity of living thing

Accelerate ongoing movement of non-living object

Acid precipitation (rain)

Acid spitting

Affect sensory organs in minor way (double vision, sneeze, itch, etc.)

Air like stone (solid, impassable)

Airy earth (breathable and as movable a medium as water)

Alter substance (within kingdom—animal, mineral, vegetable)

Amplify existing emotion/emotional state

Animal appendages (ass ears, monkey tail, etc.)

Animal form (transform into frog, deer, etc.)

Anti-Joss

Armor skin (toughen, thicken, grow heavy pelt, scales, plates, etc.)

Attractiveness (overall)

Augury

Ball lightning production and control

Blazes & bursts of colors and sounds (pyrotechnics display)

Burning water (consumes as would hot flames when touched)

Casting Reflection: Any one Effect layed directly on the target in a CT is absorbed and reflected back to the caster—or the nearest foe if the caster is out of range—the following CT.

Cause Disease: The beast can expose its victims (i.e., force them to make a Contagiousness roll) to some sort of disease by touching them, breathing on them, etc. A disease that is harder for the beast to spread should be more powerful—and vice versa.

Cause individual to tell truth when speaking

Cause infantile behavior mode (make childish)

Cause Insanity: This is similar to Cause Disease, but requires that the victims make an Insanity Check. This will usually be at a fairly low DR (say "Easy" or "Moderate") and will require that the HP look into the creature's eyes, touch the oozing, slime covered skin, or perform some other action. Extreme Attractiveness (see below) is also conducive to insanity.

Cause minor, temporary insanity

Cause mirth

Chameleon form (appear as other things around individual)

Change appearance

Clean (garments/gear)

Cleanse (body)

Close door/window by gaze

Cold generation

Confer Considerable power possessed

Confer Great power possessed

Confer Limited power possessed

Confer Moderate power possessed

Confer Utmost power possessed

Converse with animals

Death (killing of cells in massive numbers)

Diminution

Disintegration (of singular material by kingdom class)

Divination

Drink (liquid of varying sort for 1 or more average individuals)

Duplicate Self: This simply involves the beastie causing another creature like itself to come into existence. The method is variable, and could include anything from the way a vampire (q.v.) can make more vampires by biting people, to the doppelganger (q.v.), which can conjure his fellows by the killing of by draining the S TRAIT of its victim so as to become that persona. This is great for threat and intrigue situations, as it allows you to start with but a single creature when things are in the slow, "build-up" stage and then have lots of them running around toward the climax.

Dust cloud generation

Earth walking (walk through dirt-clay as if air)

Electrical bolt generation and discharge (lightning)

Electrical field generation

Emotion insertion (into a subject's feelings/mind)

Emotion reading

Energy bolt (arrow, dart, etc.)

Enlarge interior dimensions (one, two, or all three)

Escape hatch (a small, instantaneous Portal to get back home)



Evaporate water
Exhaust air
Extinguish fire

Extreme Attractiveness: This is simply a creature who has either a very high or very low Attractiveness rating. The fun of it is, if the rating is extremely high or low, the HPs could be "Dazed," sent fleeing in terror, or driven insane by the sight. The following table lists some levels and possible effects:

Rating	Description	Effects
0 to -3	Horrid	Dazing, "Easy" Fleeing, "Easy"
-4 to -6	Nightmarish	Dazing, "Moderate" Fleeing, "Hard" Insanity, "Moderate"
-7 to -9	Blasphemous	Dazing, "Hard" Fleeing, "Difficult" Insanity, "Hard"
-10 or less	Ineffable	Dazing, "Difficult" Fleeing, "Very Difficult" Insanity, "Difficult"
21 to 25	Incredible	Dazing, "Easy"
26 to 27	Obsessive	Dazing, "Moderate" Insanity or Adoration, "Moderate"
28 to 29	Unearthly	Dazing, "Hard" Insanity or Adoration, "Hard"
30 or more	Mind-Warping	Dazing, "Difficult" Insanity or Adoration, "Difficult"

The DR for *Dazing* is what a persona must beat with an *MR* roll to avoid being Dazed for the next *1D10* BTs. The DR for Insanity, of course, applies to an Insanity Check that must be made. *Adoration* is slavish commitment and service to the one in question. The DR for *Fleeing* must be matched against the victim's *SM CATEGORY*. If the roll for *Fleeing* fails, then the HP will flee in terror for *1D10* BTs. He will retreat at his full running movement rate and do everything he can to get as far away from the object of his terror, and as close as possible to a place of safety (or one thought to be safe...) as he can.

Generally speaking, only one of each type of roll need be made per day per sighting of that creature type. If, for example, Alyssa met up with a *Devilman* (which would have an Attractiveness of -3, or a "Horrid" rating), she would immediately have to make an "Easy" *MR* roll to avoid becoming Dazed, and an "Easy" *SM* roll to avoid fleeing. If she met up with another *Devilman*, or saw the same one again (an unlucky lady to be sure) less than 24 hours later, she would *not* have to make another set of rolls. Later, she would check at one step easier DR for the same sort of being. Don't forget bonuses for *STEEP* in various K/S Areas too, such as Demonology, Mysticism, and Yoga for example.

Fall gently as a leaf

Fear (urge to flee by running away)

Fellow summoning (bring like individuals to immediate proximity)

Fire production

Fire terminating in a burst (explosion, roar, blast, flames, heat)

Flame production, small and touching body

Flame projection from body (hand, breath, etc.)

Flight (aerial)

Float in air

Food (nutrients for 1 or more average-sized individuals)

Force field, blade-like and small

Force field, cloaking individual as armor

Force field, dart(s) projected as missile(s)

Force field, plane, horizontal or vertical

Forgetfulness

Gaseous water (breathable and movable as through as air)

Gasify earth (destroy form of earth or stone)

Gate opening (create new Gate)

Gate operation (work existing Gate)

Generate extreme cold

Generate extreme heat

Generate webs

Giganticism

Gloom cloud (darkness in diameter equal to M TRAIT in feet)

Gloom cloud generation (darkness in a small radius)

Glow of illumination (as a candle, lantern, of bonfire in brightness)

Grant minor wish (involving non-living, material objects)

Groom (human, animal, etc.)

Habitable fire (not harmful to normal flesh and won't burn things)

Hail, icicles (pointed, dart-like missiles)

Hail, stones (ice) precipitation

Heal Mentally

Heal Physically

Heal Spiritually

Healing of self (Mentally, Physically, and/or Spiritually)

Heka-Engendered Castings: Now here's something nasty. The critter possesses Heka, and can use one or more innate Magickal Castings. The beast simply wills the spell effect to happen and it does, although a Link will still be necessary for Castings using Mental or Spiritual attack forms. Note: It's a good idea to limit the use of such powers in the way done in this work, but you can be creative. These are other issues to consider. One beast, for example, might be able to bite an HP and then be considered to have made an automatic Link on the next CT for a Casting that will take effect on the one after that. (This beast could be very nasty!)

Horror (causing loss (usually temporary) of Mental TRAIT)

Hyperaesthesia: This includes a variety of things, including Keen Senses (which allow a -1 or so modifier to the DR of Perception (Physical) rolls that they can be used for), Dark Vision (which allows the beast to see equally well in darkness or daylight, although at the GM's option it might see *better* in darkness), and Mystic Vision (which allows it to see spirits with no Physical Manifestation as well as into areas on the *Aetherial Plane*). Coming up with some interesting variations on this theme is but a simple exercise for the imagination. Note that a beastie with Dark Vision suffers no broken or difficult terrain modifiers due to darkness! For more information on hyperaesthesia, see page 237 of the *Mythus Magick™* book.

Hypnotize by gaze



Ice coating
 Ice missiles
 Ice plane (as thick surface or wall)
 Illumination, phosphorescent spheres/spheroids
 Illusory form
 Illusory items
 Image replication, self (illusory)
 Image replication, others (illusory)
 Image replication, things (illusory)
 Immunity (see below for all the various sorts)
 Immunity, acids
 Immunity, cold
 Immunity, electrical
 Immunity, elemental sort by element type
 Immunity, falling and/or impact from falling objects
 Immunity, heat
 Immunity, Heka by type (Preternatural, Supernatural, Entital)
 Immunity, mental assaults
 Immunity, paralysis
 Immunity, poisons
 Immunity, weapons (any)
 Immunity, weapons, blunt
 Immunity, weapons, edged
 Immunity, weapons, natural (claws, fangs, etc.)
 Inflict bee-like sting from a distance
 Insanity, Minor or Major
 Inspire camaraderie/liking
 Inspire confidence
 Intelligence
 Intuition
 Invisibility
 Joss
 Jump as a frog
 Levitation
 Light rock (little weight, easily movable, same mass)
 Lightning (Ball or Bolt Generation)
 Lightning summoning and direction (during storm)
 Lock/bar exit by force closure
 Long endurance (physical, mental, etc.)
 Lustfulness
 Memory
 Memory capacity
 Mend (fix minor breakage, sew tears, repair leaks, etc.)
 Natural Weapons/Armor: This includes such things as claws, tentacles, rows of razor-edged fangs, barbed tails, scaly hides, and even snakes that are attached to its body (such as with the Medusa). Natural weapons can include growing tusks, fangs, talons, claws, etc. as the need arises.
 Noisome odor (as a skunk or worse)
 Object duplication
 Opaque water
 Panic (combines Fear, Horror, and Terror (qq. v.))
 Paralysis, Mental
 Paralysis, Physical
 Paralysis, Spiritual

Perfume (fragrance)

Petrifaction

Phase Shifting: A beast with this ability can adjust the size of its atomic structure and disappear into another sphere or plane or suddenly appear in Full Physical Form right beside its terrified victim. It may require a BT or so to adjust its form, and it may only be capable of doing so a couple of times per day.

Physical displacement (of individual's body, i.e., here now, there instantly thereafter—typically to avoid threat)

Piper's Prance (cause to jig and prance as if dancing to a tune)

Plane Shifting: This power allows a beast to travel instantaneously from one physical universe, such as *Ærth* is, to another one, such as *Earth's*. The creature may or may not have control over where it winds up in the new plane, and might be limited in those to which it has access. Likewise, the beast probably will be limited as to how often it can perform such travel. (We recommend no more than once per day even for a very fast mover.)

Play on subconscious dread/fears

Poison: The beastie can use poison against its enemies. The methods by which it may wield the poison are as numerous as the different types of poisons that it may have. An obvious way is poison fangs or claws, although it might be able to spit venom, breathe it out in a cloud of gas, cause all water and/or food it looks at to become poisonous, or even sweat a poisonous liquid that effects all who touch its skin. Have fun with this one!

Poison by breath

Poison by gaze

Poison by mere touch (contact poison)

Poison by wound (claws, fangs, nails, sting, etc.)

Precision craftsmanship

Quickearth (ground to quicksand-like surface)

Quickened movement to twice normal rate

Real items (clothing, jewels, money, weapons, etc.)

Regenerate body parts

Regenerate cell damage

Resistances: The creature is either wholly or partially immune to a certain type of attack—such as poison, disease, fire, certain weapons (i.e., the Cutting, Piercing, and/or Blunt damage types), or even Mental or Spiritual combat. A partial immunity might mean that it only takes half damage (either before or after armor), or is only immune to the attack in some forms. A beast might be immune to poisonous gas, for instance, because it does not breathe, but would be perfectly susceptible to poison administered by an arrowhead.

Restoration of life

Restoration of limbs and organs to full potential

Restore object to new/like new condition

Return karma (cause individual good or bad according to what that individual had done predominantly in past year, +/-)

Reverse Heka effects

Rust ferrous metal

Scorpionfire (moving wall of flames with scorpions of fiery nature flying within it, and these sting!)

Shadow cloaking, objects

Shadow cloaking, self (invisible in shadows)



Shadow walking (move from patch to patch of shadow instantly when each location is in visual range)

Shape Change: The beast can alter its physical form either slightly or greatly. From old to young or by a few percent size is slight. From kind to kind or from tiny to huge is great.

Shape shifting, to animal

Shape shifting, to any

Shape shifting, to larger like form

Shape shifting, to like/similar one

Shape shifting, to mineral

Shape shifting, to smaller

Shape shifting, to vegetable

Singing

Singing to dominate

Singing to hypnotize

Singing to mesmerise

Sleepiness enhancement (intensification of existing state)

Slow natural movement potential of life form

Slow ongoing movement of object

Smoke cloud

Smoke generation

Solid air (support weight, applies to cloud as well)

Solid fire (stone-like, fixed, and burning without fuel)

Sound mimicry and replication

Stamina

Steal Heka energy

Steam generation

Stickstone (rocks become adhesive)

Stone passage (walking through rock as if through air)

Storm creation, darkness & precipitation

Storm creation, full thunder & lightning (with darkness & precipitation)

Storm summoning

Strength

Stupidity

Summoning: The creature can somehow summon other creatures to its aid. The frequency required for such conjurings, the forms of things that can be called, the time required for arrival, the summoning's chance of success, and what measure of control—if any—the conjuror has over the conjured, are all aspects of this power that will need figuring out.

Tangle small strands (thread, hair, etc.)

Teleportation: This allows a creature to travel instantaneously from one point in a Physical Plane to another. (See page 46 of the *Mythus Magick* book for a description of the *Teleport Casting*.) As with Phase Shifting and Plane Shifting, how often it can be done is a prime consideration. Distance, as well as how much additional stuff it can carry with it, may also be factors.

Temperature tolerance (cold or hot)

Terror (loss from Spiritual TRAIT, usually temporary in nature)

Thought insertion (into conscious)

Thought reading

Time acceleration

Time reversal (minor)

Tranquilization

Translucent air (screens visibility but is unnoticeable)

Transmutation of gold to lead

Transparent earth (dirt, rock, metal)

Treasure locating in near vicinity

Ugliness

Ultrasonic sound production (to annoy or confuse or break crystal)

Vampiric Damage:

Vampiric Physical Damage: When a creature hits an opponent, it receives an amount of P TRAIT points equal to the actual Physical damage it inflicted by so striking its opponent. If the creature's new P TRAIT total exceeds its original amount (which is allowed in this case), the TRAIT is increased accordingly and the creature becomes invigorated. The creature so invigorated gains double the normal number of attacks.

Vampiric Emotion: This power functions only in an invigorated creature. If it has gained less than 20% of its P TRAIT thus it can use only the *Horror* emotion, but above 20% of its P TRAIT it can employ that of *Terror*.

Horror: The creature uses its gaze to assail a subject, and if that one fails Avoidance, he suffers 3D3 points of Mental damage, and must check against *Fear Emotion* above. The beast, meantime, gains the MD points as an addition to its M TRAIT for as many ATs time as it gains points thus, and receives a permanent gain of 1 M TRAIT point thus!

Terror: The creature uses its gaze to assail a subject. If that victim fails Avoidance, he suffers 3D3 points of Spiritual Damage, and must check against *Fear Emotion* above. The beast, meantime, gains the SD points to create a false S TRAIT for as many ATs time as it gains points, and receives a permanent gain of 1 S TRAIT point so gained. At such time as a creature has gained a false Spiritual TRAIT total in excess of 18, it becomes self-willed!

Vegetation alteration (strange, unnatural, etc.—such as having huge snapdragons with steel teeth)

Vegetation growth stimulation

Vegetation volition (grass entangling, canes moving to hook with barbs or lash with them, vines grabbing, branches lashing or grasping, etc.)

Vision capacity for invisible/spirit things/beings

Voice projection ("throw" sound to make it seem to come from some other location than individual's actual one)

Water breathing

Water jet generation

Water plane generation (instant puddle-pond)

Water precipitation (rain)

Water wall generation (remains vertical and bounded)

Waterfire (fire that runs as water and will burn in water)

Weakness

Wind blast (gale which blows)

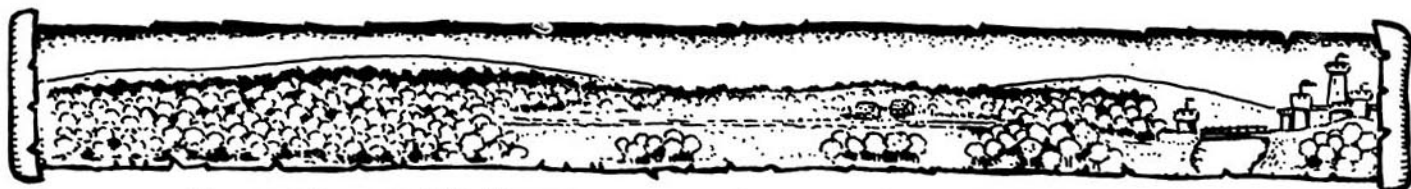
Wind funnel (tornado/whirlwind)

Wind travel (movement through air at speed of wind then blowing)

Windstorm generation

Wisdom

X-ray vision (Parascopy)



Powers Area and Delivery

Area Of Effect Of Power: Unless otherwise stated, or obvious from the power itself, a given power must be assigned an Area of Effect. The gamemaster may also alter given areas of effect if he so desires. The areas suggested are:

- One individual subject, living
- Two or more subjects (number and area restrictions applicable)
 - 2 to 4 (1D3+1) subjects
 - 2 to 7 (1D6+1) subjects
 - 2 to 12 (2D6) subjects
 - 2 to 20 (2D10) subjects
- All subjects within the Area of Effect
 - 5' radius
 - 10' radius
 - 15' radius
 - 20' radius
 - 25' radius
- One individual subject, non-living (size restriction applicable)
 - Affects total volume of area
 - Affects area surrounding cubic area
 - Affects surface (square footage) of area
 - Only affects area above
 - Only affects area below

Delivery Of Power By:

Thought	Missile discharge
Gaze	(natural or artificial)
Gesture	Precipitation*
Word	Breath
Word and gesture	Spray (as skunk)
Material and gesture	Expectoration (spitting)
Word, material, and gesture	Touch

*Rain or other bringing magical effect down into area. This form of delivery typically requires some preliminary such as gaze, gesture, etc.

Range: Where necessary use the following as rules:

- Size of large creature's longest dimension in feet = range in feet*
- Applicable TRAIT score in feet = range in feet*
- Applicable CATEGORY score in feet = range in feet*
- Applicable ATTRIBUTE score in feet = range in feet*
- Casting Distance Table ranges
- Missile Weapon range distances

*When logical, adjust to yards, rods, chains, furlongs, miles or even leagues.

Example: The range for Expectoration delivery is Size or PMPow, whichever of the two is higher. A human spitting would use the latter, while a snake might use either, and a wyrm would surely use Size. Thus, a human's range would be around 15', a cobra's the same, but the wyrm would range 140' on average.

Statistical Detail

This section gives the applicable statistical information for each entry in the Bestiary. As with personas in the **Dangerous Journeys** system, every living creature has a number of Mental, Physical, and Spiritual points that define it in terms of the game. The largest numbers are the TRAITS, each of which is subdivided into two CATEGORIES. Each CATEGORY is subdivided into three ATTRIBUTES.

For example: the *Mental* TRAIT has two CATEGORIES, *Reasoning* and *Mnemonic*, each of which has three ATTRIBUTES—*Capacity*, *Power*, and *Speed*, respectively. The meaning of these terms is described below:

TRAIT Scores

Mental: Abbreviated "M." This number represents the total of all an entry's Mental resources, as well as the amount of "Mental damage" it may sustain before becoming mindless. Most creatures in this manual will only have minimal Mental faculties at best—the numbers given for Mental TRAIT are used mostly to indicate cunning and instinct. Unless they possess true intelligence, an entry will not have a Mental Effect Level (M-EL).

Physical: Abbreviated "P." This number represents the total of all an entry's Physical resources, as well as the amount of "Physical damage" it can sustain before dying. The Physical statistics are the most important with respect to representing the creature's Physical makeup. The amount of Physical TRAIT points possessed by an animal or other creature is directly related to its size, ability to sustain injury, and the potential damage it may inflict.

Spiritual: Abbreviated "S." This number represents the total of all an entry's Spiritual resources, as well as the amount of "Spiritual damage" it can sustain before becoming a will-less zombie. Unlike humans, animals and plants do not (typically) possess any Spiritual TRAIT points, as these are an indication of sentience.

As an option for those gamemasters who wish to treat animals as reincarnated beings, some minimal Mental and Spiritual scores may be inserted. TRAIT scores for such creatures should never exceed 10 points, unless said TRAIT is normally higher.

CATEGORY Scores

Mnemonic: Abbreviated "MM" for Mental Mnemonic. This is a Mental CATEGORY that represents the ability of the entry to learn and remember. Those with higher ATTRIBUTES in this area are brighter and tend to possess a better memory.

Reasoning: Abbreviated "MR" for Mental Reasoning. This is the other Mental CATEGORY, and it represents the entry's ability to think logically and figure things out. Those with higher ATTRIBUTES here are likely to be very cunning, clever, and crafty.

Muscular: Abbreviated "PM" for Physical Muscular. This is a Physical CATEGORY that shows just how powerful the entry is, as well as how fast it can move and react. Entries with higher scores here are physically stronger, more enduring, quicker, and in better health than those with lower scores. This CATEGORY is important to combat, because it determines the being's ability to strike harder and faster.

Neural: Abbreviated "PN" for Physical Neural. This one, being the other Physical CATEGORY, has to do with how coordinated and precise the entry is physically. Those with better ATTRIBUTES here have steady nerves and greater dexterity.

Metaphysical: Abbreviated "SM" for Spiritual Metaphysical. The first Spiritual CATEGORY has a lot to do with the entry's willpower and self-discipline, as well as its ability to study, understand, and believe in supernatural, theological, and philosophical concepts. Those with good numbers in this department will be more devoted



to their causes, benefit more from them, and go further to advance their goals.

Psychic: Abbreviated "SP" for Spiritual Psychic. This represents the less-conscious side of the spiritual and includes such things as faith and imagination. "Natural" or "intuitive" might describe the Psychic division. This CATEGORY is very important for all creatures who rely upon inspiration to power their pursuits.

ATTRIBUTE Score

These are the basic scores used to determine any creature's abilities. There are 18 such ATTRIBUTES, three for each CATEGORY. These ATTRIBUTES are: Capacity, Power and Speed.

Capacity: This is abbreviated as a "Cap" added on the end of each CATEGORY. Spiritual Psychic Capacity, for example, would be abbreviated "SPCap." Capacity is perhaps a CATEGORY'S most important ATTRIBUTE, as it is the one that is used to represent the maximum level of the other two ATTRIBUTES in that area.

Power: This is abbreviated as above, save that a "Pow" is added on the end rather than a "Cap." This number represents how strongly and forcefully a CATEGORY can be wielded by an entry. For example, a creature with a high PMPow (Physical Muscular Power) can lift heavy weights, or one with a high PNPow (Physical Neural Power) could juggle several items at once. A high MRPow (Mental Reasoning Power) allows one to crack tough thinking problems, etc.

Speed: Abbreviated as above, but use an "Spd." This number tells you how fast a CATEGORY can operate. A high PMSpd, for example, means that a being can react quickly in a hand-to-hand combat situation. A high PNSpd allows it to target quickly and launch missiles.

The average human ATTRIBUTE ranges from about 9 to 12. The average for animals and other non-humans could very well be a lot higher (or lower). A very large, bulky subject probably will not have as good a PMSpd or PNSpd rating due to its slowness and/or clumsiness. This is not always the case, though—a tiger's scores in these areas will far exceed those of an average, fast human.

Such adjusted Physical Speeds are given according to size compared to that of a human. Thus, there are divisors or multipliers based on this comparative:

- 24xhuman-sized = a divisor of 24
- 18xhuman-sized = a divisor of 18
- 12xhuman-sized = a divisor of 12
- 6xhuman-sized = a divisor of 6
- 3xhuman-sized = a divisor of 3
- 2xhuman-sized = a divisor of 2
- .5xhuman-sized equals a multiplier of 2
- .25xhuman-sized = a divisor of 4
- .2xhuman-sized equals a multiplier of 5
- .1xhuman-sized equals a multiplier of 10

A list of the average ATTRIBUTES for any given type of creature is called a *Base Scheme*. Most Base Schemes will be accompanied by a die roll that can be added to (or deducted from) an ATTRIBUTE to personalize it for an individual creature or persona. Also note that no die roll may reduce an ATTRIBUTE below 1:

Allmouth (Subterranean Plant)

Base Scheme (+/-1D6)

M: 0, EL: 0	P: 90, WL: 67, CL: 81		
MM: 0	MR: 0	PM: 45	PN: 45
MMCap: 0	MRCap: 0	PMCap: 17	PNCap: 17
MMPow: 0	MRPow: 0	PMPow: 14	PNPow: 14
MMSpd: 0	MRSpd: 0	PMSpd: 14	PNSpd: 14

Tyrannosaurus

Base Scheme (+/- 5D6)

M (Cunning): 20	P: 660, WL: 495, CL: 594		
MM: 10	MR: 10	PM: 330	PN: 330
MMCap: 4	MRCap: 4	PMCap: 144	PNCap: 144
MMPow: 3	MRPow: 3	PMPow: 42	PNPow: 42
MMSpd: 3	MRSpd: 3	PMSpd: 144*	PNSpd: 144*

*Divide by 12, as the Tyrannosaurus is 12xhuman-sized, to find actual (comparative) Speeds—in this case a PMSpd and a PNSpd of 12.

As you can tell, the Tyrannosaurus is obviously stupid, but should he manage to bite your HP, it's likely to be fatal!

Armor Scheme

As presented in *Mythus*, the system for keeping track of natural armor is based on a system of "layers." One "layer" equals 1 point of protection in the Non-Vital Strike Location Area and against one Damage Type. Double that amount applies to "Vital," triple that for "Super-Vital," and quadruple that for "Ultra-Vital." Thus, a being with 4 Cutting (abbreviated "Cut") layers would have 4 points of armor versus Cut in "Non-Vital," 8 points versus Cut in "Vital," 12 points versus Cut in "Super-Vital," and 16 points versus Cut in "Ultra-Vital." Below are two examples, the first for the leaves and vines of a predatory bush called an allmouth, and the second for the thick, tough hide of a Tyrannosaurus:

Allmouth (Subterranean Plant)

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	•	8	8	0	0	•	0
Super	•	6	6	0	0	•	0
Vital	•	4	4	0	0	•	0
Non	•	2	2	0	0	•	0
Average	•	5	5	0	0	•	0

*Invulnerable

Tyrannosaurus

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	20	32	4	8	40	12
Super	9	15	24	3	6	30	9
Vital	6	10	16	2	4	20	6
Non	3	5	8	1	2	10	3
Average	7	12	20	2	5	25	7

Asterisks appearing under one or more damage types indicate



that the entry is invulnerable to that form of damage. Thus, as mentioned in the description of Invulnerabilities, most bushes, plants, and other vegetation cannot be stunned.

Commentary & Description

The information in this section covers any miscellaneous details pertaining to the entry. Provided will be such things as a physical description giving the appearance, coloration, and markings of the creatures. Also listed here will be notes regarding the common social unit, typical diet, general temperament, and any unusual habits of the life form.

Where applicable, there will be comments regarding the Heka use capacity of individuals and information on the sensory abilities of the species. For those sapient creatures in the manual, we will give the relative disposition of the species (benign, neutral, malign) with respect to humans interacting with their numbers.

Sample Bestiary Entry

Illustration:

Identifier:

Habitat:

Size: (xhuman-size)

Number Appearing:

Modes & Rates of Movement:

Initiative Modifiers:

Outstanding K/S Areas/Sub-Areas & STEEP:

Joss Factors:

Dodging/Avoidance:

Attractiveness:

Invulnerabilities:

Susceptibilities:

Average Armor Protection:

Quirks:

Attacks	BAC	Damage Type	Base	Bonus
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Powers:

Statistical Detail:

Base Scheme (+/- D)

M (Cunning): , EL:

P: , WL: , CL:

S: EL:

MM:

MR:

PM:

PN:

SM:

SP:

MMCap:

MRCap:

PMCap:

PNCap:

SMCap:

SPCap:

MMPow:

MRPow:

PMPow:

PNPow:

SMPow:

SPPow:

MMSpd:

MRSpd:

PMSpd:

PNSpd:

SMSpd:

SPSpd:

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
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Ultra

Super

Vital

Non

Average

Commentary & Description:

Weapon Damage Bonus for Great Mass

Additionally, there is a damage bonus for projectiles wielded by creatures possessing size and mass much larger than human-size. These include hurled boulders or giant-size weapons. This does not normally apply to personas, but is possible for those who have been magically enlarged or possess a large *effective* mass due to some magical device to use these weapons. Consult the following table for the amount of Damage bonus *per die* to add to Physical Damage for each projectile from such a creature or persona when a hit is scored:

Weapon Damage Bonus (per Die) for Size and Mass

Size And Weight Of Large Creature (as compared to human size)

Type of Projectile	3 x (450-800#)	6 x (900-1500#)	12 x (1600-3500#)	18 x (3600-4800#)	24 x (4800# & up)
Hand-Hurled	+1	+2	+3	+4	+5
Device Propelled*	+2	+3	+4	+5	+6

*The persona must be large enough to operate the giant-size device propelling the projectile.

Mental Statistics (Animal Intelligence)

	Problem-solving (Primates)	Predatory Instinct (Bears, Birds of prey)	Instinct (Herds, Reptiles)	Hive (Ants, Bees)	Non-sapient (Insects, Plants)
M TRAIT:	40*	20	10	5	0
MM	20	10	5	3	—
MMCap	8	4	2	1	—
MMPow	6	3	1	1	—
MMSpd	6	3	2	1	—
MR	20	10	5	2	—
MRCap	8	4	2	1	—
MRPow	6	3	1	1	—
MRSpd	6	3	2	0	—

*At the gamemaster's option, creatures in this range may be subject to the effects of Mental combat.

Sensory Abilities

Most sapient beings in this book (and some non-sentients as well) possess a variety of sensory abilities that are often related to their native habitat. For example, beings that naturally dwell in the lightless subterranean realms will typically rely on senses other than normal vision (such as audial and olfactory senses). Each sense in the following Table Of Sensory Abilities is listed by Letter Code, its meaning, and a brief explanation of each peculiar ability form. This is done to help the reader in comprehension, for the sensory information given for each subterranean sapient race is in this letter code.



Table of Sensory Abilities

F	FEELING SENSES
FE	ELECTROMAGNETIC: Detect changes or presence of fields within 20' to 120'.
FH	HEIGHTENED: Increased from human-norm base to a higher degree, i.e., much more sensitive.
FN	NORMAL: Normal as human average to keen sense.
FP	PRESSURE: Changes in air or water pressure notable from movement, obstruction of currents, etc.
FV	VIBRATIONS: A keener sort of pressure sensitivity that detects vibrations in the medium of air or water or through such things as wood, metal, or stone.
FX	EXCLUDED: Little or no sense of feeling in human terms.
H	HEARING SENSES
HH	HEIGHTENED: Hearing above human norm and comparable to keen-eared animals.
HN	NORMAL: At level typical of average to keen human norm.
HS	SONAR: Ability to hear and to send-hear return of sound waves in the high-frequency ranges as do bats.
HU	ULTRASONIC: Ability to hear into ultra-high frequency sound waves and minute noises.
HX	EXCLUDED: Little or no sense of hearing in human terms.
S	SIGHT/VISUAL SENSES
SE	ELECTROMAGNETIC: Ability to see electromagnetic fields at 40' to 240' range.
SI	INFRARED: Seeing thermal radiation at 20' to 240' range.
SN	NORMAL: At level typical of average to keen human norm.
SR	RADAR: Ability to see and to send and receive radiation in the ultra-high frequency range.
SU	ULTRAVIOLET: The ability to see ultraviolet radiation as if using sense in daylight-like conditions with 120' to 720' range in poor light conditions.
SX	EXCLUDED: Little or no visual capacity in terms of human norm.
T	TASTE & SMELL SENSES (Typically In Combination)
TD	DISCREET: Ability to distinguish such things as animal, vegetable, mineral, living, dead, etc.; and thus tell as much to the individual as might any visual sense.
TH	HEIGHTENED: Taste and olfactory senses heightened above human norm but not to Discreet level.
TN	NORMAL: At level typical to average to keen human norm.
TO	OLFACTORY: Smell functional but taste sense virtually inoperative.
TT	TASTE: Sense of taste operates, but olfactory input limited.
TX	EXCLUDED: Little or no senses in terms of human norm.
X	EXTRASENSORY (Sixth Sense) ABILITY
XA	AURAL: Sensing of auras generated by life forms—ranges from state of health to Heka capacity to emotions, etc. (See <i>Aura Sight</i> Cantrip, page 210 of the <i>Mythus Magick</i> book.)
XD	DANGER: Ability to sense nearby danger, typically from the thoughts/intentions of hostile life form but can include threat

from magickal natural or mechanical sources.

XH	HEKA: Capacity to sense existence, flow, and use of Heka in an individual or area within 20' to 120' range almost as if visually observed.
XI	INTUITIVE: Sensing of what is about to occur, what should be done or avoided, or perhaps both abilities
XX	EXCLUDED: No Sixth Senses present.

Note that some sensory abilities may affect the subject entry's Initiative Modifier (see above). When this is true, it will be noted under that section. Also, where a question mark (?) appears, ability is suspected but unproven.

Aggressiveness

The aggressiveness of any wild creature in the *Mythus* game is based on a number of factors, beginning with the animal itself. The environment and the creature's situation also will affect behavior. While some animals are naturally aggressive, most are not unless they are disturbed or molested in some way, or something has threatened their territory or young.

The base chance of any wild animal attacking is based on the general disposition of the animal in question, as shown below:

Disposition	Chance of Attack
Gentle	0%
Passive	10%
Moderate	20%
Easily Disturbed	30%
Aggressive	40%
Ferocious	50%

This is modified first by the animal's form of nourishment:

Herbivore	-10
Omnivore	0
Carnivore	+10

Any persona attempting to deal with an animal does so by rolling against his or her *Animal Handling* K/S Area, using the modifiers listed below. If *Animal Handling* is not possessed, use the additional cumulative modifiers to determine the effective chance of attack.

Animal's Nature/Situation	DR Modifier	Attack Modifier
Domesticated	-2 (Easier)	-10
Know/Accepts persona	-2	-10
Recognizes persona	-1	0
Passive/Sated	-1	0
Disturbed/Provoked	+1	+10
Hungry	+1	+10
Territory violated	+2	+20
Breeding season	+2	+20
Cornered	+3	+30
Protecting young	+3	+30
Wounded	+4	+40
Man-eater	+4	+40
Diseased/Rabid	+5	+50



If approached in a non-threatening manner, animals that don't attack will either stand wary, or simply leave the area at the gamemaster's discretion. If disturbed, threatened, or attacked, those that don't immediately attack will either flee immediately, or they will display or voice a warning of some sort (growl, hiss, etc.) and stand ready to defend themselves. Creatures which are attacked by personas will gain an additional roll on each CT.

THE ENVIRONMENT OF ÆRTH

Before launching into any detailed descriptions of the flora and fauna of Ærth, we must first provide a backdrop for those life forms which inhabit the world. This will help the gamemaster better understand not only the inhabitants, but their environment as well.

The world of Ærth is divided into three portions. The Outer or Exterior surface, the Subterranean realm of tunnels and underground spaces, and the Inner, or Interior world. The environs of the first are similar in nature to the Medieval, Renaissance, and early 17th century of Earth. Vast expanses of wilderness assure plentiful game, and predators, too. The underground labyrinth is a weird place filled with strange flora and fauna, some of which evolved into sapient races. Finally, the hollow core of Ærth is what can be best termed an imaginative prehistoric setting, with many of its life forms long extinct on the outer surface (as on Earth) but still thriving therein. The "Intermediate Band," in fact, contains some rather fanciful-seeming neo-therapsids and other fearsome creatures who make their living eating dinosaurs, mammoths, and each other.

Because magick is active on Ærth, what is mythical on Earth is basic to the mainstream of reality on Ærth. Strange and terrible creatures live on, in, and inside Ærth. Just as Ærth is a parallel world to our own, there is another counter-world called Phæree, which is linked to Ærth through most magickal "doorways"—collectively known as Portals. These Portals between the two worlds allow for animals, creatures, and sapient races to migrate between the two. In truth, these Gates and Doors between Ærth and its counter-world of Phæree allow for anything from mass migration to mere intrusion of a single creature, so there is a mixture of living things to be found on both spheres. Most of the Portals are to be found in the Subterranean realm, some will be located on the surface, and none are known to exist in the Inner regions.

Since Ærth is very similar to our planet, much of the flora and fauna is the same on both worlds. Although some pronounced differences between the animal and plant life on the two exist, many species are similar, if not the same. However, there are also many creatures on the planet that might seem anomalous, paradoxical, and even impossible. Within the parameters of a multiverse where anything is possible, such creatures are quite probable, existing side by side with those more mundane beasts of Earthly sort.

And so, a given campaign can and may accommodate virtually anything from various materials on Earth's flora and fauna, to reference works on dinosaurs, and the myths and legends of authored fiction. Provided the inclusion of the new material doesn't nullify or seriously contradict some important rule, such items could be enriching to the overall campaign milieu.

As a final note, it must be mentioned that the creatures of Phæree

play a sometimes vital role in Ærth's affairs. Although the inhabitants from this counter world are not covered in this manual, the reader may find supplemental information in the *Epic of Ærth*™ companion volume. Sample Phæree inhabitants may also be found in the *Mythus* book, pages 330-335.

Exterior Ærth

With notable exceptions, the geography and climate of the surface world of Ærth is very much the same as Earth's. The same is true for the animals that inhabit Exterior Ærth—though many species that have become extinct on Earth still exist on its fantasy twin.

Many large forms exist as well, and these may be found anywhere the environment will support them. Some have evolved from their natural state, while others are the result of magick and cross-breeding with similar Phæree species (which at some point wandered through from that place).

As on Earth, many predatory animals such as wolves, bears, and the great cats, can be found throughout the world. Though mankind is not their usual prey, personas would be wise to observe caution whenever travelling through the unpopulated wilderlands of Ærth.

Subterranean Ærth

Beneath the surface of the world of Ærth is a honeycomb of natural and artificial caverns, tunnels, grottoes, and waterways, linked to each other in a vast, sunless domain. This labyrinthine complex is Subterranean Ærth, and it is a strange and magickal place indeed, with a plausible ecosystem that provides for an array of unique and populous regions. Such places contain huge tracts of wilderness areas, mazes of chambers, caves, and corridors, oases, and great underground lakes and rivers. The complex of underground ways not only supports a large variety of subterranean flora, there are animals too, as well as certain surface-exotic sapient life forms, native to the environment.

Though sunlight isn't available underground, the flora there does not rely on such for growth and activity. There are actually three, not the two mentioned in the *Epic of Ærth* book, forms of nutrient creation that serve in the place of sunlight. The first is chemosynthesis, the process of combining different elements or chemicals into useful forms. Sometimes the reaction is one that *provides* energy instead of using it. The second is thermosynthesis, which is the use of heat instead of sunlight in the process of nutrient creation. The third form is the conversion of radiation from mineral source to nutrient. In the subterranean world there is a mineral called *ultravioletium*—an element unique to Ærth—that gives off a strong ultraviolet emission. Many native plants thrive upon the rays from this mineral, which is frequently found in large strata in the underground mazes. Thus, due to chemosynthesis, thermosynthesis, and *ultralucidisynthesis*, the subterranean vegetation can grow as long as minerals, heat, and ultravioletium are available.

The underground is not a riot of growth and animal life. Instead, it is something more like a barren in which exist many oases, for the presence of water is required for the subterranean flora to grow. Still, water is available from various sources.

In portions of the underworld region, there is heavy water vapor in the air due to evaporation and thermal activity deeper still. These



are simply humid areas whose moisture is airborne. Some places receive rain-like precipitation from seepage and condensation. This may occur only occasionally, frequently, or near-continually. Other areas have a flow of water from subterranean watercourses, and there are bodies ranging from small pools to great underground lakes and even seas. Finally, there are combinations of these conditions. So in some places, at least, there is sufficient moisture to provide for plant life.

Water seeping down from the outer (or inner) crust also brings dissolved mineral nutrients, which augment the minerals dissolving in subterranean waters. Other nourishment is sent down into the underground regions, too, as the humans on the surface use the subterranean world for the disposal of their waste. Via natural and artificial sinkholes and drains cities pipe waste water and sewage into the underground, and it disappears there forever, creating foul oases.

Garbage and all other solid refuse is dropped into natural openings, fissures, and rifts. Human engineers dig wells to access the subterranean space below, and such bottomless garbage pits enable them to dispose of carrion, garbage, and all else. The inhabitants of the underworld bear off this precious garbage as resources, and it is truly recycled, so to speak.

The Evolution of Life Underground

Through thousands of years of evolution, life forms in the subterranean regions have adapted their own unique methods of survival and defense. Not only did the native flora develop mobility, but sensory organs and rudimentary intelligence as well. Able to find water and nourishment by moving from place to place, they also can avoid predation to a certain extent. Over time these developed into vegivorous and carnivorous species, as well as retaining their original forms.

The inhabitants of the underground world have evolved defenses such as speed, camouflage, armor, noxious odor/taste, spines, acid, heat, and poison. To meet this wide array of defenses, flora and fauna alike have developed a broad spectrum of offensive tools. Some of these are similar to the defenses stated above, while others differ radically.

For example, reptiles, amphibians, arachnids, and insects *et al.* have adapted to the cool temperatures in Subterranean Ærth. These otherwise cold-blooded predators are able to move with great rapidity and have fast reflexes. Thus, unlike those on the surface, cold-bloodedness does not suggest sluggishness—even in the chill of a buried grotto.

To speed we add the use of claw, barb and thorn, fang, mandibles, constriction, suffocation, and all other offensive means for killing and capturing prey. This then, provides but a mere glimpse of the variety of the arsenal of weapons subterranean predators employ.

In their quest for survival, the various life forms of the subterranean world have additionally developed an array of sensory abilities. Visual perception has expanded in spectrums from infrared to ultraviolet and even into the ranges showing electromagnetic waves. Olfactory/taste perception is so acute in some as to note differences in substance composition—animal, vegetable, mineral, living, dead, etc. Sound and electronic wave sending and receiving audially, as well as acute audial perception of sound waves, has been developed in others. Touch sensing and skin sensitivity so that vibrations and disturbances in air or water alert able recipients to movement. Even so-called sixth sense perceptions have been developed that include

detection of life form radiation, intuitive knowledge, Heka energy presence and flow, and so on.

Sapient Races

There are many sapient life forms dwelling in Subterranean Ærth. Some of these originated in the labyrinth, while others came from elsewhere. There are humans, near-human troglodytes, animal-like species, and a few races whose origins can only be guessed at. Besides the human sort, there are recognizable evolutions of terrestrial animals, migrant species from Phæree, and a few types that might be assumed to have developed from reptilian and marine species. Then there are those that are most alien—cephalopodian, crustacean, vegetable, and even mineral sapient life forms.

It was such species who expanded the system of ways beneath Ærth, built cities below ground, made oases, and cultivated fields of vegetation there in the sunless realm. Endless hewing, building, water channeling, and oasis creation has been occurring for thousands of years.

Many of the species of intelligent life that dwell below live as might any similar sorts dwelling above. That is, they organize communities, create shelters, grow and raise food, and labor to produce goods. Life forms that evolved in the underworld, those that came from above and adapted to its conditions, and off-Ærth creatures from Phæree now cooperate and compete in the labyrinths, and trade is brisk. Trade routes between the regions of the underground complex are established, commerce with lands above has been developed, and interaction back and forth from Ærth and Phæree exist.

Thus, the whole of Subterranean Ærth is inhabited to nearly the same extent that the outer world is. There are barrens, wilderness areas, deserts, and the like; but there are also cities, lakes, villages, seas, roadways, and fields too. In one place there might be wild places where strange, savage creatures roam freely. In another you will find a realm with communities, temples, gardens, and soldiers.

Phæree Influence

At some point in the past, various inhabitants of the world of Phæree (Færie, Hobgoblin, and Goblin races) must have begun entering Subterranean Ærth through Gates and Doors. There are communities of all three sorts of Phæree folk who have established themselves in Subterranean Ærth, finding the place a suitable habitat and beneficial in regards to trade. It seems logical to assume they came because they could, and, finding desirable things there, and folk who would engage in commerce with them, stayed and exploited the situation.

It is possible that the use of magick by subterranean races enabled the establishment of Gates and the opening and closing of Doors long, long ago. Active Heka flow promotes this, and we know that today there are permanent Gates in the underworld, and that fluctuating Doors are not at all uncommon there. It is well known that it is easier to open either Gate or Door in the Subterranean Ærth regions than it is above (or in Interior Ærth), so it is almost natural that the world of Phæree should find a lodgement below Ærth in the sunless mazes there. Thus, some Phæree goods come to Ærth's upper regions from there, just as some of Ærth's stuffs reach Phæree via the subterranean way. Most of mankind brought to Phæree travel first through Subterranean Ærth.



There can be no doubt that these Portals serve as entrances and exits for commerce between spheres and planes. The diverse enclaves of folk from Phæree are not isolated in the subterranean realms they have established for themselves there. There is a constant coming and going as well as exchange of goods taking place, and the Gates and Doors are the means that are used. Fortunately, the incursion of off-world species into Subterranean Ærth is not really extensive or strong. This is mostly due to the Heka costs involved, and the resistance of native species to encroachment by those from Phæree.

The Three Regions of the Subterranean World

There are three regions of the maze of ways and spaces below ground. The uppermost portion is called *Shallowshadow*, the midrange mazes are known as *Midglooms* or simply *Midgloom*, and the lowest levels of Subterranean Ærth are named the *Deepdark*. Each region differs from the other, although portions of any given one might be similar to or the same as portions of the others.

Shallowshadow

The *Shallowshadow* region is generally the coolest and lacks large bodies of water, so to that extent it is dry. There are few areas where internal heat causes warm or hot places, and the *Shallowshadow* is thus a separate ecological region. It has a distinct population and fewer wilderness areas.

Midglooms

Midglooms has many bodies of water, more warm places, and the region is diverse in both wild and civilized life forms.

Deepdark

Lastly, the *Deepdark* also has considerable water, ranges from cool to hot in temperature, and is teeming with all manner of living things. At the lowest levels of the *Deepdark*, conditions become too hot for most forms of life to exist, and poison gases make it dangerous. After about the three-mile depth Subterranean Ærth ends—as far as we know.

Below, a few miles deep, lies the sub-crustal area of heat, and molten mineral material inimical to all mundane life. That layer, hundreds of miles in extent as it is, then cools again as the crust of Interior Ærth is approached. Near the inner surface, one again finds several miles of cold "subterranean" rock before coming into the hollow central sphere. The molten area sandwiched between the thin crustal surfaces seems to preclude any means of passage between the outer and inner sides of the planet, save through the north and south polar openings of Ærth. Evidence suggests that there is traffic to the interior world from the subterranean one. Perhaps it is through the routes that pierce cool places and wend their way to the central world.

Dinosaur hides and teeth, ivory from beasts long extinct on the outer crust, and even living creatures not seen above for 10,000 years have reached the outside. Such could not be done through the use of a Portal, for it is a fact that Gates cannot exist in the interior world, and the unreliability of Heka makes Door operation unlikely

if not absolutely lethal. In addition, certain knowledgeable individuals involved in trade insist that these items came via a trans-shell passage leading from Subterranean to Interior Ærth. Because no access to the underground is known to exist within several hundred miles of the polar openings, it must be assumed that some means of entrance to the interior does exist in the depths of Subterranean Ærth.

Interior Ærth

As mentioned previously, Ærth has a hollow core, teeming with life forms both familiar and exotic. Openings of approximately 1000 miles in diameter at the north and south poles admit entrance into and exit from the interior world. The interior of Ærth is very close to the reverse of the Outer sphere. That is, where there is land above there is water inside, and where there are oceans, seas, and great lakes outside, there are lands and islands inside. Thus, although there is less interior surface area (approximately 85% of the area above), the reversal of land and water means that actual habitable space for non-aquatic life forms is vastly greater than the outside. Thus, Interior Ærth has 55,000,000 square miles of oceans, seas, lakes, etc.; and lands of 115,000,000 square miles in extent—almost twice the space above! Because there is more habitable land, there are more varied life forms inside the globe than are found on the outer surface.

The entrances to Interior Ærth have curved edges. The gravitational center of the planet is vested in the magma layer of the shell some 500 miles below either of the outer (exterior or interior) surfaces, so that if one travels through the opening, the transition is hardly noticeable, save for compass anomalies. Once inside, one will immediately find cloudy skies, the area where cold, polar air meets the warmer air of Interior Ærth. After some hundreds of miles additional penetration, the scene changes.

The very center of Ærth is occupied by an orb of pure Hekalite in combustion (fission-fusion). It is a sphere some 400 miles in diameter, burning with a glow that is as gold-white as the sun appears on the finest summer day. Because it hangs approximately 2800 miles above the inside surface of the hollow inside of the planet, there is never any night in Interior Ærth. There are dim areas at the poles, and many clouds move around the inner world, but otherwise it is eternal noon there. The heat from the inner orb causes much evaporation and precipitation. Some areas will be enveloped in thick fog for periods of a day to a week, and during this time condensation (dew) and mist occurs. Rain showers are also common as vapor-filled clouds form and release moisture. The blazing sphere of Hekalite emits all manner of beneficial radiation, but as far as is known, seems not to give off destructive rays. The lifespan is increased as compared to like specimens of exterior and interior habitat. Survival of many life forms now extinct on the outer surface is probably attributable to the differences in solar and hekaronal (interior sun) radiation.

Ice near the poles is in flux, for clouds allow its accumulation, but frequent breaks in the cover of vapor allow the inner sun to thaw the frozen water. Many rivers have their sources in the polar opening regions, the waters flowing south or north to the great Interior Ærth seas and oceans. Temperatures moderate rapidly toward the equa-



torial region as one moves inward from the polar openings, but cold from outside causes seasonal changes in the bands nearest to these gaps in Ærth's shell. From arctic conditions within a few hundred miles of the rim of an opening, further progress inwards brings one to a brief sub-arctic circle that is larger in winter than in summer. Temperature variation continues to a lesser extent into a cold-temperate band further inwards from the polar openings. After that come temperate, sub-tropical, and tropical clime regions, the latter at the middle ring of the interior, the equivalent of the exterior's equatorial zone. The central portion of this region has a steady temperature of around 90° F, the sub-tropical mean being 80°, warm temperate 70°, cold temperate 50°. At the cold temperate band, seasonal fluctuation occurs. Weather also causes some variations in the temperature, cloud cover reducing heat, and winds being a factor as well.

There are what effectively amount to three different "bands" of life forms inhabiting Interior Ærth. These are referred to as the Outer, Intermediate, and Equatorial bands, progressing respectively from the two polar openings to the innermost band, which is positioned the same as Exterior Ærth's equator.

The Outer Band

Nearest to the north and south polar openings are slightly differing regions where mammalian forms of life predominate, and the flora is similar to that of Earth's Cenozoic Era. Polar conditions persist for some 500 miles inside. Then the sub-arctic and cold temperate regions continue for approximately 750 miles. Then temperate to warm-temperate conditions stretch for another 1500 miles where the boundary between the outer and middle bands occurs.

Mammalian fauna of the two separate strata that comprise the band are divided between the northern and southern populations, each of these being relatively unique. The tens of thousands of years elapsed since the initial appearance of the mammalian life forms has allowed ample time for evolution, adaptation, and development, just as the space available for habitat has encouraged survival and spread of populations.

The Intermediate or Middle Band

The two intermediate bands of Interior Ærth separate the outer bands nearest the polar openings from the girdling equatorial band. Each of these is about 1000 miles wide and sub-tropical in clime. Large portions of the land in these band portions is rocky, mountainous, and/or arid. Although divided from each other by the central band, the life forms which inhabit these two separate areas seem quite similar. Ferocious therapsids, thecodonts, and cynodonts developed into monstrous size in both places. Lepidosauria (lizards and snakes) exist throughout the two strata, becoming very common near the area of the Equatorial Band. The same is true for crocodilians, the only archosaurs competing in this band.

Through evolution, the inhabitants of the intermediate band have developed species apt at preying on the dinosaurs in the hotter band and the mammalian life forms in the cooler ones. Obviously, the strata of the band fringes both populations, so such predation is natural.

The crocodilians have changed but little from those surviving on Exterior Ærth, although there are truly giant species here. Two main forms of crocodilians exist. One is a long-jawed giant that is mainly

a terrestrial predator. The other is a semi-aquatic monster similar in all other respects to the first. These gigantic forms, along with all the other sorts (alligators, caymen, crocodiles, gavails, etc.) inhabit the waters and wetlands of the band.

Lepidosauria have evolved along two lines. The principal one is gigantism, and some monstrous lizards and snakes prey upon smaller creatures in and around their habitat. The other line of development is the use of poison, and certain forms of lizards found here have exceptionally toxic venom. Of course there are many other kinds of lepidosaurs, but we are considering only the dangerous principal predators. For instance, there are large, herbivorous lizards, oviparous lizards and snakes, scavenger lizards, etc.

Therapsids, thecodonts, and cynodonts are warm-blooded near-reptiles that have evolved along unusual lines and have developed strange and terrifying forms. Some have thick bristles, others, spines, and all have huge canine-like teeth. They are marked by long forelegs and shorter hind ones. Some are even bipedal, using their long forelimbs for seizing and holding prey.

The Inner, Equatorial Band

Sandwiched between the intervening middle band strata is the innermost, equatorial band. The whole area is of semi-tropical to tropical clime, varying from plateau grasslands and lower veldts and jungles to swampy morasses. Fauna and flora within this band is of Mesozoic Era sort. The average width of the equatorial band is 3500 miles, and it is approximately 22,000 in circumference.

The band of is bounded by seas, oceans, mountains, and desert regions, so that its form is distinct by more than being geographically the equatorial belt. It is also laterally divided into three different regions by the oceans and seas of Interior Ærth. Because of the relative isolation of each region, the flora and fauna dominant in each is distinct.

The mid-Lantian land mass has flora and dinosaurian species typical of the mid-Jurassic to early Cretaceous Periods of Earth. The climate is wet and lush in this region. Approximately three times as many species of dinosaurs exist here as in the Triassic-like region, and population is at least twice as dense.

To the east, in the Hindic land mass, we find flora and dinosaurian species typical of the mid-Triassic to early Jurassic. The climate is dry and conditions are the least favorable, so there are fewer species of archosaurs and populations are less dense than other regions.

Where the Titanic land mass stretches for thousands of miles, the flora and archosaurian life forms resemble the mid- to late Cretaceous ones of Earth. Plains prevail in these conditions, with rainfall intermediate between the other two regions. The largest of the three regions, this one has more species than the other two combined, but population density will be about the same as that of the Jurassic-like region.

Sapient Races

There are four known sapient races native to Interior Ærth. Three of them are human/humanoid, the fourth a race of bipedal dinosaurs of smallish (4' to 5' tall) size just reaching sapient status. Two races are found in the outer northern band and one inhabits the southern outer band. The dinosaurid sapient race is in the Equatorial band, naturally.



Amazonian Devil

Illustration: Page 24

Identifier: Animal, Mammal, Carnivore, Mustelid

Habitat: Exterior AErth, Amazonia

Interior AErth, Outer Band, Southern Region

Size: 0.5xhuman-size

(4'-5' L; 60-70#)

Number Appearing: 1 or 2-4 (1D3+1) if young present

Modes & Rates of Movement:

Walk: 92 yds/BT

Run/Charge: 276 yds/BT

Burrow: 4 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	50	C	2D3	+7 (8)*
Bite	50	P	1D3	+7 (8)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 92, WL: 69, CL: 81

PM: 51

PMCap: 24

PMPow: 18

PMSpd: 9*

PN: 41

PNCap: 20

PNPow: 12

PNSpd: 9*

* Multiply by 2, as the Amazonian Devil is 0.5xhuman-sized, to find actual (comparative) Speeds—in this case a PMSpd and PNSpd of 18.



Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	1
Horn (x2)	25	P*	2D3	1
Hindhooves Kick	35	B	1D3	1
Trample	10	B/1**	2D3	1

* Double PD if charging and striking

** Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This aggressive predator is similar to a very large wolverine (q.v.), and is active both day and night. It has a dense, soft coat which varies from the common brown to the exceedingly rare albino, and is typically four to five feet long from head to tail, weighing up to 80+ pounds. The pelt, especially that of the albino, is highly prized as boot and cloak lining.

The Amazonian devil has an awkward, bounding gait, despite which it is quite agile. It can burrow, climb, and swim, and typically hunts smaller animals and fish with good success. It is a tenacious predator and will attack prey up to four times its size.

The female of the species is slightly smaller than the male, yet no less persistent. Females are sometimes encountered with 1-3 young which are independent at six months, but which take 2 years to reach sexual maturity. Amazonian devils mate for life, although the male will be absent during the raising of the young. This is due to the habit of the male eating the young.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 80, WL: 60, CL: 72

MM: 5

MR: 5

PM: 40

PN: 40

MMCap: 2

MRCap: 2

PMCap: 14

PNCap: 14

MMPow: 1

MRPow: 1

PMPow: 13

PNPow: 13

MMSpd: 2

MRSpd: 2

PMSpd: 13

PNSpd: 13

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Often found in wooded savannahs, plains, steppes, etc., these graceful animals of various species are generalized here for sake of convenience. (The gamemaster may develop individual statistics for separate species if he so desires.) In general antelopes live in herds of 15-25 females and young, accompanied by a dominant adult male (sometimes only during breeding season). Young males form herds by themselves. During dry months, males and females gather into large herds of up to 500 (or more) individuals. Females bear one (rarely two) live young once per year and any herd encountered will be composed of 20% young.

Antelopes have glossy upper coats of a darker color such as brown and lighter colored to white undersides and rumps. A pair (or two) of slender, curved horns are present only in males. Their main predators are larger felines, canines, and hyenas. Fleeing antelopes can trample any creatures in their way if they are being pursued by a predator, and this is a danger when they are in large herds.

Antelope

Illustration: Page 164

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Earth, Aropa, Afrik, Amazonia, Azir, Vargaard

Size: 1-3xhuman-size

(3.6'-5' L; 150-175#)

Number Appearing: 26-36 (1D10+25); 100-500 in large herds

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 360 yds and 520 yds/BT (burst)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil



Ape

Illustration: Page 165

Identifier: Animal, Mammalia, Primate, Catarrhini

Habitat: Exterior Ærth, S. Æropa, Afrik, Azir

Size: 1xhuman-size
(3'-4'; 75-225#)

Number Appearing: 21-40 (1D20+20), 3-9 (3D3) (chimpanzees), or 1 or 2-3 (orang-utans)

Modes & Rates of Movement:

Walk: 92 yds/BT

Run: 184 yds/BT (1 BT only)

Climb: 80 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 7 and 12/38/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D6	10
Smash or Jerk	30	B	1D3	20*

* Natural strength ability not reflected in the Base Scheme.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M: 40*, EL: 32

P: 110, WL: 82, CL: 99

MM: 20

MR: 20

PM: 62

PN: 48

MMCap: 8

MRCap: 8

PMCap: 22

PNCap: 18

MMPow: 6

MRPow: 6

PMPow: 22

PNPow: 12

MMSpd: 6

MRSpd: 6

PMSPd: 20

PNSpd: 18

* Can be Mentally attacked

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This category covers the evolved, much larger gibbon of Ærth as well as including the chimpanzee and, to a lesser extent, the orang-utan species. In general, apes are both tree-dwelling and terrestrial, at home in both environments. Although typically blackish-brown, the color of the coat and face of each individual varies depending on the age, sex, and environment. Orang-utans are reddish, of course. Male apes can reach a standing height of up to four or so feet tall, with females slightly smaller.

Apes, save the orang-utans which are solitary, live in close-knit groups probably similar to early tribal structures in mankind. The group is normally composed of 21 to 40 individuals, of which up to 25% will be young. Ape society is based around the largest/strongest male and his primary mate. All activity and decision making is centered around these two. Females typically bear one live young per year after a nine-month term. Occasionally a mother will give birth to twins.

Ape families are most often active by day, and sleep in large nests built in trees at night to escape nocturnal predators such as the leopard. Any male, or female not engaged in raising young, is a fully functioning member of the group and will defend it if necessary.

They are quite communicative, and have a large selection of gestures and vocal sounds. Apes are also capable of simple tool use and will frequently use improvised weapons or tools to assist them in their daily lives.

Chimpanzee: Mature males +5D6 P TRAIT, P damage bonus 13/26

Orang-utan: Mature males +10D6 P TRAIT, P damage bonus 16/32

Arapaima (Giant)

Illustration: Page 165

Identifier: Animal, Pisces, Teleost, Osteoglossomorphid

Habitat: Exterior Ærth, Amazonia

Size: 3xhuman-size
(up to 15' L)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Swim: 140 yds/BT (upstream)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	2D6	6 (7)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 5

MM: 3

MMCup: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 140, WL: 105, CL: 126

PM: 60

PM: 60 PN: 80

PMCap: 24 PNCap: 32

PMPow: 18 PNPow: 24

PMSpd: 18* PNSpd: 24*

* Divide by 3, as the Arapaima is 3xhuman-sized, to find actual (comparative) Speeds — in this case a PMSpd of 6 and a PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

These large freshwater fishes inhabit large, slow-moving rivers, particularly the Amazon. They have a dull gray-brown coloration which helps to conceal them as they swim along the river bottoms. Although they are not voracious, they will eat other fish and mammals up to half their size who venture into the water.

Ass/Donkey (see Mounts)

Ass, Wild

Illustration: Page 164

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior Ærth, Æropa, Afrik, Azir, Vargaard

Size: 2xhuman-size

(6' L; 4' T; 550#)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Gallup: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks

Bite

Kick (forehoof)

Kick (hindhooves)

BAC

25

15

20

Damage Type

P

B

B

Base

1D3

1D3

2D6

Bonus

8

8

8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCup: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 95, WL: 71, CL: 85

PM: 55 PN: 40

PMCap: 23 PNCap: 14

PMPow: 20 PNPow: 14

PMSpd: 12* PNSpd: 12*

* Divide by 2 to get actual PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Living mostly in the desert and steppes, the wild ass lives in groups led by a male or an elderly female. These small equines are pale, with dense coats in the winter. The wild ass feeds on grass and straw, and is able to go for long periods of time without water.

The group is always alert for predators (usually wolves), and its primary defense is speed. These creatures are often captured and domesticated for use as beasts of burden.

Aurochs

Illustration: Page 27

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Æropa, Azir

Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size

(10' L; 7'8" T; 2000-2600#)

Number Appearing: 5-14 (1D10+4)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	3D3	24
Horns (x2)	20	P*	4D6	24
Trample**	10	1†	4D6	24

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the aurochs' feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 460, WL: 345, CL: 414

PM: 230

PMCap: 98

PMPow: 36

PMSpd: 96*

PN: 230

PNCap: 98

PNPow: 36

PNSpd: 96*

* Divide by 12 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

The aurochs (*Bos primogens*) of Ærth have grown in size over the past five or so millennia, so that these massive bovines are the largest of all wild cattle on the exterior. They are the ancestors of modern cattle. Standing nearly eight feet tall at the shoulder, adult aurochs weigh 2000 pounds on average, with great bulls exceeding that by several hundred pounds. They dwell principally in wooded areas, living in small herds of 5-14 individuals, grazing on grasses and shoots in the morning and evening. Of the herd, 1-3 are young.

Aurochs range in coloration from light brown to blue-black with the color lightening to nearly white at the underside. Both sexes have a span of horns up to four feet across and projecting forward two or more feet (though the female's are slightly smaller). As with all cattle, horns are not shed annually as are deer antlers. When irritated, mating, or defending themselves, Aurochs can wield these in a deadly charge against the offender. If attacked, the young will be surrounded by the females and younger adult males while the larger males will actively dissuade the predators. One charge from an adult bull could easily kill or seriously injure even the largest predator.

Baboon

Illustration: Page 164

Identifier: Animal, Mammalia, Primate, Cercopithecid

Habitat: Exterior Ærth, Æropa, Afrik, Azir

Size: 1xhuman-size

(3.25' L; 100#) Baboon

(3' L; 100#) Drill

Number Appearing:

20-200 (2D10x10)(Baboon)

50 (Drill)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 180 yds/BT and 240 (1 BT only)

Climb: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and 12/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil





Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	1D3	6
Bite	40	P	2D3+2	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M: 40*, EL: 32

MM: 20

MMCap: 8

MMPow: 6

MMSpd: 6

MR: 20

MRCap: 8

MRPow: 6

MRSpd: 6

P: 90, WL: 75, CL: 81

PM: 54

PMCap: 18

PMPow: 18

PMSpd: 18

PN: 36

PNCap: 12

PNPow: 12

PNSpd: 12

* May be Mentally attacked

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

BABOON:

Baboons are slender, quadrupedal primates the size of a large child. Their coarse coat is dark olive green, with an underside that is often bare. They have an elongated muzzle, and tails up to 27" in length. They are the ground-dwelling cousins of the drill (see below). They typically lair in caves, and areas where there are many rocky outcroppings. Baboons are easily distinguished from drills by the reddish coloration on their bulbous behinds, and their enlarged canines.

A group can travel up to 6 miles in a day, usually the speed of the slowest member. Baboons typically eat early in the day and at dusk. Their diet consists primarily of plants, but this may be supplemented by small mammals and birds.

They have a strict hierarchical order, and are led by the fiercest male. If attacked *all* males will attack.

DRILL:

Adult males have deeply grooved faces, which are scarlet in the middle, and blue on both sides. They have a mane on their neck and shoulders, and a 29" tail.

Though they are mostly ground based, drills take to the trees for defense and when sleeping. All hunting and gathering is communal, although usually directed by the primary male. Drills are omnivorous, but prefer leaves, tubers, and fruit. Females are typically half the size of the males and duller in color.

Bear, Black

Illustration: Page 165

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Exterior /Earth, /Eropa, /Afrik, Amazonia, Azir, Vargaard

Size: 3xhuman-size

(6' L; 2'-3' T; 225-500+)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 180 yds/BT and 300 yds/BT (1 BT maximum)

Climb: 20 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	2D3	12
Bite	25	P	3D3	12
Smash	35	B	2D6	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 220, WL: 165, CL: 198

PM: 120

PMCap: 72

PMPow: 24

PMSpd: 24* PNCap: 52

PN: 100

PNCap: 52

PNPow: 24

PNSpd: 24*

* Divide by 3 to find effective Speeds—PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	12	0
Super	6	6	9	0	0	9	0
Vital	4	4	6	0	0	6	0
Non	2	2	3	0	0	3	0
Average	5	5	7	0	0	7	0

Commentary & Description:

Black bears are large, omnivorous quadrupeds that live in mostly forested, temperate climates. These creatures are up to 6' long, stand 2-3 feet tall at the shoulder, and weigh 225-500 pounds. Unlike most other bears, black bears have a true tail. They are solitary animals, and are active by day and night. Their diet consists mainly of insects, tubers, and berries, although small, rodent-sized animals and fish supplement their diet from time to time.



Spring through early winter is spent storing fat for winter hibernation, and raising of cubs. Females give birth to 2 or 3 cubs per year, who will stay with their mother until they are 1 1/2 years old. Males perform no assistance in raising the young and are encouraged to leave by the females in an aggressive manner, if called for.

There is a 30% chance of encountering a female with young, and in such instances, she will ferociously defend her cubs (add +20% to Aggressiveness factor in such an encounter).

For purposes of the game, the following species of bears are included under this general heading:

Azirian Black Bear: P TRAIT -20, bonus damage 9.

Sloth Bear: P TRAIT -10, bonus damage 10.

Spectacled Bear: P TRAIT -20, bonus damage 9.

Sun Bear: P TRAIT -40, bonus damage 5.

Bear, Brown (see also Bear, Grizzly)

Illustration: Page 163

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Exterior Ærth. Æropa, Azir, Vargaard

Size: 6xhuman-size

(6.5'-10+' L; 3'-4' T; 330-1700+)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 180 yds/BT and 360/BT (1 BT maximum)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	2D6	22
Bite	25	P	3D6	22
Smash	30	I*	3D6	22
Hug	40	B/I**	2D6	22

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** A hug (constricting attack) will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 260, WL: 195, CL: 234

PM: 154 PN: 106

PMCap: 66 PNCap: 46

PMPow: 34 PNPow: 24

PMSpd: 54* PNSpd: 36*

* Effective PMSpd of 9 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

This species, typified by the Æropan brown bear, is a larger and more ferocious relative of the black bear. Males range from 6 1/2 feet to 10 feet long, stand 3 to 4 feet tall at the shoulder, and weigh anywhere from 330 to 1700 pounds. Females are about half the size of males. Brown bears tend to inhabit mountainous regions and colder climates. Although they are essentially omnivores, their greater mass requires the increased intake of meat proteins. For this reason, they prefer flesh when it is available. Incredibly strong, brown bears are capable of killing animals the size of an ox, or fishing for salmon with great skill.

Brown bears are solitary or sometimes (30% chance) found in small family groups, typically a female and 1-3 cubs. When a female and her cubs are encountered, add +30% to her Aggressiveness factor. The young bears will live with their mother for a year, and then strike out on their own.

The two huge sub-species, Kodiak and Kamchatkan have the following differences:

Kodiak: +40 P TRAIT, damage bonus 29.

Kamchatkan: +20 P TRAIT, damage bonus 25.



Bear, Grizzly (see also Bear, Brown)

Illustration: Page 163

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Exterior Ærth, Vargaard

Size: 6xhuman-size

(6.5'-10' L; 3'-4' T; 330-1700#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 180 yds/BT and 360/BT 1 BT maximum

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Physical toughness enables the species to have a "false" additional Physical TRAIT of 26 (10%), which must be eliminated by inflicting that amount of Physical damage before actual Physical damage occurs.

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D6	28
Bite	30	P	3D6	28
Smash	35	I*	3D6	28
Hug	40	B/I**	2D6	28

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** A hug (constricting attack) will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D6 per ATTRIBUTE)

M (Cunning): 16	P: 260, WL: 234, CL: 260
MM: 6	MR: 10
MMCap: 2	MRCap: 4
MMPow: 2	MRPow: 4
MMSpd: 2	MRSpd: 2
PM: 160	PN: 100
PMCap: 60	PNCap: 36
PMPow: 40	PNPow: 28
PMSpd: 60**	PNSpd: 36**

* The WL for a grizzly is the same as a human's (or most other animal's) CL. Its CL is the full P TRAIT, and the bear can continue activity with up to a -10% of P TRAIT total in Physical damage for as long as 1 AT before death occurs.

** Divide by 6, as the bear is 6xhuman-sized, to find actual (comparative) Speeds—in this case a PMSpd of 10 and a PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

The grizzly bear is a species of the brown bear (or vice versa), the most aggressive, and perhaps the most powerful and feared of the bear family, except for the cave bear. The grizzly is an omnivore, and an active predator of bison and other game. It also takes fish as do brown bears.

Grizzly bears inhabit the same sort of terrain as both the brown bear and the black bear, although it has a greater northern range than the black bear. All grizzlies tend to be extremely territorial and will attempt to run off or attack other large predators that encroach upon their territory, including other grizzlies.

Grizzly bears are solitary creatures until mating season. If a female should find a male suitable, the mated pair will remain together until just prior to the birth of the young. At this time, the male will either leave on his own (an old and knowledgeable male) or will be driven out by the female (a young and stupid male).

Females bear 1-3 live young once per year. As with all bears, add +20% to Aggressiveness factor when a female with young (20% chance) is encountered. During mating season, increase the Aggressiveness factor (for both male and female) by +10%.

Bear, Long-Tailed

Illustration: Page 164

Identifier: Animal, Mammalia, Marsupialia, Borhyaenid

Habitat: Exterior Ærth, Magmur

Size: 3xhuman-size

(5'-7' L; 4' T; 400-600#)

Number Appearing: 1 or 4-6 (1D3+3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 180 yds (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	3D3	14
Bite	30	P	2D6	14
Smash	40	I*	3D6	14

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 134

PMCap: 72

PMPow: 26

PMSpd: 36*

PN: 106

PNCap: 46

PNPow: 24

PNSpd: 36*

* Divide by 3 to find effective Speeds—a PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

The long-tailed bear, also known as the Borhyaena, is a marsupial predator of bear-like appearance. It is generally the size of a large black bear and of aggressive disposition. Omnivorous by nature, this flat-footed, heavy creature is not much of a runner. Thus, when its meals are flesh, the long-tailed bear must usually ambush its prey.

Bear, Long-Tailed Polar

Illustration: Page 163

Identifier: Animal, Mammalia, Marsupialia, Borhyaenid

Habitat: Exterior Ærth, South Polar

Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(6'7" L; 5' T; 850-1000#)

Number Appearing: 1 or 4-6 (1D3+3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 160 yds/BT and 240 (1 BT only)

Swim: 60 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	3D3	20
Bite	30	P	2D6	20
Smash	40	I*	3D6	20

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 140

PMCap: 54

PMPow: 32

PMSpd: 54*

PN: 100

PNCap: 40

PNPow: 24

PNSpd: 36*

* Divide by 6 to find effective Speeds—a PMSpd of 9 and a PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	12	0	0	12	0
Super	9	9	9	0	0	9	0
Vital	6	6	6	0	0	6	0
Non	3	3	3	0	0	3	0
Average	7	7	7	0	0	7	0

Commentary & Description:

The long-tailed polar bear is an adapted Borhyaena grown to nearly polar bear size. Like its cousin, it is also a relatively poor runner, although this species has learned to swim.

Its habitat is the southern polar band of Ærth. This bear-like creature is a Carnivora due to habitat more than preference, subsisting on fish, seals, and others of the large dwellers in its habitat.

These marsupial "bears" mate and then go on their separate ways. Females bear 2-5 live young once per year. The female raises her cubs until they are mature, at which time they leave the mother. As with true bears, they will ferociously protect their cubs. Add +20% to Aggressiveness factor.



Bear, Polar

Illustration: Page 163

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Exterior Ærth, North Polar

Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(7'-8' L; 5' T; 1100#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 240 yds/BT and 320 (1 BT only)

Swim: 60 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D6	24
Bite	30	P	3D6	24
Smash	30	I*	3D6	24
Hug	35	B/I**	2D6	24

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** A hug (constricting attack) will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 270, WL: 202, CL: 243

PM: 150 PN: 120

PMCap: 60 PNCap: 44

PMPow: 36 PNPow: 34

PMSpd: 54* PNSpd: 42*

* Divide by 6 to find effective Speeds—a PMSpd of 9 and a PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	12	0	0	12	0
Super	9	9	9	0	0	9	0
Vital	6	6	6	0	0	6	0
Non	3	3	3	0	0	3	0
Average	7	7	7	0	0	7	0

Commentary & Description:

This pale-coated ursine measures approximately 7-8 feet in length, and stands up to 5' tall at the shoulder. The weight of a polar bear typically reaches 1100 pounds, although individuals have been reported as heavy as 1500 pounds. They have a slender body compared to other bears, and have a smaller head and ears on a long neck. The tail of a true polar bear is never longer than 5 inches, and its hind legs are longer than the front legs.

Unlike the long-tailed polar bear (which actually evolved from a marsupial omnivore), the polar bear is truly carnivorous. Their diets consisting of fish and seals (or the occasional Eskimo tidbit!). This diurnal creature lives in ice floes and coastal waters. As might be imagined, it is a good swimmer.

Polar bears are generally non-aggressive, except when hungry or provoked. They will aggressively hunt humans when hungry, and generally seem to have no fear of man. They lead solitary lives until mating season or during an explosion in the seal population. Females may sometimes (30% chance) be encountered with 1-3 cubs. Young bears often vary in size, as the mother nurses her cubs for 1 1/2 an (years) before they become independent.



Betuhuru

Illustration: Page 164

Identifier: Animal, Mammalia, Primate, Pongid

Habitat: Exterior /Erth, Afrik

Size: 2xhuman-size
(4'-5' T; 200-300#)

Number Appearing: 1-5 (1D5)

Modes & Rates of Movement:

Walk: 75 yds/BT

Run/Charge: 225 yds/BT and 300 yds/BT (1 BT only)

Climb: 75 yds/BT

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP:

Criminal Activities, Physical at 55

Hiero-/Egyptian (understanding) at 4-40 (4D10)

Lip Reading and Sign Language at 25

Joss Factors: 0

Dodging/Avoidance: 5 and 11/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D3	13
Bite	40	P	2D3	13
Smash/Jerk	50	B	2D6	13

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M: 40*, EL: 32

MM: 15

MMCap: 5

MMPow: 5

MMSpd: 5

MR: 25

MRCap: 10

MRPow: 9

MRSpd: 6

P: 194, WL: 145, CL: 174

PM: 97

PMCap: 36

PMPow: 25

PMSpd: 36**

PN: 97

PNCap: 36

PNPow: 25

PNSpd: 36**

* Can be Mentally attacked

** Divide by 2 for effective PMSpd and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

These creatures are an otherwise extinct form of Afrikkan gorilla that has been bred and trained by the Priests of the Temple of Set for generations. They are only rarely found outside temples, and if so, they will always be in the presence of Priestcrafters of Set. Living in small groups of 1-6 individuals, they exist to serve their masters within the temple—where they act as guards and perform only the most simple of menial duties. Through many years of training, these creatures are able to acquire the limited use of a form of sign language, and they are also able to understand the Hiero-/Egyptian language as spoken by their masters.

Their average intelligence is at the level of minor problem solving, and many of their kind are subject to the effects of Mental combat.

Bird, Giant Flightless

Illustration: Page 164

Identifier: Animal, Aves, Apterygiformes, Ratites

Habitat: Exterior /Erth, Afrik, Amazonia, Azir, Magmur

Size: (up to) 2xhuman-size
(7'-9' T; 100-500#)

Number Appearing: 10-35 (5D6+5)

Modes & Rates of Movement:

Walk: 65 yds/BT

Run: 195 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite/Peck	25	P	1D6	8
Kick	30	C/B	3D3	8

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 70

PN: 70

PMCap: 26

PNCap: 25

PMPow: 20

PNPow: 21

PMSpd: 24*

PNSpd: 24*

* Divide by 2 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This category includes such species as the moa, emu, rhea, ostrich, cassowary, and others of similar build. Most can be found in flocks of 10-35 and in (generally) temperate climates.

Large flightless birds tend to be led by the primary male and his flock instinct. In times of danger, the young are protected by the females while the males defend. Egg watching, when other adult members forage, is communal.

Cassowary: This very dangerous and aggressive bird is found only in the northern jungles of Magmur. Unlike most similar birds, the cassowary tends to be solitary. When it is approached by a human it will attack, and the base damage it can inflict is twice that shown above, i.e., 2D6 from pecking and 6D3+8 from its powerful clawed kick.

Bison, Æropan

Illustration: Page 163

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Æropa, Amazonia, Azir, Vargaard

Size: 6xhuman-size

(8' L; 6' T; 1600-2000+)

Number Appearing: 110-200 (10D10+100), x10 when migrating

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks

	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	18
Horns (x2)	20	P*	2D6	18
Trample**	10	I†	4D6	18

* 4D6 Impact damage if charging.

** Applicable only when opponent is at the bison's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 154

PN: 146

PMCap: 64

PNCap: 60

PMPow: 30

PNPow: 32

PMSpd: 60*

PNSpd: 54*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	12	0	0	12	0
Super	6	9	9	0	0	8	0
Vital	4	6	6	0	0	6	0
Non	2	3	3	0	0	3	0
Average	5	7	7	0	0	7	0

Commentary & Description:

This somewhat smaller version of the Vargaardian bison (q.v.) is a large, herbivorous bovine, having a pronounced hump above the shoulder and a shaggy beard. The dark brown coat is long and shaggy on the animal's head, neck and shoulders. Males have prominent horns, while females display two short, bony protrusions.

Bison travel in large foraging herds. On rare occasions, during seasonal migrations to better pasture, herds in excess of 1000 animals may be encountered. There are often violent fights between males during mating season.

In times of danger, the young are herded into the center of the herd and protected by the females and adult males.



Bison, Vargaardian

Illustration: Page 163

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior /Ærth, Vargaard

Size: 6xhuman-size
(8' L; 6' T; 1800-2200#)

Number Appearing: 110-200 (10D10+100), x10 when migrating

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	18
Horns (x2)	20	P*	1D6	18
Trample**	10	I†	4D6	18

* Plus 2D6 Impact damage if charging.

** Applicable only when opponent is at the bison's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCup: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCup: 2

MRPow: 1

MRSpd: 2

P: 320, WL: 240, CL: 288

PM: 170 PN: 150

PMCup: 80 PNCup: 64

PMPow: 30 PNPow: 32

PMSpd: 60* PNSpd: 54*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	16	0
Super	6	6	9	0	0	12	0
Vital	4	4	6	0	0	8	0
Non	2	2	3	0	0	4	0
Average	5	5	7	0	0	10	0

Commentary & Description:

This large, herbivorous bovine, a cousin of the Æropan bison (q.v.), likewise has a pronounced hump above the shoulder, and a shaggy mane and beard, darker brown than is the coat. Males have prominent horns while females display two, short, bony protrusions.

Bison travel in great foraging herds. On rare occasions, during seasonal migrations to better pasture, herds in excess of 1,000,000 animals may be encountered. Estimates place the total population of these creatures at somewhere around 50,000,000. There are often violent fights between males during mating season.

In times of danger, the young are herded into the center of the herd and protected by the females and adult males, the latter charging aggressively at too near an approach.

Buffalo, Afrikkan

Illustration: Page 164

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior /Ærth, Afrik

Size: 6xhuman-size
(6-10' L; 4-5' T; 800-1900#)

Number Appearing: 110-200 (1D10+100), x10 when migrating

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	18
Horns (x2)	30	P*	2D6	18
Trample**	10	1†	4D6	18

* 4D6 Impact damage if charging.

** Applicable only when opponent is at the buffalo's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 330, WL: 247, CL: 297

PM: 170

PN: 160

PMCap: 80

PNCap: 64

PMPow: 30

PNPow: 36

PMSpd: 60*

PNSpd: 60*

* Divide by 6 for effective PMSpd of PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

The Afrikkan buffalo is the most cunning and aggressive of all wild buffalo. Its habitat ranges from savannah to forest, but is always near water. This creature is dark brown to black in color, and adults are sparsely haired (the young have fur). They are stout-legged and have heavy builds. The necks of these animals are short, and they have wide muzzles and big ears. Both sexes possess large, upward curving horns which may span 3 feet or more.

The Afrikkan buffalo is herbivorous, feeding mainly on grass. Its diet also consists of leaves and twigs, and the creature must drink at least once a day. These animals gather in large foraging herds that may number up to 2000 individuals. While the herd is dominated by an old bull, it is often led by a cow.

Buffalo, Azirian

Illustration: Page 164

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Azir

Size: 6xhuman-size

(8-9' L; 6' T; 1600-2000#)

Number Appearing: 11-20 (1D10+10), x10 when migrating

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	18
Horns (x2)	25	P*	2D6	18
Trample**	10	1†	4D6	18

* 4D6 Impact damage if charging.

** Applicable only when opponent is at the Buffalo's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 350, WL: 262, CL: 315

MM: 5

MR: 5

PM: 190

PN: 160

MMCap: 2

MRCap: 2

PMCap: 100

PNCap: 74

MMPow: 1

MRPow: 1

PMPow: 30

PNPow: 32

MMSpd: 2

MRSpd: 2

PMSpd: 60*

PNSpd: 54*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 9.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

This larger version of the Afrikkan buffalo (q.v.) is slate-gray or black with a white throat and lower legs. The broad hooves of the Hindic wild buffalo (often called a water buffalo) can be widely spread. This is necessary due to the animal's habitat—they live exclusively in marshy wetlands. Both sexes have large, broad-based horns that have as much as an 8' spread in the wild stock.

Azirian buffalo travel in small herds of 11-20 individuals. Most of the time is spent eating grass, swimming in marshes, or wallowing in swampy water. In times of danger, the young are herded into the center of the herd and protected by the adults, who bunch together with their horns pointing outward. The most common enemy of the buffalo is the tiger.

This animal has been domesticated, and is often used as a draft animal and a source of milk.

Buffalo, Gaur

Illustration: Page 165

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior /Ærth, Azir

Size: 6xhuman-size

(9-11' L; 7' T; 1600-2200#)

Number Appearing: 1 or 5-8 (1D4+4)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	22
Horns (x2)	20	P*	2D6	22
Trample**	15	I†	4D6	22

* 4D6 Impact damage if charging.

** Applicable only when opponent is at the buffalo's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 360, WL: 270, CL: 324

MM: 5

MR: 5

PM: 190

PN: 170

MMCap: 2

MRCap: 2

PMCap: 96

PNCap: 76

MMPow: 1

MRPow: 1

PMPow: 34

PNPow: 34

MMSpd: 2

MRSpd: 2

PMSpd: 60*

PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	16	0	0	16	0
Super	6	6	12	0	0	12	0
Vital	4	4	8	0	0	8	0
Non	2	2	4	0	0	4	0
Average	5	5	10	0	0	10	0

Commentary & Description:

The largest of all wild cattle, save for the mighty aurochs, a typical bull gaur will weigh a full ton and will use its size aggressively. The short, dense coat of this animal is a very dark brown for males, rust-colored for females. While both sexes possess upward-curving horns, the males are more impressive, reaching a length of over two feet.

These animals live in small herds, chewing their cud in the densest part of the forest during the heat of the day. During the morning and evening hours, they graze in clearings on bamboo shoots and tender grasses. Older males tend to be solitary, joining the other herds only during mating season. At such times, there are often fights between the males, whose mating call can be heard for a mile. This loud bellowing serves to draw both females and other males alike.



Camel Bactrian (see Mounts)

Camel Bactro-Dromedary (see Mounts)

Camel Dromedary (see Mounts)

Caribou (Reindeer)

Illustration: Page 163

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior /Earth, Northern forests & tundra /Europa, Azir, Vargaard

Interior /Earth, Outer Band, Northern Region

Size: 6xhuman-size

(6'-7' L; 4'-5' T; 700#)

Number Appearing: 50-500 (5D10x10)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT and 480 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/13/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns (antlers)	25	P	3D3*	12
Forehoof	30	C/B	2D3	12

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 208, WL: 156, CL: 187

PM: 120 PN: 90

PMCap: 52 PNCap: 36

PMPow: 24 PNPow: 18

PMSpd: 42* PNSpd: 36*

* Divide by 6 for effective PMSpd of 7 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	8	0
Super	3	6	6	0	0	6	0
Vital	2	4	4	0	0	4	0
Non	1	2	2	0	0	2	0
Average	2	7	7	0	0	7	0

Commentary & Description:

Caribou (also known as reindeer) are herding herbivores with generally similar habitats and physical features. They favor the northern wetlands and tundra, and are generally encountered in fairly large herds of between 50 and 500 adult animals, with 10% of that number consisting of young. Base herds break into smaller groups (10-50) in areas of rich grazing. In seasonal migrations several normal herds combine to make a much larger one, often as large as tens of thousands strong.

These animals have a brown summer coat that changes in the winter, becoming gray to white. It is warm and waterproof. Both sexes sport impressive racks of horns that are used to uproot ice, rocks, and shrubs, and in defense and mating rituals.

As in most herds, the young are protected during times of danger.

Cat

Illustration: Page 165

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Earth, general

Size: Little to Small (base 0.2xhuman-size)

(1'-2' L; 5-20#)

Number Appearing:

Modes & Rates of Movement:

Walk: 70 Yds/BT

Run & Dodge: 140 Yds/BT

Run: 280 Yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 9

Dodging/Avoidance: 29 and —/60/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claw (x2)	35	C	1	0
Bite	30	P	1-2	0
Rake	*	C	1	0

* Automatic, but only if both claw attacks succeed.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 22

MM: 12

MMCap: 4

MMPow: 4

MMSpd: 4

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 14, WL: 9, CL: 12

PM: 7

PMCap: 3

PMPow: 1

PMSpd: 3*

PN: 7

PNCap: 3

PNPow: 1

PNSpd: 3*

* Multiply by 10 to find actual PMSpd and PNSpd, i.e., 30.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	4	0	0	4	0
Super	0	0	3	0	0	3	0
Vital	0	0	2	0	0	2	0
Non	0	0	1	0	0	1	0
Average	0	0	2	0	0	2	0

Commentary & Description:

A typical cat, wild or domestic, ranges in size and temperament from a little wild one or a scrawny alley cat of 5 pounds to a big European tom wildcat of 18 or 20 pounds. Although not life-threatening, cats can bite and scratch their targets, with varying degrees of effectiveness. A Special Success with claw might mean damage to the opponent's eyes, but that's at the GM's option, of course.

All domestic cats (feral as well) are born with 9 Joss Factors, representing their nine lives. Each Joss Factor is usable but once, and is not replaceable.

Catfish, Giant Nylle

Illustration: Page 163

Identifier: Animal, Pisces, Teleost, Semionotiform

Habitat: Exterior Ærth, Ægypt

Size: 6xhuman-size

(up to 25' L; 1100-2000#)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks

BAC

Damage Type

Base

Bonus

Bite	25	P	4D6+Poison*	18
Spines	35	P	4D6	18

* Poison: STR 40 (damage of 40/40/20 in 2BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 150

PMCap: 60

PMPow: 30

PMSpd: 60*

PN: 150

PNCap: 60

PNPow: 30

PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0*	8	8	8
Super	6	6	6	0*	6	6	6
Vital	4	4	4	0*	4	4	4
Non	2	2	2	0*	2	2	2
Average	5	5	5	0*	5	5	5

* Animal in water = invulnerable.

Commentary & Description:

This very large species of catfish is found exclusively in the Nylle River of Ægypt. They lurk along the bottom of the river near sections that are likely watering holes for hippos and other large animals, taking such victims as they are able. They will also move through areas frequented by megadiles (q.v.), as these are acceptable prey, and, on occasion, they will even rise to attack prey at the water's surface. The poison of a giant Nylle catfish has a STR rating of 40 and an Effect Rate of 1 AT. The spines in the fins of the catfish are also capable of terrible damage, but these are seldom used—typically for defense against those creatures with the unlikely aim of inflicting Physical damage on this most feared aquatic predator.



Cheetah

Illustration: Page 164

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Earth, Afrik, Azir

Size: 1xhuman-size

(4'-5' L; 90-150#)

Number Appearing: 1, 1-5 (1D5) in group

Modes & Rates of Movement:

Stalk: 35 yds/BT*

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 1,026 yds/BT (1 BT only)

* This mode enables the animal to move silently

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 17 and —/48/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D3	9
Bite	55	P	2D6	9 (12)**
Rake	*	C	2D3	9

* Automatic, but only if both claw attacks succeed.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 140, WL: 105, CL: 126

MM: 10

MR: 10

PM: 70

PN: 70

MMCap: 4

MRCap: 4

PMCap: 25

PNCap: 25

MMPow: 3

MRPow: 3

PMPow: 21

PNPow: 21

MMSpd: 3

MRSpd: 3

PMSpd: 24

PNSpd: 24

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The cheetah is long, lean, and low to the ground, with heavily muscled hind quarters. It is the fastest land mammal on Exterior /Earth, capable of reaching speeds of up to 70 mph. This is accomplished during a short, fast sprint in pursuit of prey, which can only be maintained for 1 BT.

The cheetah has a triangular head that looks small in proportion to the rest of its streamlined body. The coat is light brown to yellow-gold in color with black spots and distinctive black marks on its face. Fur on the underside is usually white.

Being built for short bursts of speed, the cheetah is not a particularly strong animal and must usually suffocate prey by biting the neck and closing the windpipe thus, with blood loss assisting in hastening death, instead of killing it outright. Hunting is typically at dawn and dusk.

Even though they are excellent hunters, cheetah are not aggressive by nature. They may be driven off with a suitable show of strength, and they avoid mankind if possible. They are also at the low end of the predator scale, with lions or tigers, leopards, and even hyena packs and dog packs above them.

Cheetah are solitary animals, yet sometimes cooperate in small hunting packs comprised of male brothers. The males take no part in the raising of young. During the dry season, 1 to 5 cheetahs may be encountered. A single cheetah will always be a male or an old female (75%/25% chance). If more than one is encountered, it will either be 2-3 brothers in a hunting pack or a female and her young (25%/75%). If this is the case, any attempt to molest the cubs will bring a swift attack.

Condor

Illustration: Page 164

Identifier: Animal, Aves, Ciconiiformes, Vulturids

Habitat: Exterior /Earth, Amazonia, Vargaard

Size: 0.5xhuman-size

(4.5' L; 8'-10' wingspan)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 50 yds/BT

Fly: 350 yds/BT

Dive: 660 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	40	C	1D3*	0
Bite	30	P	1D6	0

* Double PD if diving attack.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 50, WL: 37, CL: 45

PM: 30

PMCap: 12

PMPow: 12

PMSpd: 6*

PN: 20

PNCap: 7

PNPow: 7

PNSpd: 6*

* Multiply by 2 for effective PMSpd PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

A condor is a very large (8-10' wingspan) predator/scavenger bird similar to a vulture. It lairs in high mountainous regions, and can soar up to 20,000 feet. Coloration is slate gray to black with a white ruff around neck and head.

This creature is a scavenger, subsisting mostly off carrion—though anything which appears helpless or dying is fair game. The red beak is large and powerful, hooked for rending prey. The large talons are ideal for holding and carrying prey as large as a small goat.

Condors are territorial and mate for life. They produce 1 to 3 young every 2 to 6 years. Both parents take care of the young and nest together.

Condor, King

Illustration: See right

Identifier: Animal, Aves, Ciconiiformes, Vulturids

Habitat: Exterior Ærth, Amazonia, Vargaard

Interior Ærth, Outer Band, Southern Region

Size: 2xhuman-size

(6'-9' L; 15'-25' wingspan)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 40 yds/BT

Fly: 280 yds/BT

Dive: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	50	P	2D3*	4 (6)**
Bite	40	P	2D6	4

* Double PD if diving attack.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 80, WL: 60, CL: 72

PM: 54

PMCap: 16

PMPow: 16

PMSpd: 12*

PN: 36

PNCap: 12

PNPow: 12

PNSpd: 12*

* Divide by 2 to get actual PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This great avian predator/scavenger is in all respects a larger version of the condor. Due to its large size, it is capable of carrying up to small-human-sized creatures (without armor, of course), e.g., prey of about 100 pounds or so weight.





Cougar

Illustration: Page 164

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Erth, Amazonia, Vargaard

Size: 2xhuman-size

(3'-5' L; up to 225#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Stalk: 40 yds/BT*

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Climb: 20 yds/BT

Swim: 40 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/26/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	50	C	1D3	12 (14)**
Bite	40	P	2D6	12
Rake	*	C	2D6	12

* Automatic, but only if both claw attacks succeed.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 28

MM: 14

MMCap: 8

MMPow: 3

MMSpd: 3

MR: 14

MRCap: 8

MRPow: 3

MRSpd: 3

P: 160, WL: 120, CL: 144

PM: 80 PN: 80

PMCap: 28 PNCap: 32

PMPow: 24 PNPow: 24

PMSpd: 28* PNSpd: 24*

* Divide by 2 for effective PMSpd of 14 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Cougars are large feline predators inhabiting rocky, forested regions in a wide range of climates. Also called mountain lions and pumas, the cougar is of tan to dark brown coloration with occasional spots or patches of black and white. Young cougars have a speckled coat and ringed tails, but these markings fade with maturity. The whiskers are long to better sense its environment and the tail provides excellent balance while running or jumping. The body is powerfully muscled and designed for leaping and climbing among rocky terrain, and these animals can cover up to 20 feet in a single leap. Solitary and territorial, they are active day and night unless man is near, then they are nocturnal. Their preferred food is deer, but livestock is an acceptable substitute.

When one cougar is encountered, there is an equal (50/50) chance of it being a male or female. Cougars often mate for life and communally share in raising the litter. The female digs a rocky den or clears out a cave wherein she will give birth and raise a litter of 1-3 young.

Crocodile, Giant

Illustration: Page 165

Identifier: Animal, Reptilia, Crocodylia, var.

Habitat: Exterior /Erth, Afrik, Amazonia, Azir, Magmur, Vargaard

Size: 6xhuman-size

(24'-28' L; 1500-2000+#)

Number Appearing: 1-3

Modes & Rates of Movement:

Crawl: 50 yds/BT

Walk/Charge: 150 yds/BT (1 BT only) and 20 yds/CT (1 CT only)

Swim: 200 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/14/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Biting	30	P	6D6*	16
Tail Smash	20	I**	3D3+3D10†	16

* Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 6D3 PD until the crocodile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack is knocked down and must spend the next CT getting back up and can't do anything other than that.



Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D6)

M(Cunning): 30

MM: 18

MR: 12

MMCap: 6

MRCap: 4

MMPow: 6

MRPow: 4

MMSpd: 6

MRSpd: 4

P: 260, WL: 65, CL: 26

PM: 130 PN: 130

PMCap: 60 PNCap: 60

PMPow: 28 PNPow: 28

PMSpd: 42* PNSpd: 42*

* Divide by 6 to find effective number, i.e., 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	8	8	20	8
Super	9	12	15	6	6	15	6
Vital	6	8	10	4	4	10	4
Non	3	4	5	2	2	5	2
Average	7	10	12	5	5	12	5

Commentary & Description:

This is a general category for any such creature, including the saltwater crocodile. One of these great reptiles is anywhere between 24 to 28+ feet in length and weighs 1500 or more pounds! The bite of any giant crocodile can be applied against such individuals who are within 5 feet of its head and in a 180° arc from its nose. The tail attack is likewise applicable only to those within a similar arc centered on the base of the approximately 10-foot-long tail. Once the jaws clamp shut, prey is not released until it, or the crocodile, is dead.

Crocodilian

Illustration: Page 165

Identifier: Animal, Reptilia, Crocodylia, var.

Habitat: Exterior /Ærth, Afrik, Amazonia, Azir, Magmur, Vargaard

Interior /Ærth, Outer Band, Northern Region

Interior /Ærth, Outer Band, Southern Region

Size: Various (3xhuman size usually)

(5'-15' L, 150-900#)

Number Appearing: 5-50 (5D10)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Run/Rush: 120 yds/BT (1 BT only), 24 yds/CT (1 CT only)

Swim: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	1D6*	8
Tail Smash	20	B/I**	2D3†	8

* Any successful strike indicates the crocodilian has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 1D3 PD until the crocodile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack is knocked down and must spend the next CT getting back up and can't do anything other than that.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 180, WL: 135, CL: 162

MM: 10

MR: 10

PM: 100 PN: 80

MMCap: 4

MRCap: 4

PMCap: 56 PNCap: 36

MMPow: 3

MRPow: 3

PMPow: 20 PNPow: 20

MMSpd: 3

MRSpd: 3

PMSpd: 24* PMSpd: 24*

* Divide by 3 for effective PMSpd and PMSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

This category includes large aquatic and semi-aquatic forms such as gavials, caimans, and alligators found both on the surface of Exterior /Ærth as well as the interior polar regions. As with all crocodilians, once the jaws clamp shut, prey is not released until it, or the reptile, is dead.



Deer

Illustration: Page 165

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior /Ærth. /Æropa, Amazonia, Azir, Vargaard

Size: 2xhuman-size

(3'-6" L; 3'-4" T; 110-450#)

Number Appearing: 1 or 3-12 (1D10+2)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge (Flee): 240 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/25/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Forehooves (x2)	20	B	1D6	5
Horns	35	P	2D3*	5

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 65

PN: 75

PMCap: 24

PNCap: 27

PMPow: 17

PNPow: 22

PMSpd: 24*

PNSpd: 26*

* Divide by 2 for effective PMSpd of 12 and PNSpd of 13.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Deer are quadrupedal herbivores which inhabit a wide range of forested and plains territories. The many species not treated individually are here blended into an average for sake of brevity. The gamemaster is free to develop unique treatments of separate species as is seen fit. Lone individuals will be bucks. Deer often gather in herds, usually consisting of no more than a dozen of the

same sex. Pairs or small groups of a buck and several does form briefly at mating. Females bear 1-2 fawns each year. Male deer have a rack of antlers used for mating ritual (rutting), food gathering, and combat. Females have no antlers. Depending on aggressiveness, a male will stand (60%) or flee (40%) in the face of a predator. Females will generally flee danger, as will young.

Deer, Sambar

Illustration: Page 165

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior /Ærth. Azir (Hindic subcontinent)

Size: 3xhuman-size

(6'-8' L; 4'-5' T; 400-700#)

Number Appearing: 1 or 3-9 (3D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge (Flee): 270 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Forehooves (x2)	25	B	1D6	8
Antlers	35	P	2D3*	8

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 200, WL: 150, CL: 180

PM: 100

PN: 100

PMCap: 44

PNCap: 40

PMPow: 20

PNPow: 24

PMSpd: 36*

PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0



Commentary & Description:

This species of deer inhabits the tropical and subtropical forests of the Hindic subcontinent. There are several species, which vary in color from a light grayish-brown to dark rust. Only stags have antlers, and these are usually three-tined, measuring up to 3 feet in length. The sambar's diet consists of fruit, grass, and leaves.

These animals are not aggressive, and usually dart into the forest at the sound of intruders. They will generally flee from attackers, often taking to streams to swim away from predators. The main threat to sambar are wild dogs, tigers, and leopards.

Sambar sometimes gather in small herds, but are most often solitary. Stags will gather several does into a harem during mating season, and these will be defended aggressively from rivals. Lone individuals will always be bucks. Females typically bear a single fawn each year, though sometimes (rarely — 10% chance) a pair will be born.

Dog (Small)

Illustration: Page 163

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Exterior Ærth, general

Size: 0.25xhuman-size

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 22

P: 32, WL: 24, CL: 28

MM: 10

MR: 12

PM: 16

PN: 16

MMCap: 4

MRCap: 4

PMCap: 6

PNCap: 6

MMPow: 3

MRPow: 4

PMPow: 5

PNPow: 5

MMSpd: 3

MRSpd: 4

PMSpd: 5*

PNSpd: 5*

* Multiply by 4 to find actual PMSpd and PNSpd, i.e. 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

As with cats, dogs come in many different forms. The scheme above is for an average one. The most common sorts encountered by adventuring personas will be either guard dogs or wild dogs found in packs, and such animals will be a good bit tougher. Any dog is able to attack once per CT with a bite, which does as little as 1-2 points PD in miniature specimens and 3D3 or better in the case of big ones.

Medium-sized dogs weighing from 40-50+ pounds (0.5xhuman-size) have double the listed P TRAIT.

Large dogs (guard/war) of from about 70 to 200 or more pounds (1xhuman-size) have 3 or even 4 times the P TRAIT shown.

Note war dogs are usually clad in Full Leather Armor, sometimes with metal reinforcement.

The gamemaster can devise his own schemes for such breeds as pit bulls, chows, Dobermans, etc., by applying the information above and modifying BAC and Physical damage.

Dog, Warhound

Illustration: Page 164

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Exterior Ærth, general

Size: 1xhuman-size

(3' T; 120-160#)

Number Appearing: 2-7 (1D6+1)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run: 320 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 7 and —/38/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3 (see below)

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	2D3+2	5
Smash (charge)	40	B	2D3	0

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 22

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 12

MRCap: 4

MRPow: 4

MRSpd: 4

P: 166, WL: 85, CL: 104

PM: 58

PMCap: 21

PMPow: 18

PMSpd: 19

PN: 58

PNCap: 21

PNPow: 18

PNSpd: 19

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Warhounds are similar to their domesticated relatives only in general appearance. Warhounds are massively powerful dogs especially bred for ferocity and war. They stand about 3 feet at the shoulder and weigh between 120 and 160 pounds. Size and mass are comparable to modern Irish wolfhounds and bull mastiffs.

Smash attack damage is from the leap of a running (charging) animal leaping to strike its opponent.

The temperament of a warhound is such that they must constantly be muzzled when out of their pens or they will severely injure or even kill an unfamiliar person or animal. Warhounds typically attack with their powerful bite, although a few have been trained to attack with metal spurs attached to their forepaws (damage 1D6 Piercing).

Warhounds are often outfitted with specially made leather or studded/spiked leather armor and chain or leather head guards. The muzzles are equipped with a quick release catch that can be unlocked in the course of a single CT as if one were drawing a weapon.

Damage	BUCs	Avg Protection
Metal Spikes	1D6 P	100
Leather Armor*		250 7 USVN
Studded Leather*		500 10 USVN
Spiked Leather*	1D3P**	525 10 USVN
Chain Head Guard		250 12 UV
Muzzle (Leather & Iron)		20 4

* Leather armor comes with leather head guard of appropriate type.

** On initial jumping contact or when grabbed about the body.

Dog, Wild

Illustration: Page 164

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Exterior Earth, Afrik, Azir, Vargaard

Size: 0.5xhuman-size

(2'-3' T; 50-100#)

Number Appearing: 6-36 (6D6)

Modes & Rates of Movement:

Walk: 85 yds/BT

Trot: 170 yds/BT

Run: 320 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 11 and —/42/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	2D3	4 (5)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 84, WL: 63, CL: 75

PM: 44

PMCap: 17

PMPow: 16

PMSpd: 11*

PN: 40

PNCap: 16

PNPow: 13

PNSpd: 11*

* Multiply by 2 for effective PMSpd and PNSpd of 22.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0



Commentary & Description:

Wild dogs represent a wide variety of mongrelized types running at large. The typical specimens range in size from 40 to 60 or so pounds, and are found virtually anywhere. Such wild dogs as these are cautiously aggressive and hungry most of the time. Individually, they are not so fierce, but they become near fearless when encountered in large packs and are hungry.

Any pack of wild dogs will pursue their intended prey literally for hours, harrying it to the brink of exhaustion. Once a pack of dogs is successful in running its prey down, only then will it attack, pulling its victims down and tearing out their throats. Thus, being attacked by a pack of wild dogs can cause even the most hearty adventurer to cringe—for the fate of a persona's mount will soon be the persona's fate as well.

For every additional four dogs beyond the initial six, adjust the Aggressiveness factor +10%. An HP with Animal Handling can attempt to domesticate a wild dog given time (use Animal Handling rules) but will be unable to affect more than a pair.

Special wild dog kinds are the Afrikkan wild dog and the Hindic dhole.

Afrikkan Wild Dog: Pack size of 2-12 adults, and 4-12 sub-adults. Charge movement of 520 yds/BT for 1 AT maximum; +2 P TRAIT, P Pows @18. Physical damage bonus 6.

Dhole: Pack size of 10-20 (2D6+8) adults, plus sub-adults equal to adult number plus 2D3. Charge movement of 440 yds/BT for 1 BT maximum; +12 P TRAIT, P Pows @17. Physical damage Type C/P and bonus 5. Hunt from ambush or drive prey by forming a curving line, attack to disembowel.

Dolphin

Illustration: Page 163

Identifier: Animal, Mammalia, Cetacean, Delphinid

Habitat: Exterior /Earth Marine Fauna

Size: 3xhuman-size

(8'-12' L; 250-500+)

Number Appearing: Pods of 10-100 (10D10), up to 1000

Modes & Rates of Movement:

Swim: 360-440 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and 12/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	2D6	15 (17)*
Ram	50	B	4D3	15 (17)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M: 40*, EL: 32

MM: 20

MMCap: 8

MMPow: 6

MMSpd: 6

MR: 20

MRCap: 8

MRPow: 6

MRSpd: 6

P: 180, WL: 135, CL: 162

PM: 90 PN: 90

PMCap: 36 PNCap: 36

PMPow: 27 PNPow: 27

PMSpd: 27** PNSpd: 27**

* May be Mentally attacked

** Divide by 3 for effective PMSpd and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0*	0	8	0
Super	3	3	6	0*	0	6	0
Vital	2	2	4	0*	0	4	0
Non	1	1	2	0*	0	2	0
Average	2	2	5	0*	0	5	0

* Animal in water = Invulnerable.

Commentary & Description:

Friendly dolphins follow ships, playing alongside. These waterborne mammals swim at 14-24 knots, and dive for more than seven minutes. Bottle-nosed dolphins are the largest, reaching up to 1400 pounds. They are the natural enemies of seagoing predators such as the shark. Pods of dolphins can kill or drive away all but the largest of sharks.

Eagle

Illustration: Page 163

Identifier: Animal, Aves, Falconiformes, var.

Habitat: Exterior /Earth, /Europa, /Afrik, /Amazonia, /Azir, /Vargaard

Size: 0.25xhuman-size

Number Appearing:

Modes & Rates of Movement:

Fly: 360 yds/BT

Soar: 807 yds/BT

Plummet: 1760 yds/BT

Dodging/Avoidance: 9 and —/40/—

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talonsx2	40	P	1D3*	0
Bite (beak)	35	C	1D2	0

* Double PD if diving attack.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20	P: 36, WL: 27, CL: 32
MM: 10	MR: 10
MMCap: 4	MRCap: 4
MMPow: 3	MRPow: 3
MMSpd: 3	MRSpd: 3
PM: 18	PN: 18
PMCap: 7	PNCap: 7
PMPow: 6	PNPow: 6
PMSpd: 5*	PNSpd: 5*

* Multiply by 4 to find actual PMSpd and PNSpd, i.e., 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Eagles are found mostly in wild jungles or mountainous regions, where they make their nests high atop some huge tree or rocky crag. A typical encounter will be with a solitary eagle in flight, unless the HPs venture to the aerie, in which case there will be a mated pair and 1D3 eggs.

Eel

Illustration: Pages 163 and 174

Identifier: Animal, Pisces, Teleost, Anguilliform

Habitat: Exterior /Earth Marine Fauna

Size: 0.25xhuman-size

(5'-12' L (giants 13'-18'); 1+ diameter)

Number Appearing: 1 or 4-12 (4D3)

Modes & Rates of Movement:

Swim: 140 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 13 and —/44/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	65	P	1D3+1	0 (5)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10	P: 36†, WL: 27, CL: 32
MM: 5	MR: 5
MMCap: 2	MRCap: 2
MMPow: 1	MRPow: 1
MMSpd: 2	MRSpd: 2
PM: 17	PN: 19
PMCap: 7	PNCap: 7
PMPow: 5	PNPow: 6
PMSpd: 5*	PNSpd: 6*

† Add 6 points to P TRAIT for every one-foot of length above 8', distributing the points 2/Cap and 1/Pow. Effective Spd remains the same (20/24) despite size increase.

* Multiply by 4 for effective PMSpd of 20 and PNSpd of 24.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0*	0	4	0
Super	3	3	3	0*	0	3	0
Vital	2	2	2	0*	0	2	0
Non	1	1	1	0*	0	1	0
Average	2	2	2	0*	0	2	0

* Animal in water = invulnerable.

Commentary & Description:

This sinuous, snake-like animal may be found in fresh- or saltwater. They typically inhabit rocky clefts and small spaces where they lair. Eels are of minimal danger unless their territory is invaded, at which point they become very aggressive, especially saltwater morays. They are capable of delivering a vicious bite and will strike as long as the interloper is present. Their strike range is equal to one-half body length.

Large ones have an additional +1 added for Physical damage for each one foot length over 9', i.e., 10' = 1D3+2, 11' = 1D3+3, and 12' = 1D3+4.

Giant-sized eels gain a full additional 1D3 added for each foot over 12' length they attain. Thus, for example, a moray of 13' length has Physical damage from its bite of 2D3+4, while one of 14' has 3D3+4.

Eels are solitary except when spawning, when they may be found in groups up to a dozen in number.

Eel Electric

Illustration: Page 165

Identifier: Animal, Pisces, Teleost, Anguilliform

Habitat: Exterior /Earth, Marine Fauna, Amazonia

Size: 0.25xhuman-size

(4'-6' L; 1' diameter)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Swim: 140 yds/BT

Initiative Modifiers: Human Standard



Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3	0 (1)**
Electrical	Special*	Electrical	See below	0

* Automatic damage to all within 15' while touching water.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

P: 32, WL: 24, CL: 28

MM: 5

MR: 5

PM: 13

PN: 19

MMCap: 2

MRCap: 2

PMCap: 5

PNCap: 7

MMPow: 1

MRPow: 1

PMPow: 4

PNPow: 6

MMSpd: 2

MRSpd: 2

PMSpd: 4*

PNSpd: 6*

* Multiply by 4 for effective PMSpd of 16 and PNSpd of 24.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0*	0	4	*
Super	3	3	3	0*	0	3	*
Vital	2	2	2	0*	0	2	*
Non	1	1	1	0*	0	1	*
Average	2	2	2	0*	0	2	*

* Invulnerable (if in water)

Commentary & Description:

Inhabiting rivers, lakes, and ponds, these freshwater cousins of the eel are just as territorial. They have a single row of small, sharp teeth, and feed upon fish, frogs, and lizards. Their lairs are typically in rocky outcroppings and underwater crevices. In addition to a savage bite, electric eels are capable of generating a moderate electrical charge. Such an attack is sufficient to cause 1D6 Electrical damage to any creature touching the water within 15'. The damage is doubled for every 5' closer to the eel: 2D6 within 10'; 4D6 within 5'; 8D6 if almost or actually touching the creature. The sudden jolt will Stun a victim for 2D3 CTs time unless the individual is able to make a successful roll against their PNCap score at a DR of "Very Easy" (x4) at 15' range, "Easy" at 10' range, "Moderate" at 5' range, and "Hard" at 0' range.

Elephant Afrikkan

Illustration: Page 164

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Exterior Ærth, Afrik

Size: 24xhuman-size

(25' L; 13' T; up to 7 tons)

Number Appearing: 1 or 2-12 (2D6) or 6-60 (6D10)

Modes & Rates of Movement:

Walk: 170 yds/BT

Trot: 340 yds/BT

Run/Charge: 510 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	30	P*	8D6*	24
Trunk	35	B	2D6**	0
Trample***	20	I†	6D6	24

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 5D5)

M (Cunning): 10

P: 680, WL: 510, CL: 612

MM: 5

MR: 5

PM: 340 PN: 340

MMCap: 2

MRCap: 2

PMCap: 160 PNCap: 160

MMPow: 1

MRPow: 1

PMPow: 36 PNPow: 36

MMSpd: 2

MRSpd: 2

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

The loxodont, or Afrikkan elephant, is the largest of its kind dwelling on the exterior of Ærth. In the wild, it will be encountered alone or in herds of considerable size. Lone individuals and small herds are *exclusively* bulls.

This form of elephant can be domesticated and is able to carry at least 2000 pounds burden without being appreciably slowed.

Elephant, Azirian

Illustration: Page 165

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Exterior Ærth, Azir

Size: 24xhuman-size

(21' L; 8'-11' T; up to 6 tons)

Number Appearing: 1 or 2-10 (2D5) or 5-50 (5D10)

Modes & Rates of Movement:

Walk: 160 yds/BT

Trot: 320 yds/BT

Run/Charge: 480 yds/BT (1BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	30	P*	3D6*	20
Trunk	35	B	2D6**	0
Trample***	20	I†	2D6	20

* 6D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 5D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 640, WL: 480, CL: 576

PM: 320 PN: 320

PMCap: 144 PNCap: 144

PMPow: 32 PNPow: 32

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

In the wild Azirian elephants will be encountered alone or in herds of considerable size. Lone individuals and small herds are bulls.

The standard domesticated/working elephant, slightly smaller than its Afrikkan cousin, the Azirian elephant is able to bear loads of 1500 pounds without trouble.

There is a Shrijavtian sub-species of Azirian elephant which is found on the island of Sumatra. Note the following differences:

Weight is about 1 ton less than standard.

Males only have tusks and that attack form.

Physical damage bonus is 16 (rather than 20), P/Pows of 28.

P TRAIT base is 536 and P Spds are 4 (96 points/ATTRIBUTE).

Elephant, Plantifrons

Illustration: Page 164

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Exterior Ærth, Northern Magnur

Size: 6xhuman-size

(5' tall at shoulder; 1500 - 2000+)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	3D6*	18
Trunk	30	B	2D6**	0
Trample***	20	I†	2D6	18

* Plus 3D6 Impact Physical damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 1xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 360, WL: 270, CL: 324

PM: 180

PN: 180

PMCap: 102

PNCap: 102

PMPow: 30

PNPow: 30

PMSpd: 48*

PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	12	0	0	12	0
Super	9	9	9	0	0	9	0
Vital	6	6	6	0	0	6	0
Non	3	3	3	0	0	3	0
Average	7	7	7	0	0	7	0

Commentary & Description:

This animal (*Plantifrons*) is a relatively small Azirian elephant that lives exclusively along the northern coastline of Magmur. Feeding on the leaves and sparse vegetation there, these diminutive Elephantids gather in small herds and roam the rocky grasslands. They are shy and gentle unless the herd is attacked, whereupon the adult males will vigorously defend the females and young.

Elephant Pygmy Atlantian (Pygmyphant)

Illustration: Page 165

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Exterior Ærth: Atlantl, and very rarely N. Afrik

Interior Ærth, Outer Band, Northern Region

Size: 2xhuman-size

(3' T)

Number Appearing: 60-90 ((1D4+5)x10)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P	2D6*	12
Trample**	10	B	2D6	12
Trunk	30	B	1D6	0

* Plus 2D6 Blunt damage if charging

** Applicable only when opponent is at the elephant's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 30

MM: 16

MR: 14

MMCap: 6

MRCap: 5

MMPow: 6

MRPow: 5

MMSpd: 4

MRSpd: 4

P: 200, WL: 150, CL: 180

PM: 100

PN: 100

PMCap: 58

PNCap: 58

PMPow: 24

PNPow: 24

PMSpd: 18*

PNSpd: 18*

* Divide by 2 to find PMSpd and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	12	0	0	12	0
Super	9	9	9	0	0	9	0
Vital	6	6	6	0	0	6	0
Non	3	3	3	0	0	3	0
Average	7	7	7	0	0	7	0



Commentary & Description:

Standing only 3' tall at the shoulder, this diminutive elephant (*Elphas Falconer*) inhabits out-of-the-way locations, where there are few large predators. Its cunning, strength of numbers and a tightly knit, social herd is the primary defense of the smallest of the Elephantids.

Elephant, Woolly Mammoth

Illustration: Pages 163 and 185

Identifier: Animal, Mammalia, Proboscidea Elephantid

Habitat: Exterior /Erth, Northern Vargaard

Interior /Erth, Outer Band, Northern Region

Size: 24xhuman-size

(10+ T)

Number Appearing: 10-30 (1D3x10 or 10D3)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horn/Tusk (x2)	35	P*	8D6	40
Trunk	30	B	2D6**	0
Trample***	25	I†	2D6	40

* Plus 8D6 Impact Physical damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 780, WL: 585, CL: 702

PM: 390 PN: 390

PMCap: 170 PNCap: 170

PMPow: 52 PNPow: 52

PMSpd: 168* PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Herd of woolly mammoths (*Mammothus primagenus*) dwell on the cold tundra of the Northern Outer band.

Identified by their fatty humps, they are protected from the elements in their habitat by their thick, shaggy black coats.

Elk (Wapiti)

Illustration: See below

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior /Erth, Azir, Vargaard

Size: 3xhuman-size

(4.5-5+ T at shoulder; 520-1000#)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 270 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil





Attacks	BAC	Damage Type	Base	Bonus
Horns (Antlers)	25	P	2D3*	10
or				
Forehooves (x2)	15	C/B	1D6	10

* Double PD if charging and striking.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 200, WL: 150, CL: 180

PM: 110

PMCap: 46

PMPow: 22

PMSpd: 42*

PN: 90

PNCap: 36

PNPow: 18

PNSpd: 36*

* Divide by 3 for effective PMSpd of 14 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These animals (*Cervus canadensis*) inhabit mountainous woodland and forest areas. Their coat is coarse and reddish brown to tawny in color. Males have large, branched antlers, which are lost and regrown each year, often with an additional branch.

Adult males form herds that are separate from the females, adolescents, and young. Each stag forms his own territory during mating season, and seeks to attract as many females as possible. Stags are highly aggressive during this time, and they will ferociously defend such a harem from all intruders.

Fish (Small Carnivorous)

Illustration: See above

Identifier: Animal, Pisces, Teleost, var.

Habitat: Exterior /Earth, general

Interior /Earth, Intermediate Band, Marine, Tropical Waters

Size: 0.1xhuman-size

(1'-2' L)

Number Appearing: 40-120 (4D3x10) or 400

Modes & Rates of Movement:

Swim: 250-350 yds/BT

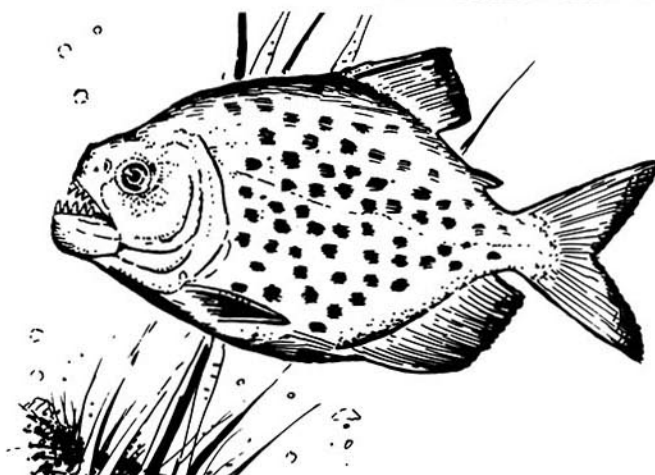
Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 19 and —/50/—

Attractiveness: Nil



Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1 point	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 15, WL: 11, CL: 13

PM: 6

PMCap: 2

PMPow: 2

PMSpd: 2*

PN: 9

PNCap: 3

PNPow: 3

PNSpd: 3*

* Multiply by 10 for effective PMSpd of 20 and PNSpd of 30.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0*	0	0	0
Super	0	0	0	0*	0	0	0
Vital	0	0	0	0*	0	0	0
Non	0	0	0	0*	0	0	0
Average	0	0	0	0*	0	0	0

* Animal in water = invulnerable.

Commentary & Description:

Carnivorous fish (such as piranha) are voracious, and attack slower moving, relatively defenseless victims, such as seals, otters, and humans. With sharp teeth and rapid strike and retreat tactics, such predators can strip the flesh from their prey in minutes.

These aquatic killers gain an Exceptional attack similar to that of rats (q.v.), automatically striking targets in the water. Each creature will be attacked from every direction in a swirl of fins and biting teeth, suffering 3D3 points of Physical damage per CT.



Fish, Armored

Illustration: Page 174

Identifier: Animal, Pisces, Teleost, *et al.*

Habitat: Exterior Ærth, general

Interior Ærth, Outer Band, Marine, Cold, Temperate, &
Tropical Waters

Size: 0.5xhuman-size
(3'-6' L)

Number Appearing: 50-150 (5D3x10)

Modes & Rates of Movement:

Swim: 200-300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1 point	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 20, WL: 15, CL: 18

PM: 8

PMCap: 3

PMPow: 2

PMSpd: 3*

PN: 12

PNCap: 5

PNPow: 3

PNSpd: 4*

* Multiply by 2 for effective PMSpd of 6 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	4	0*	0	0	0
Super	3	6	3	0*	0	0	0
Vital	2	4	2	0*	0	0	0
Non	1	2	1	0*	0	0	0
Average	2	5	2	0*	0	0	0

* Animal in water = invulnerable.

Commentary & Description:

Armored fish have tough scales providing protection from most normal attacks as they swarm any victims who are in their domain. As with Fish (Small Carnivorous), above, their attacks are considered Exceptional in nature, but there is an additional component of damage from the swirling scales and fins as they attack potential prey. For each creature being so attacked, the armored fish will inflict 4D3 points of PD per Critical Turn.

When within 30 yards of a source of light (such as the water's surface during daylight), the rapidly shifting metallic patterns of their scales cause confusion—treat as Mental Dazing.

Fish, Dangerous

(Barracudas or other similar fish)

Illustration: Page 174

Identifier: Animal, Pisces, Teleost, *et al.*

Habitat: Exterior Ærth Marine Fauna

Size: Various (0.25xhuman size usually)
(3'-6+' L)

Number Appearing: 4-24 (4D6) in school

Modes & Rates of Movement:

Swim: 440 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 17 and —/48/— (Barracuda; other fish vary)

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	C/P	2D3	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 35, WL: 26, CL: 31

PM: 17

PMCap: 6

PMPow: 5

PMSpd: 6*

PN: 18

PNCap: 6

PNPow: 6

PNSpd: 6*

* Multiply by 4 to find effective PMSpd and PNSpd of 24 for barracuda only.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0*	0	4	0
Super	3	3	3	0*	0	3	0
Vital	2	2	2	0*	0	2	0
Non	1	1	1	0*	0	1	0
Average	2	2	2	0*	0	2	0

* Animal in water = invulnerable.

Commentary & Description:

Although there are many forms of dangerous fish in the seas and oceans of AErth, the epitome of predator fish is the barracuda. These fish are extremely aggressive, and will attack humankind without much provocation should personas find themselves in the barracuda's, element and there is blood in the water.

Barracudas have a streamlined, elongated body, with a long pointed snout. The lower jaw is prominent, with a fleshy lobe that adds to the streamlined effect when the mouth is closed. Inside the mouth of a barracuda are numerous canine-like teeth in the jaws and palate. Though larger adults are typically solitary, the smaller individuals often gather in schools, and even larger barracudas will congregate to spawn.

For those personas who might consider eating barracuda, the gamemaster should remember that due to the various eating habits of this fish, its flesh is often toxic, with a STR rating of 20 to 30.

Another type of dangerous fish is the grouper. Growing to a length of between 5 and 7 feet, and with a massive body, this aquatic denizen is a voracious predator. Groupers are solitary, and extremely territorial, aggressively defending their lairs from intruders. Groupers prefer a location at the rocky sea bottom where there are many, clefts and caves.

Fish, Dangerous (Poisonous)

Illustration: See right

Identifier: Animal, Pisces, Teleost, *et al.*

Habitat: Exterior AErth Marine Fauna

Size: Various but all Miniscule to Small

Number Appearing: 1 or 1-3 (1D3)

Modes & Rates of Movement:

Swim: 50-150 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Damage

Attacks	BAC	Type	Base	Bonus
Poison bite	40	P	1 point+Poison*	0
Poison spines	40	P	1D3+Poison*	0

* Poison: STR 40 (damage of 40/40/20 in 4 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

P: 12, WL: 9, CL: 11

MM: 3

MR: 2

PM: 6

PN: 6

MMCup: 1

MRCup: 1

PMCap: 3

PNCap: 3

MMPow: 1

MRPow: 1

PMPow: 2

PNPow: 2

MMSpd: 1

MRSpd: 0

PMSpd: 1*

PNSpd: 1*

* Multiply by 10 to find effective PMSpd and PNSpd of 10.

Armor Scheme:

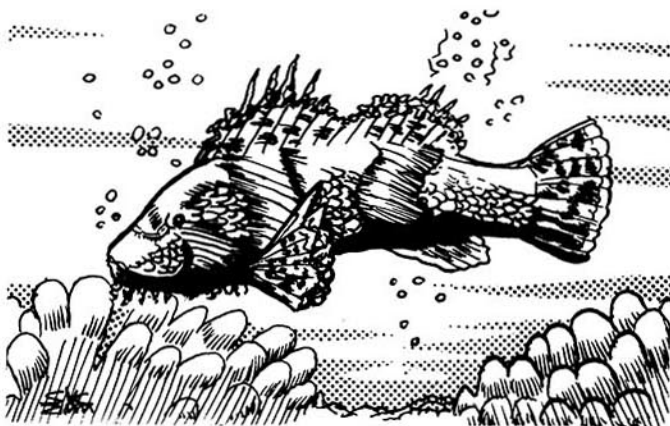
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0*	0	0	0
Super	0	0	0	0*	0	0	0
Vital	0	0	0	0*	0	0	0
Non	0	0	0	0*	0	0	0
Average	0	0	0	0*	0	0	0

* Animal in water = invulnerable.

Commentary & Description:

This type of aquatic menace includes species such as the toadfish, lionfish, scorpionfish, etc. The 4' puffer is not a gregarious fish, but may gather in groups from time to time. Normally flat, this fish swells up in self-defense, accentuating its poisonous (STR 40) spines. If not attacked by the interloper, the puffer may attack with its strong jaws.

Finally, the scorpion fish has many sharp spines on its fins that it attacks with. This solitary aquatic predator inhabits the rocky bottoms of oceanic shore lines, remaining immobile for camouflage until suitable prey presents itself.





Gazelle

Illustration: Page 171

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior /Erth, Afrik and Azir
Interior /Erth, Outer Band

Size: 0.5xhuman-size
(3.5' L; 2' T; 10-100+)

Number Appearing: 6-60 (6D10)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run/Charge: 750 yds/BT

Stotting (Pronking): 225 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Smash	10	B	1D3	0
Horns (x2)	25	P	1D6	0
Trample*	10	B	2D3	0

* Applicable only when opponent is at the animal's feet and is under 1 foot in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

MM: 5

MMCap: 2

MPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 60, WL: 45, CL: 54

PM: 30

PMCap: 11

PMPow: 9

PMSpd: 10*

PN: 30

PNCap: 11

PNPow: 9

PNSpd: 10*

* Multiply by 2 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Feeding on the grass of the open plains and grassland, gazelles are quick and alert, reaching speeds of 50 mph. The many species grouped under this single heading generally have a yellow ochre back, with a black band on their flanks. They are white below, with eyes rimmed with white that extends to the nose, and hind quarters of white edged with black vertical lines below a black tail. The horns are typically 12" long, strong and ridged, with a backward curve. The blackbuck, however, has straight horns, while the dibatag's curve forward. These animals are silent, with well-developed senses of sight and smell to detect approaching predators before they get within striking distance. Gazelles have a stiff-legged leap known as "stotting" or "pronking" when they are playing or alarmed. When stotting, the legs and head become stiff, and the animals spring up and down. This conveys excitement and possibly allows better vision as the animals rise several feet into the air. Gazelles gather in herds of 5-59 females and young, with a single adult male leading the group.

Giraffe

Illustration: Page 171

Identifier: Animal, Mammalia, Artiodactyla, Giraffid

Habitat: Exterior /Erth, Afrik

Size: 12xhuman-size

(11.5' T at shoulder, up to 20' T to head; 1200 -4500#)

Number Appearing: 4-40 (4D10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Pacing: 200 yds/BT

Run/Charge: 400 yds/BT and 500 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	3D3	15
Smash/Kick	25	I*	3D6	15

* Impact damage may not be absorbed by any type of armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 12

MM: 5 MR: 7

MMCap: 2 MRCap: 3

MMPow: 1 MRPow: 2

MMSpd: 2 MRSpd: 2

P: 310, WL: 232, CL: 279

PM: 150 PN: 160

PMCap: 63 PNCap: 68

PMPow: 27 PNPow: 32

PMSpd: 60* PNSpd: 60*

* Divide by 12 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

Inhabiting savannah and, rarely, sparse scrub, these long-legged vegetarians live in herds of 4 to 40 individuals. Although normally the herd is dominated by a male, or "bull," giraffe, when travelling they are led by a female.

The giraffe's coat is a pattern of various-sized brown spots that are separated by lighter lines. Giraffes have two small horns on the top of their heads known as ossicones. They are used principally against others of their species, not as a defense against predators. The forehoof blow of an adult giraffe is sufficient threat to keep most large carnivores at a distance. Giraffes feed on plants and leaves using their prehensile upper lip and long tongue.

Gnu (Wildebeest)

Illustration: Page 171

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Afrik

Size: 3xhuman-size

(6'-8' L; 3'-4.5' T; 500-700#)

Number Appearing: 200-400 ((1D3+1)x100) (see below)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 280 yds/BT and 350 yds/BT (1 AT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D3	9
Horns	20	B/P	2D3*	9
Smash/Kick	15	B	2D3	9
Trample	10	B/I**	2D6	9

* Double Physical damage if charging.

** Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5 MR: 5

MMCap: 2 MRCap: 2

MMPow: 1 MRPow: 1

MMSpd: 2 MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 70 PN: 70

PMCap: 28 PNCap: 28

PMPow: 21 PNPow: 21

PMSpd: 21* PNSpd: 21*

* Divide by 3 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The gnu, or wildebeest, is heavily built in the forequarters and head, and has a somewhat clumsy appearance. They are brown with irregular vertical black stripes, and have a black face with a beard of stiff black hair. The curved horns occur in both sexes.

During migrations, typically caused by overgrazing and/or periods of drought, the gnu lives in herds numbering from a mere several thousand to hundreds of thousands, as they move toward watering holes. Once the drought has ended, they tend to scatter and form the small herds noted above. Feeding on grass, the gnu is active both day and night, constantly on the move, typically at the trot or run. This animal is the major prey for many large predators, including cheetahs, leopards, wild dogs, hyenas, and lions.

The hartebeest can be considered as having the same statistics as a gnu for game purposes.



Goat, Wild

Illustration: See below

Identifier: Animal, Mammalia, Artiodactyla, Bovid/Caprinid, *et al.*

Habitat: Exterior /Earth, /Europa, /Afrik, Amazonia, Azir, Vargaard

Size: 0.5xhuman-size

(4' T; 150-300#)

Number Appearing: 1 or 3-18 (3D6) in flocks

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 240 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 3 and —/34/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	25	B/P	2D3*	0

* Double Physical damage if charging

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 48, WL: 36, CL: 43

PM: 26

PN: 22

PMCap: 9

PNCap: 9

PMPow: 8

PNPow: 5

PMSpd: 9*

PNSpd: 8*

* Multiply by 2 for effective PMSpd of 18 and PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Several different species are subsumed under this general heading. Browsing in meadows above the timberline, the wild goat is frequently active both day and night. Though solitary in summer and fall, this animal gathers in small flocks during the rest of the year. Both sexes have black, slightly backward-curving horns used for defense, and for establishing territory or leadership (males).

Gorilla

Illustration: Page 171

Identifier: Animal, Mammalia, Primate, Pongid

Habitat: Exterior /Earth, /Afrik

Size: 2xhuman-size

(5'6" T; 500#)

Number Appearing: 3-30 (3D10)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 240 yds/BT and 32 yds/CT (1 CT only)

Climb: 80 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 3 and 12/34/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	4D3	28
Smash or Jerk	40	B or I*	2D6	28

* Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M: 40*, EL: 32

MM: 20

MR: 20

MMCap: 8

MRCap: 8

MMPow: 6

MRPow: 6

MMSpd: 6

MRSpd: 6

P: 220, WL: 165, CL: 198

PM: 124

PN: 96

PMCap: 48

PNCap: 34

PMPow: 40

PNPow: 30

PMSpd: 36**

PNSpd: 32**

* Can be Mentally attacked

** Divide by 2 for effective PMSpd of 18 and PNSpd of 16.





Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	16	0
Super	3	3	9	0	0	12	0
Vital	2	2	6	0	0	8	0
Non	1	1	3	0	0	4	0
Average	2	2	7	0	0	10	0

Commentary & Description:

This peaceful forest dweller is the largest (excluding man) and heaviest of the (normal) primates. Living in groups of 3-30 individuals dominated by the largest male, gorillas are mostly ground dwellers who take to the trees to build nests. Only small ones are able to climb high, as the great weight of large females (200#) and mature males precludes elevation and brachiation. These creatures are diurnal vegetarians, and will attack only if attacked or disturbed, or if strangers come too close. The leader, upon sensing intruders, will beat his chest in warning. If the intruders continue to advance, he and the other males will rush forward with an attack consisting of a two-handed smash, followed by a ferocious bite.

Gorillas have a wide range of gestures, and a broad vocal repertory. Their average intelligence is at the level of minor problem solving, and some members of a group may be subject to Mental combat.

Hairy Hippoceros

Illustration: Page 170

Identifier: Animal, Mammalia, Notoungulate, Toxodontid

Habitat: Exterior /Ærth, Amazonia

Interior /Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(9' L; 1500#)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1BT only)

Swim: 12 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	3D6	24 (25)†
Smash/Trample*	20	B/I*	1D6	24
Capsize	**			

* If the attacker charges and strikes the opponent, then Blunt Physical damage accrues to the target subject, and if that subject is under 3' in height or is knocked over, then damage is Impact. Impact damage cannot be absorbed by any form of armor other than Full Plate armor.

** Chance to capsize boat by size: Large—1%; Medium—30%; Small—60%.

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 300, WL: 225, CL: 270

MM: 5

MR: 5

PM: 180 PN: 120

MMCap: 2

MRCap: 2

PMCap: 108 PNCap: 72

MMPow: 1

MRPow: 1

PMPow: 36 PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 36* PNSpd: 24*

* Divide by 6 for effective PMSpd of 6 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	4*	4	20	8
Super	6	9	12	3*	3	15	6
Vital	4	6	8	2*	2	10	4
Non	2	3	4	1*	1	5	2
Average	5	7	10	2*	2	12	5

* Animal in water = Invulnerable.

Commentary & Description:

This evolved Toxodon is a vaguely hippo-like creature that has short, stocky legs supporting its massive girth. The hairy hippoceros is a rhino-sized herbivore that frequents water and grazes on grass and plants along the shore using an elongated, prehensile lip to aid in its feeding. Similar to the hippo, it is aggressive by nature when intruders enter its territory. Should it be disturbed or threatened in any way, it may react by charging to smash and trample and otherwise bite with its massive molars. Overturning of encroaching rafts or boats is likely to be attempted by these irascible creatures.



Hart

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior Ærth, Æropa

Size: 2xhuman-size

(4'-6' T; 200-600#)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 300 yds/BT and 420 yds/BT (1 BT only)

Dodging/Avoidance: Nil and —/24/—

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns (antlers)	25	P	2D3*	8
Forehoof	30	C/B	1D6	8

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 22

P: 140, WL: 105, CL: 126

MM: 10

MR: 12

PM: 70

PN: 70

MMCap: 4

MRCap: 4

PMCap: 26

PNCap: 26

MMPow: 3

MRPow: 4

PMPow: 20

PNPow: 20

MMSpd: 3

MRSpd: 4

PMSpd: 24*

PNSpd: 24*

* Divide by 2 to find actual PMSpd and PNSpd, i.e., 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

A hart in Western Æropa is a fully grown male deer; the female is called a hind (rather than the commonly used "buck" and "doe"). In Avillonia, the hart of pure white is believed to be a magical omen, as these animals possess *Baraka*, or natural Heka, and such animals have greater P TRAIT and PM/N Speed than typical. Though rarely aggressive save at mating time, the Hart is able to attack with its rack of antlers (when grown out in autumn and winter) and/or hooves once per CT.

Herd Animal

Illustration: Page 171

Identifier: Animal, Mammalia, Artiodactyla, Bovid (et al.)

Habitat: Exterior and Interior Ærth

Size: 0.5 to 6xhuman-size

(3'-5' T)

Number Appearing: 200-2000 (2D10x100)

Modes & Rates of Movement:

Walk: 60-90 yds/BT

Trot: 120-180 yds/BT

Run/Charge: 240-360 yds/BT and 300-420 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	3
Kick	20	B	2D3	3
Trample*	10	B/I*	3D3	3

* Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail (average of mixed herd):

Base Scheme (+/- D3)

M (Cunning): 10

P: 100, WL: 75, CL: 90

MM: 5

MR: 5

PM: 50

PN: 50

MMCap: 2

MRCap: 2

PMCap: 20

PNCap: 20

MMPow: 1

MRPow: 1

PMPow: 15

PNPow: 15

MMSpd: 2

MRSpd: 2

PMSpd: 15

PNSpd: 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This is a catch-all for various grazing animals encountered on plains, steppes, tundras. For example, a mixed herd of gazelles, antelopes, gnus, and hartebeests might be indicated on a plain of savannah. This general category is then used to determine what occurs should the herd stampede and some persona be in its path.



Hippophant

Illustration: Page 170

Identifier: Animal, Mammalia, Pyrotheria, Pyrothere

Habitat: Exterior /Erth, Magmur

Interior /Erth, Outer Band, Southern Region

Size: 12xhuman-size

(10' L; 3500-6000#)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 240 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	4D6	24
Smash/Trample*	15	B/I*	2D6	24
Capsize	**			

* If the attacker charges and strikes the opponent, then Blunt Physical damage accrues to the target subject; and if that subject is under 3' in height or is knocked prone, then damage is Impact. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

** Chance to capsize boat by size: Large—1%; Medium—30%; Small—60%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 180

PN: 120

PMCap: 72

PNCap: 48

PMPow: 36

PNPow: 24

PMSpd: 72*

PNSpd: 48*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0*	0	12	4
Super	6	6	9	0*	0	9	3
Vital	4	4	6	0*	0	6	2
Non	2	2	3	0*	0	3	1
Average	5	5	7	0*	0	7	2

* Animal in water = invulnerable.

Commentary & Description:

This relatively short-legged, almost tapir-like herbivore is an evolved Pyrotherium. Tushes grow from its upper and lower jaws, with a pair of the latter protruding down and forward. It is the size of a small elephant and is fairly sluggish by nature. This creature has a semi-aquatic feeding habit, and prefers to remain immersed in water much of the time, to feed, keep off insect pests, stay cool, and support its weight too. Fortunately, the hippophant is fairly passive unless harassed, though it dislikes loud noises and too much nearby activity.

Hippopotamus

Illustration: Page 170

Identifier: Animal, Mammalia, Artiodactyla, Hippopotamid

Habitat: Exterior /Erth, Afrik, Azir

Size: 12xhuman-size

(14' L; 5' T; 2600#, up to 5500#)

Number Appearing: 10-30 (5D5+5)

Modes & Rates of Movement:

Walk: 50 yds/BT

Trot: 100 yds/BT

Run/Charge: 200 yds/BT and 30 yds/CT (1 CT only)

Swim/Bottom Walk: 50 yds/BT and 150 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	55	P	2D6	20 (23)†
Smash/Trample*	20	B/I*	2D6	20
Capsize	**			

* If the attacker charges and strikes the opponent, then Blunt Physical damage accrues to the target subject; and if that subject is under 3' in height or is knocked prone, then damage is Impact. Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Chance to capsize boat by size: Large—10%; Medium—40%; Small—70%.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

P: 300, WL: 225, CL: 270

MM: 5

MR: 5

PM: 170

PN: 130

MMCap: 2

MRCap: 2

PMCap: 78

PNCap: 58

MMPow: 1

MRPow: 1

PMPow: 32

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 60*

PNSpd: 48*

* Divide by 12 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	4*	4	24	8
Super	9	9	18	3*	3	18	6
Vital	6	6	12	2*	2	12	4
Non	3	3	6	1*	1	6	2
Average	7	7	15	2*	2	15	5

* Animal in water = invulnerable.

Commentary & Description:

The hippopotamus is a mostly aquatic herbivore of great bulk. It swims well, but usually walks on the river bottom to achieve the considerable rate of locomotion noted above. Hippos have a brownish-gray back, growing paler underneath. They are pinkish on the face, and have a sparse set of thick, bristly whiskers growing on their massive jowls. Because of sun-sensitive skin, hippos emerge from the water in the evening to graze inland as much as a mile or more before returning to the water at dawn.

The hippopotamus has an excitable temper, and it is common to see two males fighting violently over some unknown grudge. These animals have been known to attack humans who venture too close without any provocation other than proximity, and they are capable of capsizing small boats with relative ease. These are very dangerous and aggressive creatures indeed.

Horse (Cart, Charger, Courser, Destrier, Draft, Dray, Garron, Genet, Jade, Palfrey, Pony, and Racer)

See Mounts section

Horse, Wild

Illustration: Page 172

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth, general (human distribution of stock)

Size: 6xhuman-size

(9' L; 4' T; 750-1500#)

Number Appearing: 20-400 (2D20x10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Canter: 300 yds/BT

Gallop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	20	P	1D6	10
Kick (forehoof)	20	B	1D6	10
or				
Kick (hindhooves)	25	B/I*	2D6	10
Trample	10	B/I*	2D6	10

* Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 240, WL: 180, CL: 216

MM: 5

MR: 5

PM: 120

PN: 120

MMCap: 2

MRCap: 2

PMCap: 50

PNCap: 50

MMPow: 1

MRPow: 1

PMPow: 22

PNPow: 22

MMSpd: 2

MRSpd: 2

PMSpd: 48*

PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

Found most commonly in grassland areas, wild horses often gather in large herds. Their coats are of any color, but the most common is reddish-brown hue, and they typically have erect manes of dark brown. These animals are constantly on alert for enemies, such as hunting cats, wolves, and humans. If attacked, the wild horse can defend itself quite effectively with a double hindhooves kick and a sharp bite. In general, though, these animals prefer to escape predation by flight.

Hyena

Illustration: See below

Identifier: Animal, Mammalia, Carnivora, Hyaenid

Habitat: Exterior /Erth, Afrik, Azir

Size: 1xhuman-size

(3'-5.3' L; 55-180#)

Number Appearing: 1-20 (1D20)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 350 yds/BT (1 BT only)

Initiative Modifiers: -5 to Surprise rolls

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 7 and -/38/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	4D3	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 70

PMCap: 34

PMPow: 18

PMSpd: 18

PN: 70

PNCap: 32

PNPow: 18

PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

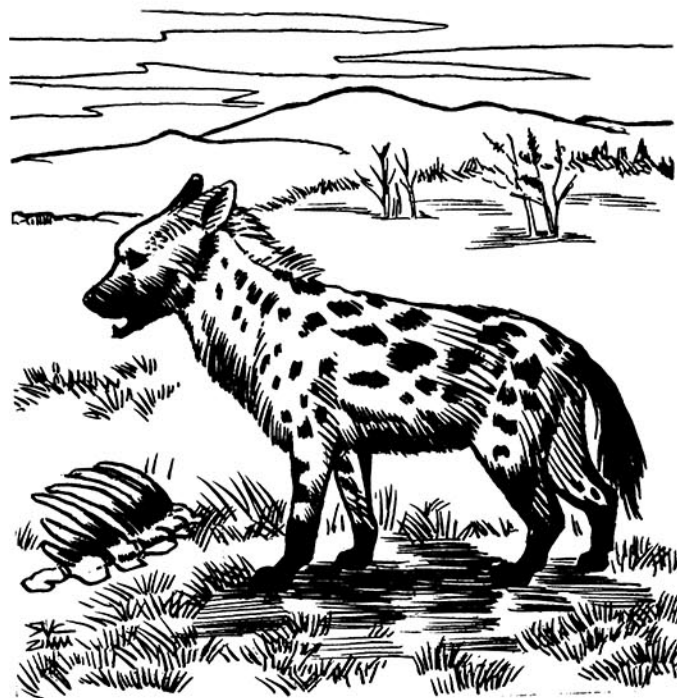
Commentary & Description:

Typically inhabiting regions of arid savannah or stony desert, the hyena is a carnivorous scavenger that forages alone or in packs. In packs it is a very aggressive and effective predator. In regards to scavenging, packs can drive off lions if the ratio is four hyenas to one lion. In fact, there is a continual sort of war waged between hyena packs and lion prides, each species hating the other. This animal is almost completely nocturnal, hiding by day in its den. Hyenas are able to move noiselessly, and are often unnoticed even at close range (granting a -5 modifier to its initial Surprise roll). The jaws of these animals are particularly strong, and besides being able to devour prey bones and all, the hyena can deliver a terrible bite.

The color of a hyena varies from brown to gray, with vertical black stripes (or spots or dark brown) along their sides. Hyenas have broad heads with large, pointed ears. If more than one hyena is indicated, there may (25% chance) be 1-5 cubs present with their parents.

Hyenas have a matriarchal organization, and females are larger and more aggressive than males.

Note that this heading covers the spotted, brown, and striped species of hyena. The latter two kinds are somewhat smaller than the spotted, so P TRAIT can be adjusted as the gamemaster sees fit in cases of species other than the spotted being present.





Ice Horse

Illustration: Page 166

Identifier: Animal, Mammalia, Desmostylian, Paleoparadoxid

Habitat: Exterior /Erth, South Polar

Interior /Erth, Outer Band, Southern Region

Size: 6xhuman-size

(6'-8' L; 4'-5' T; 800-1000+)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 40 yds/BT

Trot: 80 yds/BT

Run: 120 yds/BT

Swim: 200 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	3D3	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 280, WL: 210, CL: 252

PM: 140

PN: 140

PMCap: 76

PNCap: 76

PMPow: 32

PNPow: 32

PMSpd: 32*

PNSpd: 32*

* Divide by 6 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	4	4	24	8
Super	9	9	18	3	3	18	6
Vital	6	6	12	2	2	12	4
Non	3	3	6	1	1	6	2
Average	7	7	15	2	2	15	5

Commentary & Description:

This quadrupedal animal is a cold-climate version of the water horse (q.v.), inhabiting much colder climates than its relative. It is a strong swimmer and feeds underwater on shellfish and seaweed.

In build it resembles a hippopotamus, and like that animal remains in water most of the time, for it is very clumsy on land. The front part of the upper and lower jaws are elongated and have an array of forward-pointing tusks similar to shovel-tusker elephants (q.v.).

Jaguar

Illustration: Page 171

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Erth, Amazonia to Vargaard (SW)

Size: 1xhuman-size

(4'-6' L (excluding tail); 200-250#)

Number Appearing: 1-2 or 3-5 (1D3+2)

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT and 36 yds/CT (1 CT only)

Climb: 15 yds/BT

Swim: 90 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 21 and —/52/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	50	C	1D3+1	13
Bite	45	P	3D3	13
Rake	*	C	4D3	13

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 30

MM: 10

MR: 20

P: 188, WL: 141, CL: 169

PM: 94

PN: 94

MMCap: 4

MRCap: 8

PMCap: 43

PNCap: 43

MMPow: 3

MRPow: 7

PMPow: 25

PNPow: 25

MMSpd: 3

MRSpd: 5

PMSpd: 26

PNSpd: 26

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Dwelling primarily in tropical forests, the jaguar is most abundant near rivers and other bodies of water. It is a good swimmer, and hunts both on the ground and in trees. It preys on everything from tapirs and bovines to monkeys. Snakes such as even anacondas, caymen, and fish are likewise meat on the table to this great cat. These animals tend toward fearlessness, and their cunning is of great benefit in this regard.

The jaguar has a bright yellow coat with black rosettes similar to the leopard, who tends to be darker overall. Jaguars are solitary, and pair only for mating. Females bear 2-4 young cubs, who stay with their mother for up to two years.

Kangaroo

Illustration: Page 172

Identifier: Animal, Mammalia, Marsupialia, Macropodid

Habitat: Exterior /Erth, Magmur

Size: 1xhuman-size

(5' T; 180-200#)

Number Appearing: 15-40 (5D6+10)

Modes & Rates of Movement:

Walk: 60 yds/BT

Hop: 120 yds/BT

Burst: 560 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 4 and —/35/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D3	0
Kick	30	B	3D3	10

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 108, WL: 81, CL: 97

MM: 5

MR: 5

PM: 62

PN: 46

MMCap: 2

MRCap: 2

PMCap: 23

PNCap: 18

MMPow: 1

MRPow: 1

PMPow: 21

PNPow: 11

MMSpd: 2

MRSpd: 2

PMSpd: 18

PNSpd: 17

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The model above is for the large red kangaroo. If smaller sorts, including wallabies are considered, lower the statistics accordingly. This animal inhabits arid scrub as well as forest regions of Magmur. They live in "mobs" of up to 40 individuals that rest in the shade by day and forage from late afternoon until morning. The kangaroo is known for its jumping ability—a jump 6-8' high which covers 12-14' in distance per leap, though 4-5' is usual. When hopping, an individual can exhibit a short burst of speed of up to 40 mph, though around 8 mph is the kangaroo's normal pace. A kangaroo's main form of attack/defense is with its feet, but they can also bite.



Leopard

Illustration: Page 171

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Earth, /Europa (limited), /Afrik, /Azir

Size: 1xhuman-size

(3'-5' L; 70-155#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk: 90 yds/BT

Trot: 135 yds/BT

Run/Charge: 180 yds/BT and 360 yds/BT (1 BT only)

Climb: 15 yds/BT

Swim: 45 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 25 and —/56/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	55	C	2D3	10 (13)†
Bite	50	P	2D3+2	10 (12)†
Rake	*	C	3D3	10

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 27

MM: 12

MMCap: 6

MMPow: 3

MMSpd: 3

MR: 15

MRCap: 7

MRPow: 5

MRSpd: 3

P: 160, WL: 120, CL: 144

PM: 80

PMCap: 30

PMPow: 22

PMSpd: 28

PN: 80

PNCap: 30

PNPow: 22

PNSpd: 28

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The leopard's coat varies in the ground color from yellow to gray, with black spots that are grouped in clusters or rosettes. This species also includes the black panther, whose coat appears to be completely black except in very strong light where the spots are discernible.

This carnivorous predator is mainly nocturnal, and lies in ambush in trees waiting for its prey. It typically kills by a throat bite to bleed and/or suffocate or by breaking its victim's neck. The preferred prey of leopards are antelopes, warthogs, and monkeys, which it brings to the trees to eat.

Leopards are solitary except for when they pair for mating. The litter of 2 or 3 cubs are independent in about a year.

Note that snow leopards tend to be smaller, with cloud leopards smaller yet, so the gamemaster should adjust the statistics downward for this species of cat.

Lion

Illustration: Page 171

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Earth, /Europa (limited), /Afrik, /Azir (limited)

Size: 3xhuman-size

(5'-6' L (excluding tail); 330-550#)

Number Appearing: 4-20 (4D5)

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk: 90 yds/BT

Trot: 135 yds/BT

Run/Charge: 180 yds/BT and 360 yds/BT (1 BT only)

Climb: 5 yds/CT

* This mode enables the animal to move silently

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	2D3	18 (19)**
Bite	50	P	2D6	18 (19)**
Smash	45	B	4D6	18 (19)**†

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

†Double damage if enraged.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 24

MM: 12

MR: 12

MMCap: 5

MRCap: 5

MMPow: 4

MRPow: 4

MMSpd: 3

MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 120

PN: 120

PMCap: 45

PNCap: 45

PMPow: 30

PNPow: 30

PMSpd: 45*

PNSpd: 45*

* Divide by 3 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	12	0
Super	3	6	6	0	0	9	0
Vital	2	4	4	0	0	6	0
Non	1	2	2	0	0	3	0
Average	2	5	5	0	0	5	0

Commentary & Description:

Of the common great cats, only the Siberian and biggest of Bengal tigers are larger than the lion. The lion is most often found in regions of savanna and scrub, but it has also adapted to forest life. In the latter habitat, however, prides tend to be slightly smaller. The coloration of this carnivore is tawny yellow, with the female having a paler color, especially on the underside. Males have manes, whose thickness increases based on the temperature of their environment.

Females are the principle hunters in prides. This predatory cat hunts mainly at night, sometimes by cooperation where the group stalks the prey, and a female usually ambushes it (typically bovines and zebras). A lion does not pursue prey, so stalking is important.

Lions live in prides of one or more males, two or more females, cubs and adolescents. Females bear 2-4 cubs, which will stay with their mother for at least 18 months.

There is a savage hatred between lions and hyenas (q.v.).

Lion, Chisel-Toothed

Illustration: See below

Identifier: Animal, Mammalia, Marsupialia, *Thylacoleonid*

Habitat: Exterior Ærth, Magmur

Interior Ærth, Outer Band, Southern Region

Size: 3xhuman-size

(5'-6' L; 300-400#)

Number Appearing: 3-5 (1D3+2)

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk: 90 yds/BT

Trot: 135 yds/BT

Run: 180 yds/BT

Charge: 360 yds/BT (1 BT only)

Climb: 5 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	2D3	16
Bite	45	P	3D6	16 (17)*
Rake	**	C	4D3	16

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

**Automatic hit, but only when both claws hit and the opponent is under 2' in height or has been knocked prone.





Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 208, WL: 156, CL: 187

MM: 10

MR: 10

PM: 104

PN: 104

MMCap: 4

MRCap: 4

PMCap: 40

PNCap: 40

MMPow: 3

MRPow: 3

PMPow: 28

PNPow: 28

MMSpd: 3

MRSpd: 3

PMSpd: 36*

PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The chisel-toothed lion, or Thylacoleo, is actually a lionoid marsupial. Like many of the other "saber-toothed" cats, this one uses surprise to ambush its prey. It bites with oversized fangs to inflict deadly wounds on its prey, but persists in harassing it until it dies from exhaustion and blood loss.

Lion, Pike-Toothed

Illustration: Page 171

Identifier: Animal, Mammalia, Marsupialia, Thylacosmilid

Habitat: Exterior Earth, Amazonia (southern third)

Interior Earth, Outer Band, Southern Region

Size: 3xhuman-size

(4'-6' L; 250-450#)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk: 90 yds/BT

Trot: 135 yds/BT

Run: 180 yds/BT and 270 yds/BT (1 BT only)

Climb: 5 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to Initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/16/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	2D3	18 (19)*
Bite	40	P	4D6+4	18
Rake	**	C	4D3	18

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

**Automatic hit only if both claws hit and opponent is under 1.5' tall or is knocked prone.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 200, WL: 150, CL: 180

MM: 10

MR: 10

PM: 100

PN: 100

MMCap: 4

MRCap: 4

PMCap: 46

PNCap: 46

MMPow: 3

MRPow: 3

PMPow: 30

PNPow: 30

MMSpd: 3

MRSpd: 3

PMSpd: 24*

PNSpd: 24*

* Divide by 3 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This sabre-toothed predator looks like a cat but is a marsupial with fangs longer than any feline. It was long ago exterminated on Earth save its limited Amazonian range (southern plains and mountains) when the true felines arrived. Nevertheless, where it now exists this animal is a relatively successful carnivore, operating in the same fashion as do Smilodons.



Lizard, Colositor

Illustration: Page 172

Identifier: Animal, Reptile, Lacertilian, Varanid

Habitat: Exterior Ærth, Magmur (rare)

Interior Ærth, Intermediate Band

Size: 6xhuman-size

(25' L)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: -15 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	15	C	3D3	18
Bite	40	P	3D6	18

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 320, WL: 240, CL: 288

MM: 10

MR: 10

PM: 160

PN: 160

MMCap: 4

MRCap: 4

PMCap: 70

PNCap: 70

MMPow: 3

MRPow: 3

PMPow: 30

PNPow: 30

MMSpd: 3

MRSpd: 3

PMSpd: 60*

PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	20	0	0	24	0
Super	12	15	15	0	0	18	0
Vital	8	10	10	0	0	12	0
Non	4	5	5	0	0	6	0
Average	10	12	12	0	0	15	0

Commentary & Description:

These creatures are a huge (25' long) species of monitor lizard. They are known as megalania on Exterior Ærth. They have huge heads and massive bodies. Their powerful limbs end in feet with long, curved claws. They are fearsome predators that use hiding (60%) and rushing in their pack hunting technique.

Lizard, Megalania

(See Lizard, Colositor)

Lizard, Monitor

Illustration: Page 172

Identifier: Animal, Reptile, Lacertilian, Varanid

Habitat: Exterior Ærth, Afrik, Azir, Magmur

Size: 1xhuman-size

(5-7'+)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 30 yds/BT

Run/Charge: 90 yds/BT and 15 yds/CT (1 CT only)

Climb: 2 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/27/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	3D3	6
Tail Smash	20	B	2D3	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 94, WL: 70, CL: 84

MM: 5

MR: 5

PM: 51

PN: 43

MMCap: 2

MRCap: 2

PMCap: 18

PNCap: 19

MMPow: 1

MRPow: 1

PMPow: 18

PNPow: 12

MMSpd: 2

MRSpd: 2

PMSpd: 15

PNSpd: 12



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

The most fearsome form of this creature is the Komodo dragon, of course. This creature has a large head, strong jaws, and shark-like teeth. Its robust body is supported by sturdy limbs with sharp, powerful claws and ends in a long tail. The body is covered with round or oval scales and its color varies from yellowish to dark brown or black with lighter colored crossbands. Despite its size, it is quite agile and is a good tree climber and a good swimmer. The monitor lizard is a strong and voracious predator, feeding on birds, reptiles, mammals, and mollusks. It is not as aggressive as some of its larger relatives, but if cornered, it will boldly defend itself with slashing claws, painful bites, and powerful blows from its tail. The largest will certainly attack humans, biting, clawing, and holding on. This can be very dangerous if there are other lizards there to join in the attack, and not a few people have died thus.

Llama

Illustration: See right

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Exterior /Earth, Amazonia

Size: 1xhuman-size

(6.6' L; 4' T; 290#)

Number Appearing: 6-11 (1D6+5)

Modes & Rates of Movement:

Walk: 65 yds/BT

Pacing: 130 yds/BT

Run: 325 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	8
Kick	30	B	2D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 130, WL: 97, CL: 117

MM: 5

MR: 5

PM: 70

PN: 60

MMCap: 2

MRCap: 2

PMCap: 31

PNCap: 25

MMPow: 1

MRPow: 1

PMPow: 20

PNPow: 18

MMSpd: 2

MRSpd: 2

PMSpd: 19

PNSpd: 17

Armor Scheme:

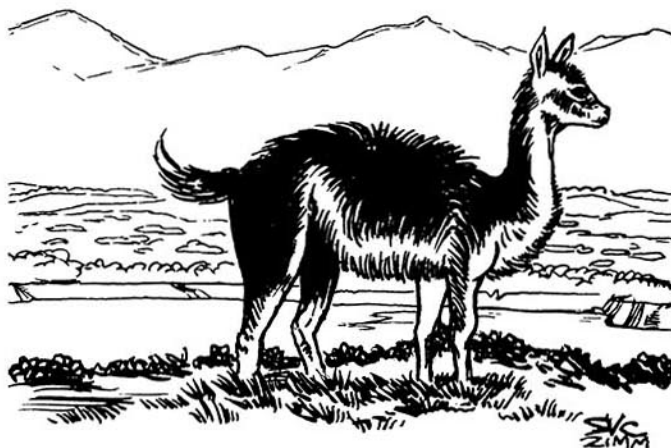
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The llama's long and shaggy coat varies in color from white, brown, black, or reddish brown all over through speckled and spotted. Its neck is slender and long; the head is long, ending in a drooping, divided upper lip. The ears are long, upright, and mobile. It has short tail. The sole of the foot is divided in two by a deep cleft like the foot of a camel.

The llama lives in small groups with one dominant male and a harem of 5-10 females and young. Young males are chased from the group and live a single life.

On Earth there is no such thing as a truly wild llama, for all are domesticated and are used as pack animals in high altitudes. Guanacos and vicunas are, of course, a different matter. However, on Earth there are still many wild llamas roaming free on the fringes of the Incan Empire.





Lynx, Giant

Illustration: See below

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior Ærth, Æropa, Azir, Vargaard

Size: 1xhuman-size

(4'-5' L; 120-200#)

Number Appearing: 1 or 3-5 (1D3+2)

Modes & Rates of Movement:

Stalk: 35 yds/BT*

Walk: 70 yds/BT

Trot: 105 yds/BT

Run/Charge: 140 yds/BT and 280 yds/BT (1 BT only)

Climb: 7 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 19 and —/50/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	50	C	1D3	12 (14)**
Bite	40	P	2D3+2	12
Rake	*	C	2D6	12

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 36

P: 180, WL: 135, CL: 162

MM: 18

MR: 18

PM: 90

PN: 90

MMCap: 11

MRCap: 11

PMCap: 44

PNCap: 44

MMPow: 4

MRPow: 4

PMPow: 21

PNPow: 21

MMSpd: 3

MRSpd: 3

PMSpd: 25

PNSpd: 25

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The giant lynx resembles an extremely large, bob-tailed domestic cat. It has a yellowish-brown or yellowish-gray coat with dark spots. The belly is whitish and lightly speckled. A ruff of long hair on the cheeks outlines the face. The ears are long and light- or gray-brown with a long slender black tuft; the tail is short with a black tip. The long legs of this cat terminate in large feet which are densely furred, including the soles, and its claws are retractable as in all felines save the cheetah.

The giant lynx lives in mountainous forest regions of cold temperate climes. Its diet is varied, including animals up to twice its own weight, such as reindeer or caribou, and anything else it can catch including birds, rodents, and other small game. It hunts either by ambushing then leaping on its prey, or by stalking and then pouncing on its prey. The giant lynx cannot run very fast, but it is equipped for snow, where its prey is more hampered than it is. This cat is an able climber, though it does not climb too high.

The giant lynx is solitary except during mating season, as are its smaller cousins, the lynx and the bobcat. If more than one is encountered outside of mating season, it will be a female and her young. 2-4 cubs also remain with their mother until spring.



Mammoth, Woolly
(see Elephant, Woolly Mammoth)



Megadile

Illustration: Page 170

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Exterior Ærth, Ægypt

Size: 12xhuman-size
(30-40' L; 2100-3000#)

Number Appearing: 1-2

Modes & Rates of Movement:

Crawl: 60 yds/BT

Trot: 120 yds/BT

Charge/Rush: 180 yds/BT (1 BT only) and 24 yds/CT (1 CT only)

Swim: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	4D6*	22
Tail Smash	20	B/I**	3D6†	22

* Any successful strike indicates the megadile has closed its jaws on the subject. The victim is then held fast and each CT thereafter suffers an automatic 4D3 PD until the megadile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack is knocked down and must spend next CT getting back up and can't do anything other than that.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 420, WL: 315, CL: 378

PM: 210

PMCap: 92

PMPow: 34

PMSpd: 84*

PN: 210

PNCap: 92

PNPow: 34

PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	40	16	16	40	16
Super	15	15	30	12	12	30	12
Vital	10	10	20	8	8	20	8
Non	5	5	10	4	4	10	4
Average	12	12	25	10	10	25	10

Commentary & Description:

This monstrous carnivore is aquatic, dwelling in the swamps, lakes, rivers, and canals of Ægypt—though it is quite capable of pursuing its prey on nearby land. These huge reptiles lurk in ambush for unwary victims who approach close enough for it to strike. Once the jaws clamp shut, prey is not released until it, or the crocodile, is dead.

Moa

Illustration: Page 73

Identifier: Animal, Aves, Dinornithiformes, Dinornithid

Habitat: Exterior Ærth, Magnur

Interior Ærth, Outer Band, Southern Region

Size: 3xhuman-size

(11' T; 400-600#)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Walk: 40 yds/BT

Trot: 70 yds/BT

Run: 140 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite (Peck)	20	P	1D3	10
Kick	30	B	2D6	10

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 160, WL: 120, CL: 144

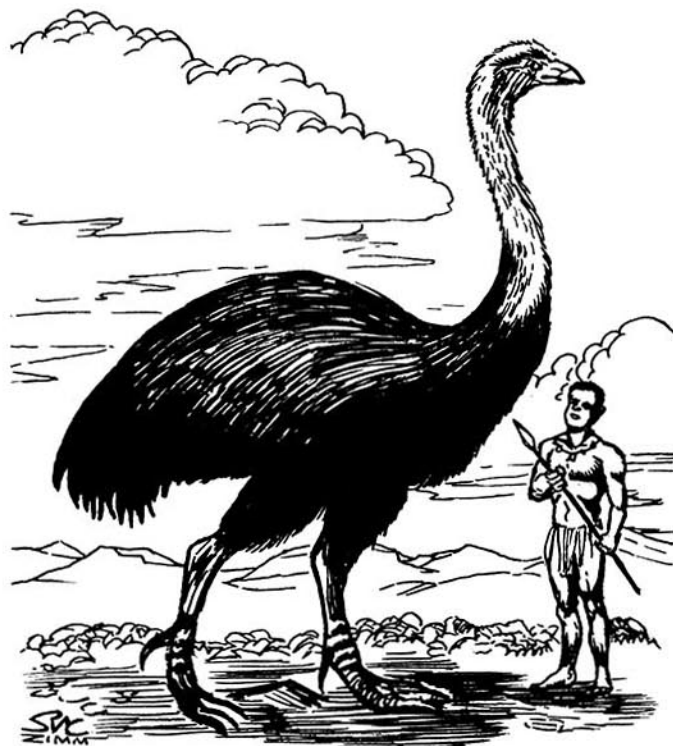
PM: 80

PMCap: 31

PMPow: 22

PMSpd: 27* PNSpd: 27*

* Divide by 3 for effective PMSpd and PNSpd of 9.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The moa is a bulky, heavy legged bird with a long neck. In height, it is even taller than the elephant bird (q.v.), but has a lighter build in comparison. This creature, also known as the dinomis, is a slow-moving herbivore, and is quite passive, usually attempting to flee if attacked. Its ponderous movement rate usually forces it to fight predators, though not without some success, as it has a powerful kick.

Moose

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior Ærth, Æropa, Azir, Vargaard

Size: 6xhuman-size

(10' L; 6' T; up to 1750#)

Number Appearing: 1-2

Modes & Rates of Movement:

Walk: 85 yds/BT

Trot: 170 yds/BT

Run/Charge: 255 yds/BT and 34 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	16
Forehoof	20	P/B	1D6	16
Antlers	25	P/B	2D6*	16*
Trample (hooves)	15	B/I**	4D3	16

* Double damage if charging and striking opponent.

** No bonus and Blunt Physical damage only unless the opponent is under 3' tall or else low/prone so as to be subject to full force and weight, in which case damage is Impact and bonus is added. Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 280, WL: 210, CL: 252

MM: 5

MR: 5

PM: 140

PN: 140

MMCap: 2

MRCap: 2

PMCap: 64

PNCap: 64

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 28

MMSpd: 2

MRSpd: 2

PMSpd: 48*

PNSpd: 48*

* Divide by 6 for effective PMSpd of PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0	0	16	0
Super	3	6	12	0	0	12	0
Vital	2	4	8	0	0	8	0
Non	1	2	4	0	0	4	0
Average	2	5	10	0	0	10	0

Commentary & Description:

The coat of a moose, or elk (in Æropa), is gray-brown or dark gray, becoming paler on the legs. The animal's head is large and elongated with a flattened mouth. The back is lower than the rump; the neck is powerful, and the males have a dewlap of skin which hangs down. All males have impressive palmate antlers (the largest in the deer family), with points of varying length.

The hooves of a moose are large and can be spread apart. This is helpful, because these animals feed mainly on aquatic plants, and much of feeding time is spent with their feet immersed in water or mud. They are active mainly in mornings and evenings.

They are shy and generally avoid confrontation by fleeing, save during the rut when males become very territorial and aggressive.



Mule (see Mounts)

Musk Ox

Illustration: Page 166

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior /Erth, North Polar, Azir, Vargaard
Interior /Erth, Outer Band, Northern Region

Size: 3xhuman-size
(6'-8' L; 4'-5' T; 450-675#)

Number Appearing: 10-20 (2D6+8) or 20-120

Modes & Rates of Movement:

Walk: 40 yds/BT

Trot: 80 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/13/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D3	8
Horns (x2)	20	P	2D6*	8*

* Double damage if charging and striking opponent.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 200, WL: 150, CL: 180

PM: 110

PMCap: 69

PMPow: 20

PMSpd: 21*

PN: 90

PNCap: 56

PNPow: 16

PNSpd: 18*

* Divide by 3 for effective PMSpd of 7 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	12	0
Super	6	6	9	0	0	9	0
Vital	4	4	6	0	0	6	0
Non	2	2	3	0	0	3	0
Average	5	5	7	0	0	7	0

Commentary & Description:

The musk ox is a smallish diurnal bovine that lives in large herds led by one or more dominant males. Their bodies are covered with a long, dense coat of dark brown guard hairs over paler underfur. Their legs are short and strongly built with large hooves, and both sexes have 24"-28" long horns. The base of the horns is flat, covering the forehead and running down the sides of the head. The tips of the horns curve upward.

When defending the herd against predators, a circle is formed with the females and young in the center and the males on the outside facing outward.

Octopus

Illustration: Page 174

Identifier: Animal, Mollusc, Cephalopoda, Octopod

Habitat: Exterior /Erth Marine Fauna

Size: 1-6xhuman-size (assume 3x)
(up to 50' D' ; up to 1000#)

Number Appearing: 1

Modes & Rates of Movement:

Swim/Burst: 75 yds/BT and 15 yds/CT (3 CTs only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D6+Poison*	5†
Constricting (x1D3+1)	25	B/I**	1D3	5†
Ink	60	Special	See below	0

* Poison STR 40† (delivered 40/40/20 in 2 BT delays)

** A constricting (tentacle) attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of non-enchanted armor.

† See text of Commentary & Description below.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3) for average (small) individual

M (Cunning): 40 P: 84, WL: 63, CL: 75
 MM: 15 MR: 25 PM: 50 PN: 34
 MMCap: 5 MRCap: 9 PMCap: 17 PNCap: 12
 MMPow: 5 MRPow: 8 PMPow: 17 PNPow: 10
 MMSpd: 5 MRSpd: 8 PMSpd: 16 PNSpd: 12

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0*	0	8	0
Super	3	3	6	0*	0	6	0
Vital	2	2	4	0*	0	4	0
Non	1	1	2	0*	0	2	0
Average	2	2	5	0*	0	5	0

* Animal in water = invulnerable.

Commentary & Description:

The normal octopus is seldom aggressive by nature, but it is extremely curious, and must examine anything new to enter its realm. This sort of close contact is often mistaken for a challenge, as the octopus moves close to grasp and probe with its tentacles. If the new life form reacts quickly (pulling away, etc.) the octopus considers this as a hostile gesture, squirts a thick jet of black ink and attempts to flee. If forced to fight, the octopus has a sharp beak and a constriction attack with its eight tentacles. Note that tentacles must be involved to bring an opponent to the beak for a Bite attack. The average specimen is only a maximum of 18' diameter (tentacles spread). For each additional 2' diameter, to a maximum of 14 such increments, add 6 P TRAIT points, 1 in each ATTRIBUTE. Note that the Physical damage bonus increases from base 5 to as high as 19; thus, if a true giant of its kind is encountered, its P TRAIT would be 168, twice the normal, with a PD bonus of 19. Note also that poison STR increases by 1 factor per 2' of size increase from 40 to 54, so maximum poison STR for a giant of this species is Strength 54.

Onaxeresian (Amazon)

Illustration: Page 172

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Exterior /Earth (see text) (Sapient)

Size: 1xhuman-size

Number Appearing: 3-12 (1D10+2) hunting party; 10-60 (10D6) raiding party; 300-900 (3D3x100) clan; 2500-3000 ((1D6+24)x100) sub-tribe

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run: 210 yds/BT

Climb: 20 yds/BT

Swim: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

All have:

Combat, Hand Weapons at 46-55 (1D10+45)
 Combat, Hand Weapons, Missile at 56-65 (1D10+55)
 Hunting/Tracking at 56-65 (1D10+55)
 Native Tongue (Greclan) at 41-50 (1D10+40)
 Trade Phonedan at 31-40 (1D10+30)

Heka Users also have:

Dweomercraft, White or Green at 27-45 (2D10 +25)
 Magick at Dweomercraft STEEP
 Priestcraft, Ethos of Balance at 32-50 (2D10 +30)
 Religion at Priestcraft STEEP

Joss Factors: 1D6

Dodging/Avoidance: Nil and 18/24(26)/18 or by individual

Attractiveness: Human norm

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	Ave BAC	Damage Type	Base	Bonus
Bow, Self (Long)	61	P	3D6	3 (8)*
Spear (10')	51	P	3D6	3 (6)*
Long knife	51	C/P	4D3	3 (6)*
(see below)				

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, females + 2 PM bonus, +4 PN bonus, +2 S bonus)

M: 56, EL: 44 P: 76/85, WL: 57/63, CL: 68/76 S: 66, EL: 52
 MM: 28 MR: 28 PM: 36/45 PN: 40 SM: 34 SP: 32
 MMCap: 10 MRCap: 10 PMCap: 13/17 PNCap: 14 SMCap: 13 SPCap: 14
 MMPow: 9 MRPow: 9 PMPow: 12/15 PNPow: 13 SMPow: 11 SPPow: 10
 MMSpd: 9 MRSpd: 9 PMSpd: 11/13 PNSpd: 13 SMSpd: 10 SPSpd: 8

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0



Commentary & Description:

The Onaxares (pronounced *Ehna-zaris*) are a semi-nomadic people originally from Azir. There is still a tribe of these folk there, although the major portion of the Onaxaresians arranged to be transported by Phonedians to a far-off continent some 200 ans ago.

The Near Azirian folk of this race are pastoralists and hunter-gatherers. There are six related groups of these people, with only about 18,000 adult members in the whole tribe. They have a home range of hilly and mountainous sort which stretches from northern Phrygia into the southern portions of Caucasia and Georgia, and away into Medis. The tribe speaks a Grecian dialect and recognizes deities from both the Greco-Roman (Grecian) and Phonedian pantheons. The Onaxares are matriarchal, with women's roles always at least equal to men's, and in regards to government superior. Females rule. (A birth ratio of three girls to one boy might explain the dominant role.)

The continent of Amazonia is now so called by the folk of *Æropa* and *Afrik* for the Onaxares, or Amazons. Supposedly, most of the eastern third of the continent, from the southern verge of the virtually unexplored eastern jungles to portions of the plains (*pampas*) and prairies below the rain forest bordered by the Andes where the great empire of the Inca lies. Many tens of thousands of the matriarchal Onaxares folk now inhabit this area, continually warring with the native peoples to the north and south, and even the Incas' incursions from the west.

In battle, the Amazon warriors wield powerful longbows with great efficiency from a distance, then switch to either spear or longknife when closing to meleé. The longknife of the Onaxares is a thin-bladed dagger, double-edged, and 2-3' in length (treat as a Large Knife, except for damage type and potential).

Orca

Illustration: Page 174

Identifier: Animal, Mammalia, Cetacean, Delphinid

Habitat: Exterior *Ærth* Marine Fauna

Size: 24xhuman-size

(18'-30' L; 5,000-13,000#)

Number Appearing: 3-8 (1D6+2) or 30-40

Modes & Rates of Movement:

Swim: 510 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and 7/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	4D6	28 (32)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M: 45**

P: 680, WL: 510, CL: 612

MM: 20

MR: 25

PM: 340 PN: 340

MMCap: 12

MRCap: 13

PMCap: 156 PNCap: 156

MMPow: 5

MRPow: 8

PMPow: 40 PNPow: 40

MMSpd: 3

MRSpd: 4

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

** May be Mentally attacked.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	24	0*	0	32	0
Super	6	9	18	0*	0	24	0
Vital	4	6	12	0*	0	16	0
Non	2	3	6	0*	0	8	0
Average	5	7	15	0*	0	20	0

* Animal in water = Invulnerable.

Commentary & Description:

Orcas, or "killer whales," have a distinctive black and white color. An adult male's black dorsal fin may be up to 68" long. Orcas live in pods of 2-8, but a group of 30-40 isn't too uncommon. Isolated individuals are always male. Orcas swim up to 35 mph (513 yds/BT). They are not normally aggressive but not afraid, even of ships. They are rarely threatened by predators, for they attack with great teeth and determination. They feed on seals, walrus, sharks, fish, etc. If assailed by humans, they will fight back.

Oxchuck

Illustration: Page 172

Identifier: Animal, Mammalia, Marsupialia, Diprotodont

Habitat: Exterior *Ærth*, Magnur

Interior *Ærth*, Outer Band, Southern Region

Size: 6xhuman-size

(10' L, 2,000+#)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run: 210 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	1D3	20
Bite	15	P	3D3	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10		P: 320, WL: 240, CL: 282	
MM: 5	MR: 5	PM: 180	PT: 140
MMCap: 2	MRCap: 2	PMCap: 88	PTCap: 60
MMPow: 1	MRPow: 1	PMPow: 32	PTPow: 40
MMSpd: 2	MRSpd: 2	PMSpd: 60*	PTSpd: 40*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	8	12	0
Super	3	3	6	0	6	9	0
Vital	2	2	4	0	4	6	0
Non	1	1	2	0	2	3	0
Average	2	2	5	0	5	7	0

Commentary & Description:

Inhabiting mostly drier climes' plains and prairies, this herbivore is a grazing marsupial resembling a wombat the size of a small rhinoceros. It has a tremendous body with an enormous head and neck. Although its limbs are incredibly strong, it has flat feet, and thus moves slowly for its size. It feeds on plants scraped from the ground with its claws.

Essentially passive, this monstrous animal will defend itself against attackers with its claws, and by biting with its large mouth.

Panda (Giant)

Illustration: See right

Identifier: Animal, Mammalia, Carnivora, Alluropodid

Habitat: Exterior Ærth, Azir

Size: 2xhuman-size

(4'-5' L; 2'-3' T; 225-400#)

Number Appearing: 1 or 1-3 (1D3)

Modes & Rates of Movement:

Crawl: 40 yds/BT

Walk: 60 yds/BT

Run/Charge: 160 yds/BT and 24 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D6	15
Bite	35	P	2D6	15

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 16		P: 180, WL: 135, CL: 162	
MM: 8	MR: 8	PM: 100	PT: 80
MMCap: 4	MRCap: 4	PMCap: 51	PTCap: 43
MMPow: 2	MRPow: 2	PMPow: 27	PTPow: 21
MMSpd: 2	MRSpd: 2	PMSpd: 22*	PTSpd: 16*

* Divide by 2 for effective PMSpd of 11 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

Though these creatures are not truly bears, they are usually identified as such. The coat of a panda is white with black markings around the eyes and ears, the front and hind legs, a stripe across the shoulder, and sometimes the tip of the tail.

Pandas are nearsighted, but have a highly developed sense of hearing. They do not have a permanent den, choosing instead to take shelter in hollow trees or in rock fissures.

Their diet is based on bamboo shoots and other plant matter, but they also eat small mammals, as well as birds and fish. Active from twilight to dawn, pandas are usually solitary, except for female and young. If molested, they are quite aggressive and fight ferociously.





Pandacoon

Illustration: Page 171

Identifier: Animal, Mammalia, Carnivora, Procyonid

Habitat: Exterior Ærth, Amazonia

Interior Ærth, Outer Band, Southern Region

Size: 2xhuman-size

(6+'' L; 300-450#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D3	20
Bite	30	P	3D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 220, WL: 165, CL: 198

MM: 5

MR: 5

PM: 110

PN: 110

MMCap: 2

MRCap: 2

PMCap: 54

PNCap: 54

MMPow: 1

MRPow: 1

PMPow: 32

PNPow: 32

MMSpd: 2

MRSpd: 2

PMSpd: 24*

PNSpd: 24*

* Divide by 2 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	12	0
Super	3	6	6	0	0	9	0
Vital	2	4	4	0	0	6	0
Non	1	2	2	0	0	3	0
Average	2	5	4	0	0	7	0

Commentary & Description:

This creature is a black bear-sized raccoonoid omnivore which appears to be a giant panda crossed with a raccoon. It lives on steep mountainsides, subsisting on a diet of plants and small animals. It is not likely to act aggressively toward a human intruder unless it feels threatened or is protecting its young.

Pandapir

Illustration: Page 172

Identifier: Animal, Mammalia, Notoungulate, Homalodotheriid

Habitat: Exterior Ærth, Magmur

Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(7.5' L; 700-900#)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Walk/Trot: 120 yds/BT and 240 yds/BT

Run: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/21/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D3	16
Claws (x2)	20	C	2D3	16

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 260, WL: 195, CL: 234

MM: 5

MR: 5

PM: 140

PN: 120

MMCap: 2

MRCap: 2

PMCap: 76

PNCap: 69

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 36*

PNSpd: 27*

* Divide by 3 for effective PMSpd of 12 and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0	0	20	0
Super	3	6	12	0	0	15	0
Vital	2	4	8	0	0	10	0
Non	1	2	4	0	0	5	0
Average	2	4	8	0	0	10	0

Commentary & Description:

Pandapirs are bicolored herbivores that look something like a mixture of panda and tapir. The forelimbs of a pandapir are longer and heavier than their hind legs, thus they are taller at the shoulder than at the hips. The hind feet are plantigrade (flat-footed), but their forefeet are digitigrade, and equipped with impressive claws.

Pandapirs are as large as a small horse and quite fleet. They are partly bipedal, and browse on fruit and leaves from low tree branches.



Panther

Illustration: Page 172

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior Ærth, Æropa, Afrik, Azir, Vargaard

Size: 2xhuman-size
(3'-5' L; up to 225#)

Number Appearing: 1

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk/Trot: 90 yds/BT and 135 yds/BT

Run/Charge: 180 yds/BT and 360 yds/BT (1 BT only)

Climb: 90 yds/BT

Swim: 45 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 25 and -/56/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	50	C	2D3	10 (12)**
Bite	35	P	2D3+2	10
Rake	*	C	3D3	10

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 164, WL: 123, CL: 147

PM: 82

PN: 82

PMCap: 32

PNCap: 32

PMPow: 22

PNPow: 22

PMSpd: 28

PNSpd: 28

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The panther is another version of the leopard, which for purposes of this work is treated separately because of its range and habitat. The basic color of an adult panther is black. Young panthers have a speckled coat and ringed tail, but these markings blend with maturity.

Panthers are solitary and territorial. Range is broad and habitat is basically temperate woodlands. They are active both day and night unless man is near, then they are nocturnal.

They are powerfully muscled, and can jump up to 20 feet in a single leap. The preferred food of panthers is deer, but they will take other large prey if it is available.

Panther, Chisel-Toothed

Illustration: Page 170

Identifier: Animal, Mammalia, Marsupialia, Thylacoleonid

Habitat: Exterior Ærth, Magmur

Size: 2xhuman-size
(5'-6' L, 350+#)

Number Appearing: 1

Modes & Rates of Movement:

Stalk: 45 yds/BT*

Walk/Trot: 90 yds/BT and 135 yds/BT

Run: 180 yds/BT and 360 yds/BT (1 BT only)

Climb: 45 yds/BT

Swim: 45 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and -/36/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	2D3	12 (13)*
Bite	35	P	3D3+3	12

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 104

PMCap: 44

PMPow: 24

PMSpd: 36*

PN: 96

PNCap: 36

PNPow: 24

PNSpd: 36*

* Divide by 2 for effective PMSpd and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

These carnivores are similar to chisel-toothed lions, but are smaller in size and more akin to panthers in their hunting methods and the manner in which they take prey. Dining on larger beasts, the chisel-toothed panther will stalk creatures such as dullheads or kangaroos until they can spring onto their backs and drive their wedge-shaped fangs deep into their victims. Once the prey has died from blood loss, the great cats dine on the carcass.

Peccaricom

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Tayassuid

Habitat: Exterior Ærth, Magmur

Interior Ærth, Outer Band, Southern Region

Size: 2xhuman-size

(4' T; 240-360#)

Number Appearing: 11-20 (1D10+10)

Modes & Rates of Movement:

Walk/Trot: 70 yds/BT and 140 yds/BT

Run/Charge: 210 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks

BAC	Damage Type	Base	Bonus
Bite	P	1D2	10
Horn	P	1D3	10

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 160, WL: 120, CL: 144

PM: 90

PMCap: 36

PMPow: 22

PMSpd: 32*

PN: 70

PNCap: 25

PNPow: 21

PNSpd: 24*

* Divide by 2 for effective PMSpd of 16 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

Peccaricorns are herbivorous creatures the size of large peccaries, with a single, forward-pointing horn above their eyes. They look somewhat similar to a little rhino, but have more teeth. They are not as aggressive as rhinos, nor are they solitary. Peccaricorns tend to gather in small herds of 11 to 20 individuals led by a single male.

Penguin, Giant

Illustration: Page 166

Identifier: Animal, Aves, Sphenisciform, Spheniscidae

Habitat: Exterior Ærth, South Polar

Size: 1xhuman-size

(4' T; 100#)

Number Appearing: 50-100

Modes & Rates of Movement:

Walk: 60 yds/BT

Run: 180 yds/BT

Swim: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite (peck)	30	P	1D2	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 60, WL: 45, CL: 54

MM: 5

MR: 5

PM: 35

PN: 25

MMCap: 2

MRCap: 2

PMCap: 13

PNCap: 9

MMPow: 1

MRPow: 1

PMPow: 11

PNPow: 8

MMSpd: 2

MRSpd: 2

PMSpd: 11

PNSpd: 8

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This odd-looking bird walks upright on very short legs. They cannot fly but are excellent swimmers, using their wedge-shaped wings as flippers in conjunction with their webbed feet. Penguins have short, thick feathers on their stocky bodies, and are white on the belly, with black or bluish-black coloration on their backs. Some have crests of long feathers on the sides of their heads, while others have brightly colored feathers on their short, thick necks.

All penguins subsist on a diet made up exclusively of fish. The largest penguins are the emperor penguins (4' T, 100 pounds). They are typically unafraid of humans, and are usually not dangerous. However, any predator who disturbs their nests are subject to attack by all nearby birds. This can certainly prove fatal, as penguin rookeries may have a million birds!

Pony
(see Mounts)

Pygmy

Illustration: Page 171

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Exterior /Earth, Afrik (Sapient)

Size: 0.5xhuman-size

Number Appearing: 2-6 (2D3) hunting party, 5-15 (5D3) raiding party, 40-120 (4D3x10) tribe

Modes & Rates of Movement:

Walk: 56 yds/BT

Trot: 112 yds/BT

Run: 168 yds/BT

Climb: 20 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 36-45 (1D10+35)

Combat, Hand Weapons, Missile at 51-60 (1D10+50)

Criminal Activities, Physical at 51-60 (1D10+50)

Hunting/Tracking at 42-60 (2D10 +40)

Nature Attunement at 31-40(1D10+30)

Joss Factors: 1D3

Dodging/Avoidance: 5 and 18/36/14

Attractiveness: Human norm 3D3+2

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Axe, Hand	41	C	3D6	0 (1)**
Spear (5')	41	P	3D6	0 (1)**
Bow, short, self	56	P	2D6+Poison*	0 (1)**

* Poison-coated darts: STR 40 (delivered 40/40/20 in 1 BT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, females - 2 PMCap and PMPow penalty)

M: 56, EL: 44

P: 56, WL: 42, CL: 50

S: 54, EL: 43

MM: 28

MR: 28

PM: 25

PN: 31

SM: 28

SP: 26

MMCap: 10

MRCap: 10

PMCap: 9

PNCap: 11

SMCap: 11

SPCap: 12

MMPow: 9

MRPow: 9

PMPow: 8

PNPow: 10

SMPow: 9

SPPow: 8

MMSpd: 9

MRSpd: 9

PMSpd: 8*

PNSpd: 10*

SMSPd: 8

SPSPd: 6

* Multiply by 2 to find effective PMSpd of 16 and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

These dark-skinned, diminutive people dwell throughout the continent of Afrik, living off the land and hunting in groups of 2-6 individuals. They are well adapted to their environment, and are quite effective at hiding/stalking their animal prey. Such prey is often caught by surprise, brought down rapidly through the hunters' use of poison-coated darts and spears.



Quagga

Illustration: See below

Identifier: Animal, Mammal, Perissodactyl, Equid

Habitat: Exterior /Erth, Afrik, Azir

Size: 6xhuman-size

(5'-5.6' T at withers; 800-1200#)

Number Appearing: 50-100 ((1D6+4)×100)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

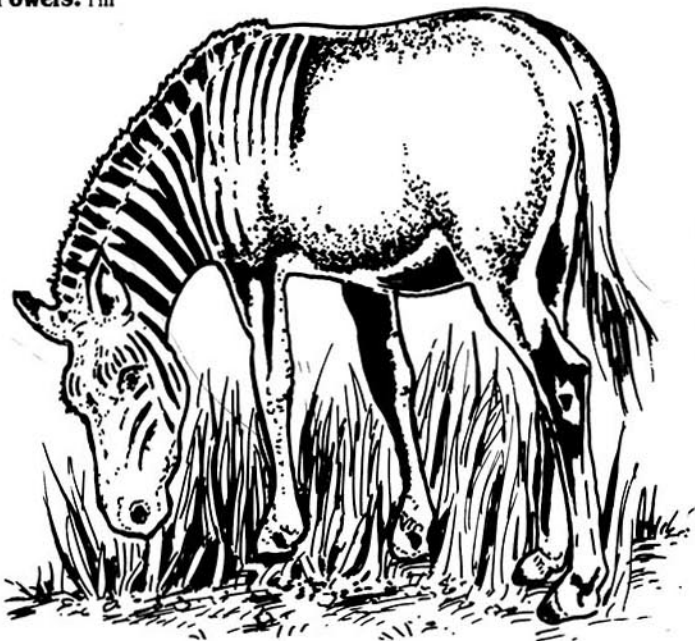
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D6	12
Kick (forehoof) or	15	B/I*	2D3	12
Kick (hindhooves)	20	B/I*	3D6	12
Trample**	20	B/I*	4D6	12

* Impact damage can not be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the Quagga's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil



Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 20

P: 210, **WL:** 157, **CL:** 189

MM: 10

MR: 10

PM: 108

PN: 102

MMCap: 4

MRCap: 4

PMCap: 42

PNCap: 42

MMPow: 3

MRPow: 3

PMPow: 24

PNPow: 18

MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

The quagga is a large cousin of the zebra. Its head and neck are striped similar to zebra's, but the remainder of the body is tan or buff-colored. Quaggas inhabit the same regions as do zebras. Quaggas gather in smaller herds, but they too often mix with other grazers such as wildebeests and antelopes. Fast runners, quaggas remain in a close-knit group when fleeing. They are better candidates for domestication than zebras, although they are still quite stubborn and irascible.

Raptor

Illustration: Page 172

Identifier: Animal, Aves, Falconiformes/Ciconiiformes, var.

Habitat: Exterior /Erth, general

Size: 0.25xhuman-size

Number Appearing:

Modes & Rates of Movement:

Walk: 32 yds/BT

Fly: 640 yds/BT

Dive: 700 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	35*	C	1 point*	0
Bite (beak)	20	P	1D3	0

* BAC increases to 70 and PD increases to 1D3 plus 3 bonus (9 with BAC bonus added) if plummeting to strike.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 30, WL: 22, CL: 27

MM: 10

MR: 10

PM: 15

PN: 15

MMCap: 4

MRCap: 4

PMCap: 5

PNCap: 5

MMPow: 3

MRPow: 3

PMPow: 5

PNPow: 5

MMSpd: 3

MRSpd: 3

PMSpd: 5*

PNSpd: 5*

* Multiply by 4 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Raptors are birds of prey. This class includes several different species, but typically refers to eagles, hawks, and owls (which fly silently). These are not normally a threat to man, of course, albeit if they are motivated through some sort of Casting or Heka Power, they can be.

Rat, Sewer or Graveyard

Illustration: Page 172

Identifier: Animal, Mammalia, Rodent, Murid

Habitat: Exterior Ærth, general

Size: 0.1xhuman-size

(10"-16" L Body; 1.5-3#)

Number Appearing: 5-30 (5D6) up to 200-1200 (2D6x100)

Modes & Rates of Movement:

Walk: 30 yds/BT

Scamper: 60 yds/BT

Run: 120 yds/BT

Climb: 30 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: 2 on human-norm scale

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	Exceptional	P	1D3*	0

* At the gamemaster's option, rats can carry some form of disease conveyed by biting.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 12, WL: 9, CL: 10

MM: 10

MR: 10

PM: 6

PN: 6

MMCap: 4

MRCap: 4

PMCap: 2

PNCap: 3

MMPow: 3

MRPow: 3

PMPow: 2

PNPow: 1

MMSpd: 3

MRSpd: 3

PMSpd: 2*

PNSpd: 2*

* Multiply by 10 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	4	0
Super	0	0	0	0	0	3	0
Vital	0	0	0	0	0	2	0
Non	0	0	0	0	0	1	0
Average	0	0	0	0	0	2	0

Commentary & Description:

There are many species of rats, but this listing considers those particularly large ones found on Ærth. Adapted to nearly every habitat where humanity can be found, these omnivorous scavengers are can be deadly when encountered in large packs or when one is incapacitated and unable to defend against their attacks. They are furtive and fast, good climbers, and excellent swimmers. Rats reproduce frequently, with each female producing 2-3 litters per year, each litter consisting of 6-12 young each.

When encountered in a horde, their attack should be treated as an Exceptional one. Each persona is subject to simultaneous attacks by 2D3 of these rodents and will suffer 1D3 points of Piercing Physical damage thus. If there are fewer than 4 rats available for any subject, that individual will suffer 1 point of PD. The attacks will continue as long as there are living rats to assail the subjects.

Each subject, regardless of total Physical damage suffered might also be infected with a disease whose Strength and Contagiousness will be discovered by rolling 5D10 for each factor (thus finding the STR and the CON ratings) 7 hours after being bitten. This is optional to the gamemaster.



Ray

Illustration: See below

Identifier: Animal, Pisces, Chondrichthyes, Rajiform

Habitat: Exterior Earth Marine Fauna

Size: 1xto 6xhuman-size

(5'-10+' L)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Swim: 150-300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/23/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D3	0
Tail Sting	40	P	1D3+Poison*	0
Smash**	20	B	1D6	24

* Poison STR 30 (delivered 30/30/15 in 1 BT delays)

** Manta rays only

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3) (Triple for the manta ray)

M (Cunning): 5

P: 75, WL: 56, CL: 67

MM: 3

MR: 2

PM: 35

PN: 40

MMCap: 1

MRCap: 1

PMCap: 13

PNCap: 14

MMPow: 1

MRPow: 1

PMPow: 12

PNPow: 13

MMSpd: 1

MRSpd: 0

PMSPd: 10

PNSPd: 13

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	16	0
Super	3	3	6	0	0	12	0
Vital	2	2	4	0	0	8	0
Non	1	1	2	0	0	4	0
Average	2	2	5	0	0	10	0

Commentary & Description:

This aquatic creature has a flattened, streamlined body, with the "face" and mouth on its underside, and a long, whip-like tail. There are spines near the eyes, on the fins, and on the tail. The coloration of a typical ray is olive or yellowish, with dark spots throughout. This serves to camouflage the ray as it partially buries itself on the sandy or muddy sea bottom that is its home.

The mouth of a ray is filled with many sharp teeth, though its most fearsome attack consists of a tail sting capable of paralyzing opponents for 2-6 CTs if they fail a roll versus their PN CATEGORY (at DR "Hard").

Giant rays such as the manta deliver blows with their great, powerful "wings." They have no poison but have the triple Physical TRAIT shown above.

Rhinoceros

Illustration: Page 171

Identifier: Animal, Mammalia, Perissodactyla, Rhinocerotid

Habitat: Exterior Earth, Afrik, Azir, Magmur (northern jungle)

Size: 12xhuman-size

(13'-19' L; 5'-6' T; 2000-8800#)

Number Appearing: 1 or 2 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run: 225 yds/BT and 440 yds/BT (1 BT only)

Initiative Modifiers: Human Standard





Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D6	16
Horn	35	P*	4D6	16
Trample**	15	I†	3D6	16

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail: (Assumes Black species)

Base Scheme (+/- D5)

M (Cunning): 10

P: 380, WL: 285, CL: 342

MM: 5

MR: 5

PM: 210

PN: 170

MMCup: 2

MRCup: 2

PMCup: 110

PNCup: 86

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 72*

PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	16	24	16	16	32	12
Super	12	12	18	12	12	24	9
Vital	8	8	12	8	8	16	6
Non	4	4	6	4	4	8	3
Average	10	10	15	10	10	20	7

Commentary & Description:

There are five species of this animal on Exterior Ærth:

HINDIC (+4 bonus (20) to Physical damage, and add 24 to P TRAIT (404)): This creature has a single horn. Its hide is covered with bumps and has many folds. There is no hair on the hide except for a tuft on the tail and at the base of the ears. The legs of this animal are short and powerful. Of the five types, this species has the best armor (Average Protection: 18, add 3 to base layer for each damage type). Males frequently exhibit terrible wounds from fights with their gender, but they seem to heal and recover in two or three weeks time.

Indian rhinos are generally solitary in feeding areas but may share wallows and bathing places. They like to be near water and are known to bathe frequently. Females are usually accompanied by a single offspring for several years.

Feeding on grass, shoots, and tender plants, this rhino is both nocturnal and diurnal. This species is very likely to attack, and add +20 to chances if encountering a male or a female with a calf.

SHRIVJAVTAN (-2 bonus (14) to Physical damage, and subtract 12 from P TRAIT (368)): This is essentially a smaller version of the Hindic, one-horned rhino.

BLACK: This Afrikkan species has two horns, with the front horn measuring up to 53". This horn may point forward rather than upwards. The black rhino is highly aggressive, and charges (sometimes for no apparent reason) at considerable speed.

This rhino has weak vision, but highly developed senses of smell and hearing. The upper lip is very flexible and prehensile.

MAGMURIAN (-4 bonus (12) to Physical damage, and subtract 24 from P TRAIT (356)): This is the smallest of the rhinos, and for all intents and purposes can be treated as a small version of the black species.

WHITE (+6 bonus (22) to Physical damage, and add 36 to P TRAIT (416)): This Afrikkan species is the largest and heaviest, but it is less aggressive and rarely charges. Males engage in combat only in mating season.

The white rhino has a hump on the nape of its neck, and two horns, longer and thinner (up to 65") than the others. The ears are broad and have hairs on edges. It has poor eyesight, but acute hearing. These creatures are active day and night.



Salamander, Giant

Illustration: Page 170

Identifier: Animal, Amphibian, Caudate, Salamandrine

Habitat: Exterior /Earth, all continents except /Eropa

Size: 3xhuman-size
(12'-14' L)

Number Appearing: 1 or 60-100 ((2D3+4)×10)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	2D6+Poison*	8

* Poison: STR 20 (damage of 20/20/10 in 2 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0		P: 160, WL: 120, CL: 144
MM: 0	MR: 0	PM: 80 PN: 80
MMCap: 0	MRCap: 0	PMCap: 36 PNCap: 36
MMPow: 0	MRPow: 0	PMPow: 20 PNPow: 20
MMSpd: 0	MRSpd: 0	PMSpd: 24* PNSSpd: 24*

* Divide by 3 for effective PMSpd and PNSSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	4*	0	8	0
Super	3	3	6	3*	0	6	0
Vital	2	2	4	2*	0	4	0
Non	1	1	2	1*	0	2	0
Average	2	2	5	2*	0	5	0

* Animal in water = invulnerable

Commentary & Description:

This amphibian is a large, semi-aquatic carnivore. It has a long fin that runs the length of the tail, and moist, scaleless skin that exudes poison with a STR rating of 20. Any being coming in contact with the salamander will automatically suffer the effects of this toxin.

The giant salamander never strays far from water, for it has an awkward, sprawling gait on land. When swimming, however, it is a most effective predator. The strong, finned tail propels it rapidly in water, where it hunts for fish in the large streams and ponds where it is typically found.

Salamander, Hellbender

Illustration: Page 170

Identifier: Animal, Amphibian, Caudate, Cryptobranchid

Habitat: Exterior /Earth, Vargaard

Size: 3xhuman-size
(8'-10' L)

Number Appearing: 1 or 10-60 (10D6)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	2D6+Poison*	10

* Poison: STR 30 (damage of 30,3//15 in 3 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0		P: 160, WL: 120, CL: 144
MM: 0	MR: 0	PM: 80 PN: 80
MMCap: 0	MRCap: 0	PMCap: 34 PNCap: 34
MMPow: 0	MRPow: 0	PMPow: 22 PNPow: 22
MMSpd: 0	MRSpd: 0	PMSpd: 24* PNSSpd: 24*

* Divide by 3 for effective PMSpd and PNSSpd of 8.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	4*	0	8	0
Super	3	3	6	3*	0	6	0
Vital	2	2	4	2*	0	4	0
Non	1	1	2	1*	0	2	0
Average	2	2	5	2*	0	5	0

* Animal in water = Invulnerable

Commentary & Description:

The hellbender is a large, flabby salamander, almost bloated in appearance. Despite their looks, these creatures are strong. They spend their entire life in the large, rapid streams and rivers of Vargaard, preying on fish and whatever animals come to the water to drink. The larvae, as well as some adults, are aquatic and breathe by gills.

Hellbenders have moist scaleless skin that is exceptionally resistant to fire and exudes poison with a STR rating of 30. Any being coming in contact with the salamander will automatically suffer the effects of this toxin.

Sasquatch

Illustration: Page 166

Identifier: Animal, Mammalia, Primate

Habitat: Exterior /Ærth (see text)

Size: 3xhuman-size

(7'-9" T., 650-900#)

Number Appearing: 1, 4-12 (4D3) in a family group

Modes & Rates of Movement:

Walk/Lope: 212 yds/BT and 313 yds/BT

Run: 414 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Criminal Activities, Physical at 53-80 (3D10+50)

Hunting/Tracking (sans Traps S-A) at 52-70 (2D10+50)

Mountain Climbing at 61-70 (1D10+60)

Survival at 71-80 (1D10+70)

Swimming/Diving at 41-50 (1D10+40)

Nature Attunement at 71-80 (1D10+70)

Joss Factors: Nil

Dodging/Avoidance: 2 and base 7/33/8 or by individual

Attractiveness: 3D3 on human norm scale

Invulnerabilities: Cold

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Extremely shy; will avoid other humanoids if possible

Attacks	BAC	Damage Type	Base	Bonus
Fist (x2)	25	B	3D3	24
Bite	20	P	1D6	24

Powers:

Sense Human(oid) Thought Activity

Range: 100-yard radius

Time: Always active

Duration: While concentrating

Frequency: 3/day

Description: This power simply alerts the concentrating individual that there is some human or humanoid creature nearby.

Field of Uninterest in 100-yard range

Area of Effect: All sentient creatures

Delivered by: Concentration

Range: 50-yard radius

Time: 1 CT

Duration: While concentrating

Frequency: 3/day

Description: This power causes all those not succeeding in a K/S check against MM Power at DR "Moderate" to turn away and do something else.

Wave of Fear in 10 yard diameter

Area of Effect: All humans and animals in range

Delivered by: Sound of call

Range: 1-chain radius

Time: 1 CT

Duration: Instantaneous

Frequency: 1/day

Description: This power forces all individuals not succeeding in a check against MRPow at DR "Hard" to flee at their fastest possible movement rate directly away from the sound for 1 BT's time duration.

Statistical Detail:

Base Scheme (+/- D3)

M: 36, EL: 28

P: 252, WL: 189, CL: 226 S: 65, EL: 51

MM: 18 MR: 18 PM: 132 PN: 120 SM: 14 SP: 50

MMCup: 8 MRCup: 9 PMCap: 48 PNCap: 45 SMCup: 6 SPCap: 26

MMPow: 6 MRPow: 6 PMPow: 36 PNPow: 30 SMPow: 4 SPPow: 20

MMSpd: 4 MRSpd: 3 PMSpd: 48* PNSpd: 45* SMSpd: 4 SPSPd: 4

* Divide by 3 to find effective PMSpd of 18 and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	4	16	4
Super	3	6	9	0	3	12	3
Vital	2	4	6	0	2	8	2
Non	1	2	3	0	1	4	1
Average	2	5	7	0	2	10	2



Commentary & Description:

The Sasquatch (*Gigantopithecus blacki*) must not be confused with the Yeti, for although the latter is a related species, it is a pale-haired, Phæree-dwelling, malign, and man-eating creature which only enters to Ærth from a permanent Gate somewhere in the eastern portions of the Himalaya Mountains.

A Sasquatch is a large humanoid that inhabits dense wilderness areas. These creatures are nearly covered by long and shaggy, dark hair. They have ruddy skin, and the hair coloration usually ranges from red-brown to near black. They are peaceful and extremely shy beings, who will seek to avoid other humanoids if at all possible. If cornered or forced into a situation where they cannot escape, however, they will vigorously defend themselves.

Sea Lion

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Otariid

Habitat: Exterior Ærth, North Polar

Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(up to 10' L; 2400#)

Number Appearing: 10-15 (1D6+9)

Modes & Rates of Movement:

Crawl: 65 yds/BT

Swim/Burst: 260 yds/BT and 315 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/31/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D3	12
Flipper	10	B	1D3	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 4

MMSpd: 2

MR: 10

MRCap: 5

MRPow: 3

MRSpd: 2

P: 240, WL: 180, CL: 216

PM: 130 PN: 110

PMCap: 58 PNCap: 50

PMPow: 24 PNPow: 15

PMSpd: 48* PNSpd: 45*

* Divide by 3 for effective PMSpd of 16 and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The sea lion is the largest of the eared seals. They have a dark brown coat with a mane. Sea lions live in large groups during the breeding season. Such a group will typically consist of one male and a harem of about 15 females. They live on a diet exclusively of fish and mollusks.

Sea Lion Southern

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Enaliarctid

Habitat: Exterior Ærth, South Polar

Size: 3xhuman-size

Number Appearing: 10-20 (5D3+5)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Swim/Burst: 240 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D3	12
Smash/Kick	10	B	2D3	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 160, WL: 120, CL: 144

PM: 90 PN: 70

PMCap: 39 PNCap: 37

PMPow: 24 PNPow: 15

PMSpd: 27* PNSpd: 18*

* Divide by 3 for effective PMSpd of 9 and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The southern sea lion is a seal-shaped creature with sea lion habits. Its body is streamlined and otter-like, with distinct legs, paddle feet, and a tail.

This marine carnivore lives in and out of water, feeding on fish and mollusks. They have large eyes, and an inner ear that is specialized to detect direction of sound under water.

Seal

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Phocid

Habitat: Exterior Ærth, North Polar

Exterior Ærth, South Polar

Interior Ærth, Outer Band, Northern Region

Interior Ærth, Outer Band, Southern Region

Size: 3xhuman-size

(9'-12' L; 550-880#)

Number Appearing: 42-60 (2D10+40)

Modes & Rates of Movement:

Crawl: 35 yds/BT

Swim/Burst: 280 yds/BT and 35 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	2D3	8
Smash/Flipper	15	B	2D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 80 PN: 60

PMCap: 33 PNCap: 24

PMPow: 20 PNPow: 18

PMSpd: 27* PNSpd: 18*

* Divide by 3 for effective PMSpd of 9 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0*	0	4	0
Super	3	3	3	0*	0	3	0
Vital	2	2	2	0*	0	2	0
Non	1	1	1	0*	0	1	0
Average	2	2	2	0*	0	2	0

* Animal in water = invulnerable

Commentary & Description:

These semi-aquatic mammals inhabit the cold polar regions of both Interior and Exterior Ærth. Their breeding ground is called a "rookery," and may consist of up to 150,000 seals. These creatures have defined territories, and each male, or bull, must constantly vie for it among the others in the rookery. A typical bull has a harem of 3-40 cows, but some bulls could have as many as 100 cows.

Seal Giant

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Phocid

Habitat: Exterior Ærth, South Polar

Size: 12xhuman-size

(21' L; 7700#)

Number Appearing: 21-30 (1D10+20)

Modes & Rates of Movement:

Crawl: 40 yds/BT

Swim: 320 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/7/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D6	16
Smash/Flipper	15	I*	2D6	16

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 290, WL: 217, CL: 261

PM: 150 PN: 140

PMCap: 74 PNCap: 74

PMPow: 28 PNPow: 30

PMSpd: 48* PMSpd: 36*

* Divide by 12 for effective PMSpd of 4 and PMSpd of 3.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0*	0	8	0
Super	6	6	6	0*	0	6	0
Vital	4	4	4	0*	0	4	0
Non	2	2	2	0*	0	2	0
Average	5	5	5	0*	0	5	0

* Animal in water = Invulnerable

Commentary & Description:

The giant seal gathers in less numerous groups than its smaller cousin. These rookeries are typically in more remote beaches, and any creature other than the giant seals will be harried and attacked until they leave the area.

Shark

Illustration: Page 174

Identifier: Animal, Pisces, Chondrichthyes, Squaliform

Habitat: Exterior /Earth Marine Fauna

Interior /Earth, Outer Band, Marine, Cold Waters

Interior /Earth, Outer Band, Marine, Temperate Waters

Interior /Earth, Intermediate Band, Marine, Tropical Waters

Size: 3xhuman-size

(6'-12' L)

Number Appearing: 1 or 2-12 (2D6) or 3-30 (3D10) (or more!)

Modes & Rates of Movement:

Swim/Rush: 300 yds/BT and 36 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	2D6+2	15

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 160, WL: 120, CL: 144

MM: 10

MR: 10

PM: 100

PN: 60

MMCap: 4

MRCap: 4

PMCap: 37

PNCap: 24

MMPow: 3

MRPow: 3

PMPow: 27

PNPow: 18

MMSpd: 3

MRSpd: 3

PMSpd: 36*

PNSpd: 18*

* Divide by 3 for effective PMSpd of 12 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	8	0*	0	12	0
Super	3	9	6	0*	0	9	0
Vital	2	6	4	0*	0	6	0
Non	1	3	2	0*	0	3	0
Average	2	7	5	0*	0	7	0

* Animal in water = Invulnerable

Commentary & Description:

Note that only really dangerous-sized sharks are considered here. Some of the various species of sharks covered under this general heading tend to be solitary unless there is blood in the water. Others, such as reef and hammerheads, school. Once present, it will attract a group within 1 AT or so. These beasts are killing machines and once they become excited, they will attack anything moving that presents itself.

Shark, Giant

Illustration: Page 174

Identifier: Animal, Pisces, Chondrichthyes, Squaliform

Habitat: Exterior /Earth Marine Fauna (Great White)

Interior /Earth, Outer Band, Marine, Cold Waters

Interior /Earth, Outer Band, Marine, Temperate Waters

Interior /Earth, Intermediate Band, Marine, Tropical Waters

Size: 12xhuman-size

(26'-33+' L; up to 10,000#)

Number Appearing: 1

Modes & Rates of Movement:

Swim/Rush: 300 yds/BT and 36 yds/CT (1 CT maximum)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	4D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 420, WL: 315, CL: 378

MM: 10

MR: 10

PM: 225

PN: 195

MMCap: 4

MRCap: 4

PMCap: 97

PNCap: 84

MMPow: 3

MRPow: 3

PMPow: 32

PNPow: 27

MMSpd: 3

MRSpd: 3

PMSpd: 96*

PNSpd: 84*

* Divide by 12 for effective PMSpd of 8 and PNSpd of 7.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0*	0	20	0
Super	6	9	12	0*	0	15	0
Vital	4	6	8	0*	0	10	0
Non	2	3	4	0*	0	5	0
Average	5	7	10	0*	0	12	0

* Animal in water = invulnerable

Commentary & Description:

This monstrous killer is always solitary, silently gliding through the water looking for its next meal. Incredibly aggressive towards anything splashing on the surface or moving underwater, the giant shark never passes up prey it can attack and eat.

Great white sharks are considered under this heading, with some specimens attaining over 20' length. In the warm waters of the inner world, there are monstrous sharks whose mouths are so large as to be able to swallow whole prey as large as 6' or 7' in diameter!

Sloth, Giant

Illustration: See right

Identifier: Animal, Mammalia, Edentate, Mylodont

Habitat: Exterior /Erth, Amazonia

Interior /Erth, Outer Band, Southern Region

Size: 6xhuman-size

(13' L; up to 3000#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	3D6	20
Bite	10	P	3D3	20
Smash	20	B	6D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 280, WL: 210, CL: 252

PM: 160

PN: 120

PMCap: 98

PNCap: 66

PMPow: 32

PNPow: 30

PMSpd: 30*

PNSpd: 24*

* Divide by 6 for effective PMSpd of 5 and PNSpd of 4.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This Mylodon, or great ground sloth, is a larger-than-brown-bear-sized herbivore, with a big head and thick tail. Because of its bulk, it is unable to climb, and instead walks on its knuckles, with its sickle-clawed feet turned inward. It can rear up on hind legs, supported by its tail, and it eats in this position. While slow and clumsy appearing, it is very dangerous to provoke one of these creatures.

Snake, Anaconda

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Boa)

Habitat: Exterior /Erth, Amazonia

Interior /Erth, Outer Band, Southern Region

Size: 6xhuman-size

(11'-40+' L (see below))

Number Appearing: 1

Modes & Rates of Movement:

Slither: 30 yds/BT

Climb: 3 yds/BT

Swim: 90 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil



Susceptibilities: Nil
Average Armor Protection: 6
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D3	16
Constrict	35	B/I*	2D3	16

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 260, WL: 195, CL: 234

PM: 140

PMCap: 58

PMPow: 28

PMSpd: 54*

PN: 120

PNCap: 66

PNPow: 24

PNSpd: 30*

* Divide by 6 for effective PMSpd of 9 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

The anaconda is the largest and heaviest living snake of Ærth's exterior. The creature's head is quite large, its eyes are small with a vertical pupil, and its nostrils open on top of its snout. The snake's massive body is covered with small glossy scales. The tail portion is actually fairly short. The backside of a typical specimen is olive-gray or brownish-green, with one or two rows of large ovoid black spots across the back. A longitudinal series of large yellow ocelli runs along the flanks.

Strongly tied to aquatic habits, the anaconda is an excellent swimmer. One can remain submerged for long periods. Typically these snakes spend the day hidden among the plants on the beds of rivers or basking on a snag over water, and go forth at night in search of prey. One big meal a month will suffice to sustain an anaconda. These snakes eat fish, birds, and mammals. Large specimens will eat capybara, small tapir, and even caymen and crocodiles. The captured prey is suffocated by the coils and swallowed head-first.

Interestingly, anacondas are live bearers, giving birth to 10-50 2'-3' long babies.

Rare Amazonian anacondas attain a length of up to 60 feet, and in the inner world, these snakes grow even larger, some reportedly attaining a length of 110 feet! To allow for such great size, use the following:

Length	Bite PD	Constriction PD	Bonus	P TRAIT
50'-60'	2D3	3D3	20	+36
70'-80'	3D3	4D3	24	+72
90'+	4D3	5D3	30	+144

Snake, Asp

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Exterior Ærth, Æropa

Size: 0.1xhuman-size
 (2'-3' L)

Number Appearing: 1 or 4-24 (4D6)

Modes & Rates of Movement:

Slither: 30 yds/BT

Rush: 60 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1 point+Poison*	0

* Poison: STR 60 (delivered 60/60/30 in 2 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 8

MM: 4

MMCap: 2

MMPow: 1

MMSpd: 1

MR: 4

MRCap: 2

MRPow: 1

MRSpd: 1

P: 16, WL: 12, CL: 14

PM: 8

PMCap: 3

PMPow: 3

PMSpd: 2*

* Multiply by 10 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0



Commentary & Description:

The asp's main habitat is temperate woodlands, scrub, and rocky or mountainous areas. They are most active in the morning and late afternoon, and at night in warm, muggy weather. The asp has a broad triangular head. Its coloration ranges from reddish-brown to gray or black with dark alternating blotches or crossbands.

Snake, Bushmaster

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Exterior Ærth, Amazonia

Size: 0.5xhuman-size

(to 12'+ L)

Number Appearing: 1

Modes & Rates of Movement:

Slither: 45 yds/BT

Rush: 90 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	1D3+Poison*	0

* Poison: STR 50 (delivered 50/50/25 in 4 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 44, WL: 33, CL: 39

MM: 5

MR: 5

PM: 22

PN: 22

MMCap: 2

MRCap: 2

PMCap: 9

PNCap: 9

MMPow: 2

MRPow: 2

PMPow: 4

PNPow: 4

MMSpd: 1

MRSpd: 1

PMSpd: 9*

PNSpd: 9*

Multiply by 2 to find effective PMSpd and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

This large snake may be found throughout the tropical regions of the Karribean and Amazonia. Bushmasters have rough skin with large black blotches. Their fangs are 1" long, and their bite delivers a cardio-toxic poison with a STR rating of 50.

Snake, Constrictor

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Boa or Python)

Habitat: Exterior Ærth, Afrik, Amazonia, Azir

Size: 1-6xhuman-size

(Boas up to 40' L, Pythons up to 50' L.)

Number Appearing: 1 (sometimes 1-3)

Modes & Rates of Movement:

Slither: 40 yds/BT

Climb: 4 yds/BT

Swim: 80 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D3	15
Constrict	30	B/I	2D3*	15

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 160, WL: 120, CL: 144

MM: 10

MR: 10

PM: 90

PN: 70

MMCap: 4

MRCap: 4

PMCap: 36

PNCap: 32

MMPow: 3

MRPow: 3

PMPow: 27

PNPow: 20

MMSpd: 3

MRSpd: 3

PMSpd: 27*

PNSpd: 18*

* Divide by 3 for effective PMSpd of 9 and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

For general details of how these reptiles behave, see the Snake, Anaconda "Commentary & Description" above. Of course, some of the various species considered under this general heading inhabit drier places, but all are typically forest-dwelling snakes. To properly treat larger specimens, use the following adjustments:

Length	Bite PD	Constriction PD	Bonus	P TRAIT
21'-30'	1D3	2D3	17	+12
31'-40'	1D3+1	2D3+1	19	+36
41'+	2D3	3D3	22	+72

Snake, Coral

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Elapid)

Habitat: Exterior /Earth, Vagaard

Size: 0.1xhuman-size
(2'-3' L)

Number Appearing: 1 or 4-12

Modes & Rates of Movement:

Slither: 30 yds/BT

Rush: 60 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1 point+Poison*	0

* Poison: STR 40 (delivered 40/40/20 in 2 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 8

P: 12, WL: 9, CL: 10

MM: 4

MR: 4

PM: 6

PN: 6

MMCap: 2

MRCap: 2

PMCap: 2

PNCap: 2

MPow: 1

MRPow: 1

PMPow: 2

PNPow: 2

MSpd: 1

MRSpd: 1

PMSpd: 2*

PNSpd: 2*

* Multiply by 10 to find actual PMSpd and PNSpd, i.e., 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

Poisonous snakes are found all over the world. If this were a krait rather than a coral snake, the poison would be stronger and act in but 1 CT's time. The venom of this snake is sufficient for a maximum of 1 successful biting attack in any 1 hour time period. Note that a snake such as this will attack large creatures only if disturbed; they do not seek to molest humans.

The coral snake is tricolored with broad bands of red and black rings separated by narrower bright yellow rings. Its snout is completely black, the top of head has a transverse yellow band. The small, rounded head is hardly distinguishable from the neck and a cylindrical body. Secretive by nature, this kind of snake is rarely seen. It is most active on the surface in the spring and autumn, moving about in early morning and late afternoon.

Snake, Fer-de-Lance

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Pit Viper)

Habitat: Exterior /Earth, Amazonia, Vargaard

Size: .25xhuman-size
(8' L)

Number Appearing: 1 or 10-30 (10D3)

Modes & Rates of Movement:

Slither: 40 yds/BT

Rush: 80 yds/BT (1BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 70 (delivered 70/70/35 in 2 BT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 2

MRPow: 2

MMSpd: 1

MRSpd: 1

P: 28, WL: 21, CL: 25

PM: 14

PN: 14

PMCap: 5

PNCap: 5

PMPow: 4

PNPow: 4

PMSpd: 5*

PNSpd: 5*

* Multiply by 4 to find effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

The habitat of this serpent ranges from tropical Vargaard to Amazonia. It lives in forests as well as open country, wet and dry areas. The fer-de-lance is brown and gray, with velvety scales. A nest may contain 30 or more young (1' long with fully formed fangs).

Snake, Gaboon Viper

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Exterior Ærth, Afrik

Size: 0.25xhuman-size

Number Appearing: 1 or 3-30 (3D10)

Modes & Rates of Movement:

Slither: 30 yds/BT

Rush: 60 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+Poison*	0

* Poison: STR 60 (delivered 60/60/30 in 4 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 28, WL: 21, CL: 25

PM: 14

PN: 14

PMCap: 5

PNCap: 5

PMPow: 4

PNPow: 4

PMSpd: 5*

PNSpd: 5*

* Multiply by 4 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

This Afrikkan snake is a true viper, as opposed to those with heat-sensing pits between their eyes. It has a broad gray, triangular head, and a thick body with a short tail. The coloration of a Gaboon viper is made up of gray and brown triangular markings along their sides. The deadly venom of this snake is neuro- and cardio-toxic, affecting both the blood and nervous systems of its targets. Neutralization of this toxin requires double treatment because of the dual poison concerned.

Snake, King Cobra

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Elapid)

Habitat: Exterior Ærth, Afrik, Azir

Size: 0.5xhuman-size

(Azirian specimens to c. 20' length!)

Number Appearing: 1 or 3-18 (3D6)

Modes & Rates of Movement:

Slither: 90 yds/BT

Rush: 180 yds/CT (1 CT only)

Climb: 3 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+Poison*	0
Spit (10' range)	30	Special	Poison*	0

* Poison: STR 60 (delivered 60/60/30 in 1 AT delays)



Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 12

MM: 6

MMCap: 3

MMPow: 1

MMSpd: 2

MR: 6

MRCap: 3

MRPow: 1

MRSpd: 2

P: 44, WL: 33, CL: 39

PM: 20

PMCap: 8

PMPow: 4

PMSpd: 8*

PN: 24

PNCap: 10

PNPow: 4

PNSpd: 10*

* Multiply by 2 to find actual PMSpd of 16 and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The broad flattened head covered by large, symmetrical plates allows the cobra (*Ophiophagus hannah*) to spread open a "hood" when it is aroused. The snake has smooth scales which cover its body, these scales being tan, olive-brown, or black, with or without numerous light crossbands. Bands are clearly visible on young specimens. The belly is cream or yellowish with various dark markings. The king cobra is the largest living venomous snake.

Although this reptile is fast, agile, and active almost only by day when people are abroad, it is generally not seeking victims other than snakes, its principal prey. It is a sight hunter and a good climber and will follow prey into trees without hesitation. Despite its size, it is not particularly aggressive, and usually retreats when disturbed. If pressured, it will "hood" and strike.

This listing also applies to the Egyptian (*Naja haje*) and Azirian (*Naja naja*) Cobra species as well. Lower Poison STR to 50, however, for both.

Snake, Krait

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Elapid)

Habitat: Exterior /Earth, Azir

Size: 0.25xhuman-size

(4-7' L)

Number Appearing: 1 or 7-12 (1D6+6)

Modes & Rates of Movement:

Slither: 30 yds/BT

Rush: 60 yds/BT (1BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1 point*	0 (1)**

* Poison: STR 90 (delivered 90/90/45 in 1 CT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 8

MM: 4

MMCap: 2

MMPow: 1

MMSpd: 1

MR: 4

MRCap: 2

MRPow: 1

MRSpd: 1

P: 24, WL: 18, CL: 21

PM: 8

PMCap: 4

PMPow: 2

PMSpd: 4*

PN: 14

PNCap: 6

PNPow: 2

PNSpd: 6*

* Multiply by 4 to find effective PMSpd 16 and PNSpd of 24.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

The deadly krait has a small flat head, and smooth glossy scales with wide yellow and black bands. Most prefer a forest habitat, but some varieties live in open terrain, grassy fields, and meadows near streams or pools. This serpent is active at night. Is not aggressive, but if molested, will strike. Because kraits have a highly toxic venom, many people are slain each year by coming too close to them.

Snake, Mamba

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Exterior /Earth, Afrik

Size: 0.5xhuman-size

(6'-14' L)

Number Appearing: 1 or 20-70 (10D6+10)

Modes & Rates of Movement:

Slither: 50 yds/BT

Rush: 100 yds/BT (1 BT only)

Initiative Modifiers: Human Standard



Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 3 and —/34/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+Poison*	0

* Poison: STR 50 (delivered 50/50/25 in 2 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 40, WL: 30, CL: 36

MM: 10

MR: 10

PM: 18

PN: 22

MMCap: 4

MRCap: 4

PMCap: 8

PNCap: 9

MMPow: 3

MRPow: 3

PMPow: 2

PNPow: 4

MMSpd: 3

MRSpd: 3

PMSpd: 8*

PNSpd: 9*

* Multiply by 2 for effective PMSpd 16 and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

The mamba of Afrik has a long narrow head and a slender body covered with smooth glossy scales. Dark gray (almost black) is the most common coloration, although some varieties range to a light brown. These snakes are terrestrial, active by day, and highly aggressive. One will deliver repeated bites to a victim.

Snake, Puff Adder

Illustration: Page 98

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Exterior /Erth, Afrik

Size: 0.25xhuman-size
(2'-6' L)

Number Appearing: 1

Modes & Rates of Movement:

Slither: 30 yds/BT

Rush: 60 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+Poison*	0

* Poison: STR 40 (delivered 40/40/20 in 3 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 24, WL: 18, CL: 21

MM: 10

MR: 10

PM: 11

PN: 13

MMCap: 4

MRCap: 4

PMCap: 4

PNCap: 5

MMPow: 3

MRPow: 3

PMPow: 3

PNPow: 3

MMSpd: 3

MRSpd: 3

PMSpd: 4*

PNSpd: 5*

* Multiply by 4 for effective PMSpd 16 and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

The puff adder is another of the deadly venomous snakes inhabiting the Afrikkan savannahs, grasslands, scrub, and forests. Active at twilight and at night, they lie in wait to ambush prey. Their movement is slow and lazy—suited to their thick, bulky body, which is colored in shades of brown with V-shaped crossbands. The fangs of their triangular head deliver a bite of mixed neuro- and cardio-toxic venom. Thus, to neutralize their poison, double measures must be taken.

Snake, Rattle

Illustration: Page 98

Identifier: Animal, Reptilia, Squamata, Serpentes (Pit Viper)

Habitat: Exterior /Erth, Vargaard

Size: .25xhuman-size

Number Appearing: 1 or 10-30 (10D3)

Modes & Rates of Movement:

Slither: 40 yds/BT

Rush: 80 yds/BT (1 BT only)

Initiative Modifiers: Human Standard



Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 30 (delivered 30/30/15 in 4 BT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

P: 28, WL: 21, CL: 25

MM: 5

MR: 5

PM: 14

PN: 14

MMCap: 2

MRCap: 2

PMCap: 5

PNCap: 5

MMPow: 2

MRPow: 2

PMPow: 4

PNPow: 4

MMSpd: 1

MRSpd: 1

PMSpd: 5*

PNSpd: 5*

*Multiply by 4 to find effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

This is a catch-all listing to cover such varied animals as the copperhead and the diamondback and sidewinder rattlesnakes. Habitat varies from woodland through prairie and plains to the desert (sidewinder). All are pit vipers, and in most cases they deliver a warning through nervous tail movement which causes a rattling sound before striking. Each can strike up to three times in an hour and deliver toxin before exhausting poison sacs. Note that the most common eastern pit viper is the copperhead, but it has venom of only one-half indicated STR.

Snake, Sea

Illustration: Page 174

Identifier: Animal, Reptilia, Squamata, Serpentes

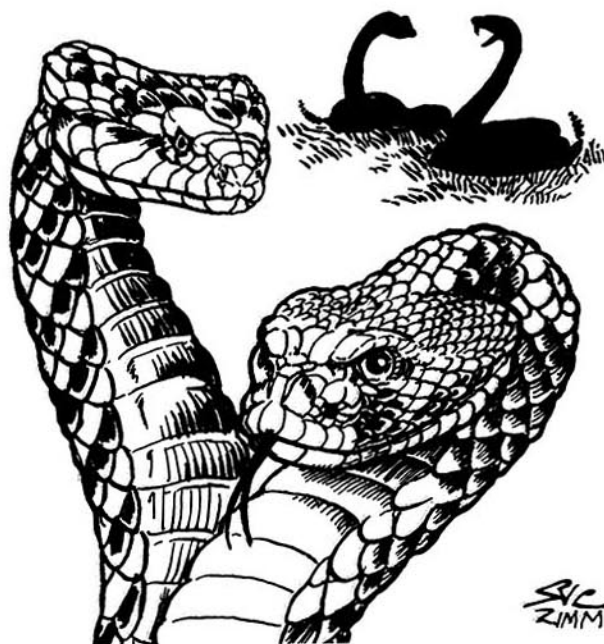
Habitat: Exterior /Earth Marine Fauna

Size: 0.25xhuman-size
(2'-6' L)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Swim: 120 yds/BT



Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	1D2+Poison*	0

* Poison: STR. 100 (delivered 100/100/50 in 2 AT intervals)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 24, WL: 18, CL: 21

MM: 10

MR: 10

PM: 11

PN: 13

MMCap: 4

MRCap: 4

PMCap: 4

PNCap: 5

MMPow: 3

MRPow: 3

PMPow: 4

PNPow: 4

MMSpd: 3

MRSpd: 3

PMSpd: 3

PNSpd: 4

Multiply by 4 to find effective PMSpd of 12 and PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	*	0	4	0
Super	0	0	0	*	0	3	0
Vital	0	0	0	*	0	2	0
Non	0	0	0	*	0	1	0
Average	0	0	0	*	0	2	0

* Animal in water = invulnerable



Commentary & Description:

Sea snakes include all the various species of poisonous marine snakes which inhabit the tropical seas and oceans of Ærth. Fortunately, despite their deadly poison, these colorful reptiles are quite docile and nonaggressive. One would virtually have to grasp and harm such a creature to cause it to bite, for their interest is only in small prey such as fish which constitute their normal diet. Of course, their heads are narrow and mouth small, so biting large targets is difficult. Tales have been bandied about of sea snake curiosity, a most reptilian trait. Reputable sages discount these stories.

Snake, Spitting Cobra

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Elapid)

Habitat: Exterior Ærth, Afrik, Azir

Size: 0.25xhuman-size

Number Appearing: 1

Modes & Rates of Movement:

Slither: 90 yds/BT

Rush: 18 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+Poison*	0
Spit (10' range)	30	Special	Poison**	0

* Poison: STR 50 (delivered 50/50/25 in 1 AT delays)

** Poison one-half STR but permanently blinds target victim in 1 CT's duration unless a successful Avoidance, Physical roll is made.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 12

MM: 6

MMCap: 3

MPow: 1

MMSpd: 2

MR: 6

MRCap: 3

MRPow: 1

MRSpd: 2

P: 32, WL: 24, CL: 28

PM: 16

PMCap: 6

PMPow: 6

PMSpd: 4*

PN: 16

PNCap: 6

PNPow: 5

PNSpd: 5*

* Multiply by 4 to find effective PMSpd 16 and PNSpd 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Spitting cobras (*Naja nigricollis*) can strike with their fangs or squirt their venom as far as 10 feet, doing so with considerable accuracy. In most respects, these snakes are similar to other cobras, being not particularly aggressive in regards to nonprey animals unless they perceive a threat in such. When disturbed these snakes will "hood" and strike or spit, of course.

Snake, Water Moccasin

Illustration: Page 178

Identifier: Animal, Reptilia, Squamata, Serpentes (Pit Viper)

Habitat: Exterior Ærth, Vargaard

Size: .25xhuman-size

Number Appearing: 1 or 10-30 (10D3)

Modes & Rates of Movement:

Slither: 40 yds/BT

Rush/Swim: 80 yds/BT (1 BT only for rush)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 20 (delivered 20/20/10 in 4 BT delays)

** The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

MM: 5

MMCap: 2

MPow: 2

MMSpd: 1

MR: 5

MRCap: 2

MRPow: 2

MRSpd: 1

P: 28, WL: 21, CL: 25

PM: 14

PMCap: 5

PMPow: 4

PMSpd: 5*

PN: 14

PNCap: 5

PNPow: 4

PNSpd: 5*

* Multiply by 4 to find effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0



Commentary & Description:

The water moccasin, or cottonmouth, is a semi-aquatic snake dwelling in the warm temperate to semi-tropical portions of Vargaard. Water moccasins are territorial, and if disturbed the snake can be quite aggressive. Because they are quite at home in the water, these snakes can be a danger to those in boats or canoes, for they will aggress and enter such craft. Because they have relatively weak venom, few humans find the bites of these reptiles to be fatal.

Squid, Giant

Illustration: Page 174

Identifier: Animal, Mollusc, Cephalopoda, Decapod

Habitat: Exterior /Earth Marine Fauna

Size: 24xhuman-size

(110'200' L.)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 70 yds/BT

Burst (backwards): 350 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/7/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	C	5D3	20
Whips (x2) or	40	B & C	3D3	20
Constrict (x4)	25	B/I*	1D3	20
Ink	60	Special	See below	0

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+1D6/10'L. over 110)

M (Cunning): 20

P: 430, WL: 322, CL: 387

MM: 10

MR: 10

PM: 230

PN: 200

MMCap: 4

MRCap: 4

PMCap: 102

PNCap: 98

MMPow: 3

MRPow: 3

PMPow: 32

PNPow: 30

MMSpd: 3

MRSpd: 3

PMSpd: 96*

PNSpd: 72*

* Divide by 24 to get effective PMSpd of 4 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	16	0	0	32	0
Super	6	6	12	0	0	24	0
Vital	4	4	8	0	0	16	0
Non	2	2	4	0	0	8	0
Average	5	5	10	0	0	20	0

Commentary & Description:

Squids are marine life forms that are similar to the octopus, but are more aggressive. These cephalopods have eight tentacles plus a pair of longer ones with spatulate end portions, and these special members are called "whips." Also similar to the octopus, the squid's tentacles, including whips, have suckers, but those of the squid also include a claw-like growth which wounds and holds fast prey. Giant creatures of this sort can have suckers almost two feet in diameter. Finally, the long, tapered body portion of the squid has a tough hide protecting it. While smaller ones are often found at or near the surface, hunting for fish and small prey, the great squids inhabit the depths seeking vast life forms to devour. Who knows what titanic battles have taken place in the lightless waters far below when the mighty sperm whale has encountered a giant squid?

Stag (Giant Deer)

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Exterior /Earth, /Europa, Azir;

Interior /Earth, Outer Band, Northern Region

Size: 6xhuman-size

(10' L; 6' T; up to 1600#)

Number Appearing: 1 or 2-6 (2D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT and 36 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Antlers	20	P	2D6*	16
Forehoof	25	C/B	1D3	16
Trample	10	B/I**	2D3	16

* Double Base damage if charging and striking opponent.

** No bonus and Blunt Physical damage only unless the opponent is under 2' tall or else low/prone so as to be subject to full force and weight, in which case damage is Impact and bonus is added. Impact damage cannot be absorbed by any type of armor except Full Plate armor.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 250, WL: 187, CL: 225

PM: 125

PN: 125

PMCap: 49

PNCap: 49

PMPow: 28

PNPow: 28

PMSpd: 48*

PNSpd: 48*

* Divide by 6 for effective PMSpd of PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

This animal is an evolved deer which is known on Earth as the now-extinct "Irish Deer" or "Irish Elk" (*Neomegaloceros*). While it is rare in most parts of Æropa, there are still numbers of them in the northern forests of Azir. Its antlers spread nearly 11', and it is about the size and weight of a moose. All male stags have the impressive palmate antlers, with points of varying length, each year of life adding to the size of these weapons.

Stags are shy and generally avoid confrontation by fleeing, save during the rut when males become very territorial and aggressive.

These animals have a varied habitat, though they are primarily found in woodland or forest areas. Their coat is coarse and brown to tawny in color.

Swine, Boar

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Suid

Habitat: Exterior Ærth, Æropa, Azir, Vargaard

Size: 2xhuman-size

(5+ L; 3+ T; 250-500#)

Number Appearing: 1 or 2-4 (1D3+1) or 5-30 (5D6)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 280 yds/BT and 35 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D3	10
Tusks	40	C	2D3*	10

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 30

MM: 15

MR: 15

MMCap: 6

MRCap: 6

MMPow: 5

MRPow: 5

MMSpd: 4

MRSpd: 4

P: 180, WL: 135, CL: 162

PM: 90

PN: 90

PMCap: 38

PNCap: 38

PMPow: 22

PNPow: 22

PMSpd: 30* PNSpd: 30*

* Divide by 2 to find effective PMSpd and PNSpd of 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

Wild swine are generally found in woodland habitat. The coat of a great boar is coarse, bristly, and brownish to black and tends to turn gray with age. The upper canines form distinctive tusks, or tushes, which curve outward and upward. The lower canines are extremely sharp from rubbing against the uppers. When enraged, swine will champ their teeth, threatening and at the same time sharpening these wicked weapons.

These are very hardy, powerful, and clever animals which are basically herbivorous but can adapt easily to an omnivorous diet.

Boars, especially lone old ones, are very aggressive, even more especially so are females with young (which range up to 10 or more in number).

Swine, Forest Giant

Illustration: Page 172

Identifier: Animal, Mammalia, Artiodactyla, Suid

Habitat: Exterior Ærth, Afrik

Size: 3xhuman-size

(5+ L; 3.5+ T; 350-650#)

Number Appearing: 1 or 2-4 (1D3+1) or 4-20 (4D5)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run/Charge: 225 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard



Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Poison not deeply insinuated.

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D6	13
Tusks	45	C	2D3*	13 (14)**

* Double PD if charging and striking

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 24	P: 220, WL: 165, CL: 198
MM: 12	MR: 12
MMCap: 4	MRCap: 4
MMPow: 4	MRPow: 4
MMSpd: 4	MRSpd: 4
PM: 110	PN: 110
PMCap: 49	PNCap: 49
PMPow: 25	PNPow: 25
PMSpd: 36*	PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

See the listing above for *Swine*, *Boar* for this data.

Swine, Peccary

Illustration: See right

Identifier: Animal, Mammalia, Artiodactyla, Tayassuid

Habitat: Exterior /Earth, Amazonia, Vargaard (extreme south)

Size: 0.5xhuman-size

(3.3' L, 1.8' T; up to 66#)

Number Appearing: 12-22 (2D6+10) (40%), 14-50 (4D10+10) (40%), or 100-300 (20%)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 35 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D3+3	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 16	P: 60, WL: 45, CL: 54
MM: 7	MR: 9
MMCap: 3	MRCap: 4
MMPow: 2	MRPow: 3
MMSpd: 2	MRSpd: 2
PM: 32	PN: 28
PMCap: 15	PNCap: 13
PMPow: 10	PNPow: 9
PMSpd: 7*	PNSpd: 6*

* Multiply by 2 for effective PMSpd of 14 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0





Commentary & Description:

Peccaries gather in groups of varying size depending on species and conditions. They resemble the Suidae (swine) family, but their tail is vestigial, and hind feet are 3-toed rather than 4-toed. The coat of a peccary is bristly, blackish, and has a yellowish white band or collar on the shoulders. On the back there is a glandular area that secretes an oily substance with a strong smell of musk. This is used to mark territory, as herds of these animals stake out and defend areas. These creatures are omnivores but prefer seeds, nuts, roots and so forth as food. They aren't particularly aggressive, but will fight when forced to defend themselves. If surprised, the herd will typically scatter as they send forth grunts signaling alarm, while one adult individual confronts the predator to allow the others to escape. However, if angered and threatened, a herd will attack, savagely biting and fearlessly continuing, until their foe is routed. Peccaries have been known to tree jaguars and keep them so cornered for days on end.

There have been reports of giant peccaries, twice the size of normal ones, forest-dwelling herds numbering 4-12, whose statistics are exactly twice normal (except armor which is as shown), and thus with Physical attack damage figures of 4D3 and a bonus of 8.

Swine, Warthog

Illustration: See below

Identifier: Animal, Mammalia, Artiodactyla, Suid

Habitat: Exterior /Earth, Afrik

Size: 1xhuman-size

(3.3' L; 2'-2.5' T; 170-220#)

Number Appearing: 4-6 (1D3+3) or 16-24 (2D5+14) in herd

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 35 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/22/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D3+1	6
Tusks	30	P	2D3	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 100, WL: 75, CL: 90

MM: 5

MR: 5

PM: 54

PN: 46

MMCap: 2

MRCap: 2

PMCap: 24

PNCap: 20

MMPow: 1

MRPow: 1

PMPow: 18

PNPow: 16

MMSpd: 2

MRSpd: 2

PMSpd: 12

PNSpd: 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

While the young are pinkish, the coloration of adult warthogs is blackish, brownish, or grayish. The hide of these animals is almost hairless, with only a few hairs present on the cheeks and on the back

where they form a mane. Their tufted tails are long, and are carried in a distinctive vertical position when the animals are moving. A warthog's head is disproportionately large and has two pair of warts. The tusks form a semicircle between them, pointing forward and upward. Their lower canines are extremely sharp.

Warthogs typically gather in small family groups, but several families will band together temporarily to form larger herds. They are strictly vegetarian, and can often be seen grazing in a kneeling position characteristic of the species.





Tapir

Illustration: Page 171

Identifier: Animal, Mammalia, Perissodactyla, Tapirid

Habitat: Exterior /Erth, Amazonia, Azir (extreme southeast), Vargaard (extreme south)

Size: 3xhuman-size
(6.5' L; 500-660#)

Number Appearing: 1 or 2

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run: 280 yds/BT (1 BT only)

Swim: 70 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D3	7
Trample*	15	B/I**	2D6	7

* Applicable only when opponent is at the tapir's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

** Impact damage if charging. Impact damage cannot be absorbed by any type of armor except Full Plate armor

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 160, WL: 120, CL: 144

MM: 5

MR: 5

PM: 80

PN: 80

MMCap: 2

MRCap: 2

PMCap: 40

PNCap: 40

MMPow: 1

MRPow: 1

PMPow: 19

PNPow: 19

MMSpd: 2

MRSpd: 2

PMSpd: 21*

PNSpd: 21*

* Divide by 3 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This mostly nocturnal herbivore is mainly solitary, but sometimes lives in pairs. The forward part of the body and hind legs are black, the rest of the body is white. Young tapirs are brown with longitudinal white markings. The hide is not thick and is covered by just a few scattered hairs. Tapirs have a tail that is no more than a large stump. The nose is extended as a short proboscis.

Tapirs live only in the thickest part of the forest, where they can move about at considerable speed and with very little difficulty. They will often follow the same tracks for years. These creatures need water nearby, and like to remain submerged for hours on end.

Tapirephant

Illustration: Page 170

Identifier: Animal, Mammalia, Astrapothere, *Astrapotheriid*

Habitat: Exterior /Erth, Amazonia

Interior /Erth, Outer Band, Southern Region

Size: 12xhuman-size

(9+ L, 4,000#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Walk/Trot: 50 yds/BT and 100 yds/BT

Run/Charge: 150 yds/BT and 200 yds/BT (1 BT only)

Swim: 50 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks	25	P	2D3	18
Trunk	15	B	1D3	18
Trample*	10	B/I**	4D6*	18

* Plus 4D6 Impact Physical damage applicable only when an opponent is at the tapirephant's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

** Impact damage if charging. Impact damage cannot be absorbed by any type of armor except Full Plate armor

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 280, WL: 210, CL: 252

PM: 150 PN: 130

PMCap: 60 PNCap: 64

PMPow: 30 PNPow: 18

PMSpd: 60* PNSpd: 48*

* Divide by 12 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0	0	20	0
Super	3	6	12	0	0	15	0
Vital	2	4	8	0	0	10	0
Non	1	2	4	0	0	5	0
Average	2	5	10	0	0	12	0

Commentary & Description:

The tapirephant is an evolved Astrapotherium—a weird looking herbivore of near elephant size with a tapir-like body and a short, elephantine proboscis. Tapirephants have a long, low body with relatively weak back and legs. The feet of this largely aquatic animal are small and plantigrade.

The head of the tapirephant is short, with a dome over its forehead. The canine teeth form four tusks, and it uses these or a slap from its short trunk to attack and defend itself from attacking predators.

Tiger

Illustration: Pages 165 and 171

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Ærth, Azir

Size: 3xhuman-size

(5'-9' L; 600#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Stalk: 50 yds/BT*

Walk/Trot: 110 yds/BT and 165 yds/BT

Run/Charge: 220 yds/BT and 330 yds/BT (1 BT only)

Climb: 50 yds/BT

Swim: 55 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks

Attacks	BAC	Damage Type	Base	Bonus
Foreclawsx2	40	C	2D3	18
Bite	55	P	2D6+2	18 (21)**
Rake	*	C	3D3	18

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold, and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 30

MM: 13

MMCap: 5

MMPow: 4

MMSpd: 4

MR: 17

MRCap: 6

MRPow: 6

MRSpd: 5

P: 280, WL: 210, CL: 252

PM: 142 PN: 138

PMCap: 56 PNCap: 56

PMPow: 30 PNPow: 26

PMSpd: 56* PNSpd: 56*

* Divide by 3 for effective PMSpd and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Tigers are silent, fast, and deadly, the Siberian and big male Bengal ones the largest of the great predator cats of the outer surface of Ærth. They are found from the frozen tundras to the tropical rain forests of Azir. The usual ones are easily recognizable by their orange coat and black stripes. There are, however, pale, almost white ones, and some very dark. In harsh climates, a tiger can accumulate up to 2 inches of fat below its skin.

Essentially solitary, tigers hunt by night, lying in ambush in order to strike when the prey is off-guard. Thus, they typically attack the back of their intended victim. Tigers have a clearly staked-out territory of up to 400 square miles that they patrol regularly. They are agile and swim well.

The Shrivjavian sub-species tends to be the smallest of tigers, males weighing only around 350 or so pounds. For such animals, reduce P TRAIT by 30 and remove Bite Physical damage addition of +2, but otherwise treat the animal the same.



Tiger, Dagger-Toothed

Illustration: Page 107

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Exterior /Erth, Amazonia (extreme north), Vargaard (south)
Interior /Erth, Outer Band, Northern Region

Size: 2xhuman-size
(6'-8' L; 325-450#)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Stalk: 50 yds/BT*

Walk/Trot: 110 yds/BT and 165 yds/BT

Run/Charge: 220 yds/BT and 330 yds/BT (1 BT only)

Climb: 25 yds/BT

Swim: 50 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/30/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Foreclawsx2	35	C	2D3	12
Bite	50	P	4D3	12 (14)**
Hindclaws rake*	40	C	4D3	12

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 100

PMCap: 46

PMPow: 24

PMSpd: 30*

PN: 100

PNCap: 43

PNPow: 27

PNSpd: 30*

* Divide by 2 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This creature is an evolved Machairodi, a great cat sized larger than a big jaguar but not as large as a lion. It is a long-toothed cat, with four-inch-long upper canines. Its coloration is that of a sabre-toothed tiger, though the coat is slightly more pale and the stripes are much thinner. It has a ferocious disposition, and is quite adept with its long fangs. It hunts forests and scrub but dislikes open terrain.

Tiger, Pike-Toothed

Illustration: Page 181

Identifier: Animal, Mammalia, Marsupialia, Thylacosmilid

Habitat: Exterior /Erth, Amazonia

Size: 3xhuman-size
(8'-10' L; 650#)

Number Appearing: 1

Modes & Rates of Movement:

Stalk: 50 yds/BT*

Walk/Trot: 110 yds/BT and 165 yds/BT

Run/Charge: 220 yds/BT and 330 yds/BT (1 BT only)

Climb: 20 yds/BT

Swim: 50 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/22/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Foreclawsx2	35	C	2D3	14
Bite	45	P	4D3+4	14 (15)**
Hindclaws rake	*	C	4D3	14

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold, and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Toradillo



Illustration: Page 170

Identifier: Animal, Mammalia, Edentate, Glyptodont

Habitat: Exterior Ærth, Magmur

Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(12' L; 4'-5' T)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 30 yds/BT and 60 yds/BT

Run: 90 yds/BT (1 BT only)

Burrow: 3 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 29

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	15	C	2D3	20
Bite	5	P	1D3	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 230, WL: 172, CL: 207

PM: 120 PN: 110

PMCap: 56 PNCap: 62

PMPow: 32 PNPow: 24

PMSpd: 32* PNSpd: 24*

* Divide by 6 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	48	12	12	60	4
Super	30	30	36	9	9	45	3
Vital	20	20	24	6	6	30	2
Non	10	10	12	3	3	15	1
Average	25	25	30	7	7	37	2

Commentary & Description:

The toradillo is an herbivorous creature of massive size which somewhat resembles an armadillo of giant size. However, the toradillo possesses a heavier carapace rather like a turtle's shell and a club-ended tail which it can employ in self defense. This very heavy creature prefers marshy areas and utilizes its trunk-like proboscis to feed on water plants and nearby vegetation.

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 100

PMCap: 41

PMPow: 26

PMSpd: 33*

PN: 100

PNCap: 41

PNPow: 26

PNSpd: 33*

* Divide by 3 for effective PMSpd and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The pike-toothed tiger is an adapted thylacosmilus—marsupial cat of lion-like size and disposition, with canine teeth larger than those of the sabre-toothed tiger. It isn't as strong as that true feline, though, nor quite as fierce. However, in their Amazonian habitat these animals have managed to adapt and survive as principal predators.



Turtle

Illustration: Page 174

Identifier: Animal, Reptilia, Chelonian, Testudinid

Habitat: Exterior /Earth Marine Fauna

Size: 1xhuman-size
(5'-7' Shell; to 350#)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 15 yds/BT

Swim: 90 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	3D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5 MR: 5 PM: 60 PN: 50

MMCap: 2 MRCap: 2 PMCap: 25 PNCap: 20

MMPow: 1 MRPow: 1 PMPow: 20 PNPow: 15

MMSpd: 2 MRSpd: 2 PMSpd: 15 PNSpd: 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	16	20	0	0	20	0
Super	12	12	15	0	0	15	0
Vital	8	8	10	0	0	10	0
Non	4	4	5	0	0	5	0
Average	10	10	12	0	0	12	0

Commentary & Description:

These large and graceful marine creatures are found in nearly all of the Exterior seas, and feed on jellyfish and sea grass. They have thick shells, strong flippers and powerful round jaws.

Turtle, Snapping

Illustration: Page 170

Identifier: Animal, Reptile, Chelonian, Testudinid

Habitat: Exterior /Earth, Amazonia, Vargaard

Size: 0.25xhuman-size to 2'L.; 0.5xhuman-size 2.5'; 1xhuman size 3+
(1'-3+ L., up to 100+ #)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 15 yds/BT

Swim: 50 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	C/P	2D3	0
Bite*	35	C/P	2D3+2	2
Bite**	45	C/P	3D3+3	4 (5)†

* Specimen of 2.5' length

** Specimen of 3' or greater

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+12 P TRAIT for each .5' over 1.5' L)

M (Cunning): 10

P: 36, WL: 27, CL: 32

MM: 5 MR: 5 PM: 19 PN: 17

MMCap: 2 MRCap: 2 PMCap: 8 PNCap: 7

MMPow: 1 MRPow: 1 PMPow: 8 PNPow: 6

MMSpd: 2 MRSpd: 2 PMSpd: 3* PNSpd: 4*

* Multiply by 4 for effective PMSpd of 12 and PNSpd of 16.

Armor Scheme:



Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	16	0	0	16	0
Super	9	9	12	0	0	12	0
Vital	6	6	8	0	0	8	0
Non	3	3	4	0	0	4	0
Average	7	7	10	0	0	10	0

Commentary & Description:

The solitary, lurking alligator snapping turtle is the principal sort actually considered here. Although unlikely to attack an active human, these reptiles are dangerous, for once they close their jaws they will not release their hold until dead. Large ones might be a threat to an unwary person.

Walrus

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Odobenid (Alvucus)

Habitat: Exterior /Erth, North Polar

Interior /Erth, Outer Band, Northern Region

Size: 12xhuman-size

(12' L; up to 2,750#)

Number Appearing: 50-100 ((1D4+4)x10)

Modes & Rates of Movement:

Crawl: 20 yds/BT

Swim/Burst: 200 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	3D6	12
Body slam	20	B/I*	4D6	12

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 150 PN: 150

PMCap: 78 PNCap: 78

PMPow: 24 PNPow: 24

PMSpd: 48* PNSSpd: 48*

* Divide by 12 for effective PMSpd and PNSSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

The walrus has stiff whiskers on its snout, and a thin brown coat (with bare skin in older individuals). All walruses have an insulating fat layer 2"-3" thick. The upper canines form tusks up to 3 feet long, over 1' on average.

This marine mammal is gregarious and lives in large groups. While they will usually flee if attacked, bulls have been known to attack boats during mating season, when they are establishing territory. A cow, in particular, will vigorously defend her young, though this would indicate that an intruder has actually gone near the calves.

Walrus, Antarctic

Illustration: Page 166

Identifier: Animal, Mammalia, Carnivora, Odobenid, Alvucus

Habitat: Exterior /Erth, South Polar

Interior /Erth, Outer Band, Southern Region

Size: 12xhuman-size

Number Appearing: 50-100 ((1D6+4)x10)

Modes & Rates of Movement:

Crawl: 20 yds/BT

Swim/Burst: 200 yds/BT and 30 yds/CT (1CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	3D6	12
Body slam	30	B/I*	4D3	12

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10	P: 280, WL: 210, CL: 252
MM: 5	MR: 5
MMCap: 2	MRCap: 2
MMPow: 1	MRPow: 1
MMSpd: 2	MRSpd: 2
PM: 140	PN: 140
PMCap: 68	PNCap: 68
PMPow: 24	PNPow: 24
PMSpd: 48*	PNSpd: 48*

* Divide by 12 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

Other than noting the somewhat reduced Physical damage potential from this animal's shorter tusks (maximum 2.25' length), the reader is referred to Walrus, above.

Whale

Illustration: Page 174

Identifier: Animal, Mammalia, Cetacean, var.

Habitat: Exterior /Earth Marine Fauna

Size: 24xhuman-size

(80'-100' L ; 286,000#)

Number Appearing: 1, 1-3 (1D3), 2-12 (2D6), or 5-50 (5D10)

Modes & Rates of Movement:

Swim/Burst: 180 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 25

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite†	60	P*	5D6+5	36 (40)†††
Smash††	20	B/I**	10D††	36
Capsize	***			

* Any prey up to and including 12xhuman-sized can be swallowed after sustaining damage.

** Impact damage cannot be absorbed by any type of armor in this case, including Full Plate armor.

*** Chance to capsize boat/ship by size: Large—65%/0%; Medium—80%/0%; Small 95%/10%.

† Sperm whales only.

†† If body/head, 10D10, if tail or head ram, 10D6.

†††The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 20	P: 950, WL: 712, CL: 855
MM: 10	MR: 10
MMCap: 4	MRCap: 4
MMPow: 3	MRPow: 3
MMSpd: 3	MRSpd: 3
PM: 520	PN: 430
PMCap: 328	PNCap: 238
PMPow: 48	PNPow: 48
PMSpd: 144*	PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	16	60	0*	16	80	40
Super	6	12	45	0*	12	60	30
Vital	4	8	30	0*	8	40	20
Non	2	4	15	0*	4	20	10
Average	5	10	37	0*	10	50	25

* Animal in water = invulnerable

Commentary & Description:

All the major sorts of whales are considered under this heading. Sperm whales are most likely to be encountered singly, although a pair with a calf of from 40% to 90% maturity might also be encountered. These whales eat many sorts of marine life forms, including even giant squid. The sperm whale is very large, and is dangerous if provoked.

For blue whales and their ilk, increase P TRAIT by 120.

For moderately large whales, reduce P TRAIT total by 60 to 100 points depending on size. These whales travel in groups of 2-12.

The smaller whales (reduce P TRAIT by 120 to 360 points) travel in groups (pods) of 30-50. Typical specimens will have bodies of grayish blue with paler spots. The tips and underside of fins are white. The dorsal fin is very small, and ventral grooves extend to the belly.

Most of these creatures are non-aggressive unless attacked, and then the largest sort are capable of capsizing even the largest of boats and even small ships.



Wolf

Illustration: Page 172

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Exterior /Erth, /Eropa, Afrik, Amazonia, Azir, Vargaard, North Polar

Interior /Erth, Outer Band, Northern Region

Size: 0.5 to 1xhuman-size

(4' L; 40-175#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run: 400 yds/BT

Dodging/Avoidance: 23 and —/54/—

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite*	50	P	2D3+2*	8 (10)**

* Due to the muscular jaws, a wolf's bite has a -10 on the Strike Location dice roll.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 26

P: 112, WL: 84, CL: 100

MM: 12

MR: 14

PM: 52

PN: 60

MMCap: 4

MRCap: 5

PMCap: 20

PNCap: 23

MMPow: 4

MRPow: 5

PMPow: 20

PNPow: 22

MMSpd: 4

MRSpd: 4

PMSpd: 12*

PNSpd: 15*

* Multiply by 2 to find actual PMSpd and PNSpd, i.e., 24/30.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This canine predator is similar in build to a dog, but wolves are typically larger, more able in the attack, and have a higher killer instinct. This species comprises the common, or timber, wolf, red wolf, painted wolf, maned wolf, and the arctic wolf. Most wolves are grayish in color, while the arctic wolf is white.

Wolves are powerful animals, with great endurance. They typically lair in caves or dig dens located in hilly or forested regions. They live in packs of 5-15 individuals based around a dominant pair and governed by strict domestic hierarchies for both sexes. Usually only one female per pack reproduces. Hunting is performed by the entire pack. Their preferred prey is large herbivores, elk, deer, and bison. The noted philosopher Marley Fowat has reported that the sub-arctic wolf is an accomplished mouser.

Sub-Arctic and plains species (Vargaard "buffalo wolves") are the largest, and adult males will typically exceed 150#.

Wolf, Shaggy

Illustration: Page 166

Identifier: Animal, Mammalia, Marsupialia, Dasyworld

Habitat: Exterior /Erth, South Polar

Size: 1xhuman-size

(5' L)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	4D3	6 (7)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 24 P: 128, WL: 96, CL: 115
 MM: 12 MR: 12 PM: 66 PN: 62
 MMCap: 4 MRCap: 5 PMCap: 30 PNCap: 26
 MMPow: 4 MRPow: 4 PMPow: 18 PNPow: 18
 MMSpd: 4 MRSpd: 3 PMSpd: 18 PNSpd: 18

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	4	0	0	8	0
Super	3	6	3	0	0	6	0
Vital	2	4	2	0	0	4	0
Non	1	2	1	0	0	2	0
Average	2	5	2	0	0	5	0

Commentary & Description:

This creature is an Antarctic version of the Thylacinus, which is actually a marsupial. They appear as a long-tailed, shaggy-coated wolf, with short grayish-brown fur and long sharp noses. The shaggy wolf lairs in caves and deep clefts in rocky terrain. Like all marsupials, they have abdominal pouches. The pouch, however, opens backward compared to other marsupials.

Wolf, Striped

Illustration: Page 171

Identifier: Animal, Mammalia, Marsupialia, Dasyorid

Habitat: Exterior /Erth, Magmur

Size: 1xhuman-size
 (5+ L 150-200+)

Number Appearing: 7-12 (1D6+6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	4D3	8 (9)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 24 P: 120, WL: 90, CL: 108
 MM: 12 MR: 12 PM: 60 PN: 60
 MMCap: 4 MRCap: 5 PMCap: 22 PNCap: 22
 MMPow: 4 MRPow: 4 PMPow: 20 PNPow: 20
 MMSpd: 4 MRSpd: 3 PMSpd: 18 PNSpd: 18

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

This predator is an evolved Thylacinus—a carnivorous marsupial wolfoid as large as a Great Dane dog and which hunts in packs. They have short grayish-brown fur with chocolate-brown stripes like a tiger. These carnivores have wolf-like faces with a long, sharp nose, and long, dog-like tails.

Wolverine (Glutton)

Illustration: Page 172

Identifier: Animal, Mammalia, Carnivora, Mustelid

Habitat: Exterior /Erth: /Eropa, Azir, Vargaard

Size: 0.5xhuman-size
 (3'-4' L; 40-50#)

Number Appearing: 1 or 2-6 (2D3)

Modes & Rates of Movement:

Walk/Trot: 84 yds/BT and 168 yds/BT

Run: 252 yds/BT

Climb: 40 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 7 and —/38/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	2D3	5
Bite	40	P	3D3	5

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 84, WL: 63, CL: 75

MM: 10

MR: 10

PM: 50

PN: 34

MMCap: 4

MRCap: 4

PMCap: 23

PNCap: 14

MMPow: 3

MRPow: 3

PMPow: 17

PNPow: 11

MMSpd: 3

MRSpd: 3

PMSpd: 10*

PNSpd: 9*

* Multiply by 2 for effective PMSpd of 20 and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The wolverine has a long, soft, dense coat of dark brown with a white mark on its forehead. Two broad yellowish stripes run from the animal's shoulders to its tail. Active day and night, wolverines are solitary unless a female is encountered with her 1-5 young.

These creatures are very agile, and can run at considerable speed. They are also good at swimming and climbing. A wolverine typically hunts small rodents, but also feeds on birds, frogs, and plant matter. It sometimes manages to catch larger prey such as reindeer. Its favorite hunting method is by ambush.

Once the animal gains a hold through a successful biting attack, it will not let go until it receives an Ultra-Vital hit or else has taken damage equal to its Critical Level. Meanwhile, its clamped-fast jaws continue to deliver damage with no need to determine success, only Strike Location multiplier additional damage. (Compare Amazonian Devil.)

Yak

Illustration: Page 166

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Azir

Size: 6xhuman-size

(8' L; 5' T to shoulder; 1200#)

Number Appearing: 1 or 10-12 (1D3+9)

Modes & Rates of Movement:

Walk/Trot: 70 yds/BT and 140 yds/BT

Run/Charge: 210 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	20	B/I*	2D6**	10
Trample***	10	B/I*	2D6	10

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Double PD if charging and striking

*** Applicable only when opponent is at the yak's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 240, WL: 180, CL: 216

MM: 5

MR: 5

PM: 110

PN: 130

MMCap: 2

MRCap: 2

PMCap: 46

PNCap: 58

MMPow: 1

MRPow: 1

PMPow: 22

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 42*

PNSpd: 48*

* Divide by 6 for effective PMSpd of 7 and PNSpd of 8.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 180, WL: 135, CL: 162

PM: 80 PN: 100

PMCap: 32 PNCap: 46

PMPow: 21 PNPow: 27

PMSpd: 27* PNSSpd: 27*

Commentary & Description:

The yak's dark brown coat is long, dense, and woolly. It has a broad and bulky head, with curved horns that grow from the side of the head. These horns are slender and pointed upward, often over 3' in length. Yaks are extremely nimble in the rocky terrain where they live, and so well adapted to cold, they cannot survive in a warmer climate. Females and young live in herds of 10-12 individuals, while males are solitary except during mating season.

Zebra

Illustration: See below

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Erth, Afrik, Azir

Size: 3xhuman-size

(6'-7' L; 4'-5' T at shoulder; 550-750#)

Number Appearing: 200-400 ((1D3+1)x100)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Canter: 270 yds/BT

Run/Charge: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D3	9
Kick (forehoof)	15	B/I*	1D6	9
Kick (hind hooves)	20	B/I*	2D6	9
Trample**	10	B/I*	3D6	9

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the zebra's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

It is interesting to note that the black and white striped coat is different on each individual zebra. This cousin to the horse grazes on short grass, eats leaves and shoots, and is always near a water supply. Zebras gather in large herds, often of several hundred animals, and these too then mix with other grazers such as wildebeests and antelopes. Fast runners, zebras remain in a close-knit group when fleeing. These creatures are incredibly difficult to domesticate.

Zebromega

See Mounts section





Albie ("Subterranean")

Illustration: Page 177

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(5.6' T; 150#)

Number Appearing: 5-15 (5D3); 300-900 in communities

Modes & Rates of Movement:

Walk: 74 yds/BT

Run: 222 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

All adult prime, active individuals have:

Appraisal at 32-50 (2D10+20)

Combat, Hand Weapons at 25 to 45 (5D5+20)

Combat, Hand Weapons, Missile at 35 to 55 (5D5+30)

Criminal Activities, Mental at 41-50 (1D10+40)

Criminal Activities, Physical at 43-55 (3D5 +40)

Hunting/Tracking at 25-45 (5D5+20)

Influence at 41-50 (1D10+40)

Subterranean Ærth at 51-60 (1D10+50)

Subterranean Orientation at 66-75 (1D10+65)

Zoology at 23-50 (3D10 +20)

Heka Users also have:

Dweomercraft Elemental at 23-50 (3D10+20) or

Dweomercraft, Gray at 35-60 (5D6+30)

Magick at Dweomercraft STEEP

Priestcraft, Shadowy Darkness at 33-60 (3D10+30)

Religion at Priestcraft STEEP

Additional K/S Areas/Sub-Areas & STEEP:

Conjuration at 26-35 (1D10+25)

Necromancy at 31-40 (1D10+30)

Sorcery at 26-30 (1D10+25)

Joss Factors: 1-10

Dodging/Avoidance: Assume 2 and 18/28/24 (or by individual)

Attractiveness: -1 on human norm scale

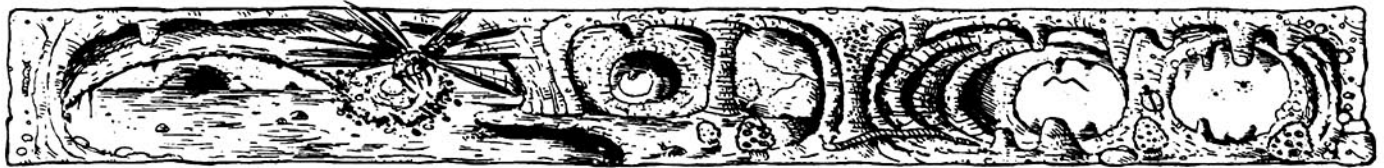
Invulnerabilities: Nil

Susceptibilities: Bright light blinds for D3 CTs after cessation.

Direct sunlight on exposed skin inflicts Physical damage of D3 per AT of exposure.

Average Armor Protection: 24 (Chain, Full) or 20 (Metal & Leather, Full)

Quirks: By individual only



Attacks	Ave. BAC	Damage Type	Base	Bonus
Short Sword	47	C	3D6	0 (2)*
Hand Crossbow	52	P	2D6	0 (3)*
Dagger	47	C/P	2D6	0 (2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers:

Sense Auras of Living Creatures
 Area of Effect: Centered on individual
 Delivered by: Gaze
 Range: M TRAIT in feet
 Time: 1 CT
 Duration: While concentrating
 Frequency: At will
 Description: With the exception that this power functions only for living creatures, it is otherwise the same as the *Aural Sight Cantrip*.

Statistical Detail:

Base Scheme (+/- 1D6 per ATTRIBUTE, +2 PN bonus)
 M: 60, EL: 48 P: 74, WL: 55, CL: 66 S: 80, EL: 64
 MM: 30 MR: 30 PM: 32 PN: 42 SM: 26 SP: 54
 MMCap: 12 MRCap: 11 PMCap: 12 PNCap: 16 SMCap: 10 SPCap: 20
 MMPow: 9 MRPow: 10 PMPow: 8 PNPow: 10 SMPow: 8 SPPow: 18
 MMSpd: 9 MRSpd: 9 PMSpd: 12 PNSpd: 16 SMSpd: 8 SPSPd: 16

Armor Scheme: Chainmail, Full

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Average	24	42	28	12	14	28	-22

Armor Scheme: Metal & Leather, Full

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Average	20	31	27	12	12	22	-13

Commentary & Description:

Albies, or "Subterraneans," as they call themselves, are pale human mercenaries who migrated from the surface world. They are quite neutral, and will deal with anyone who pays them well enough. These well-armed travellers often have several Heka-users in their small bands, and will usually be found escorting or bearing goods between the surface and subterranean regions.

Albies frequently dwell in the *Shallowshadow*, but they may be found in any of the other two regions. Rarely, a group of them will come to the surface, and then only when the sun is low or at night. Albie communities have a typical population range of 300-900.

They have normal Heka use and possess the following sensory abilities: FH, HH, SU, TH, XA. Their magick casting abilities are often in the following areas:

Dweomercraft (Gray and Elemental Schools)
 Priestcraft (Shadowy Darkness and Ethos of Balance)
 Conjuraton
 Necromancy
 Sorcery

Allmouth

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean Ærth

Size: 1xhuman-size

(2'-3' T; 4' diameter)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Crawl: 5 yds/BT

Initiative Modifiers: See below

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	2D6	2 (4)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D6)

M (Cunning): 0

P: 90, WL: 67, CL: 81

MM: 0

MR: 0

PM: 45

PN: 45

MMCup: 0

MRCup: 0

PMCap: 17

PNCap: 17

MMPow: 0

MRPow: 0

PMPow: 14

PNPow: 14

MMSpd: 0

MRSpd: 0

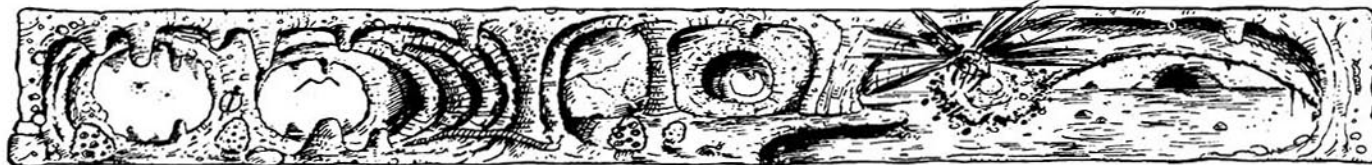
PMSpd: 14

PNSpd: 14

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable



Commentary & Description:

The allmouth is a large, slow predatory species of mobile bush. It resembles a stone-gray bear trap surrounded by a thick, concealing growth of cabbage-like leaves. They typically lurk in ambush scattered between larger bushes, where they await unwary prey.

Unless their intended prey is specifically searching for them, they gain automatically an Initiative modifier of -50 for determination of Natural Surprise. If they win the roll, they will snap shut with great strength clamping themselves onto the legs of their victims. Even if actively searched for, their camouflaging leaves provide them with a -25 modifier, and those searching for them may be attacked while moving aside the undergrowth.

The allmouth reproduces by budding, once every 10 months. The buds attach themselves to wandering creatures, then eventually fall off. They begin to grow where they fall, first subsisting off carrion or even dung; then, as they grow larger, live prey.

The allmouth uses the FV sense to detect the presence of living things within a range of about 100 feet.

Archerbush

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Erth

Size: 1xhuman-size

(4'-6' T; 3' diameter)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts 1D3 Physical damage points per CT of exposure.

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Missiles (2D6)	65	P	1D6	0 (5)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 60, WL: 45, CL: 54

MM: 0

MR: 0

PM: 30

PN: 30

MMCup: 0

MRCup: 0

PMCup: 12

PNCup: 12

MMPow: 0

MRPow: 0

PMPow: 9

PNPow: 9

MMSpd: 0

MRSpd: 0

PMSPd: 9

PNSpd: 9

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable

Commentary & Description:

These bushes have many thick, supple branches, sparse leaves, and small, pale buds of golden or purple hue. Interspersed along the branches are 6' long thorns, which are hard and very sharp. The archerbush has FV sensory capacity, and can detect movement within a 10' radius. Any creatures that come within this range are subject to up to 12 volleys of its needle-like missiles. Each volley contains 1-6 thorns, and these are fired in a tight vertical pattern. To determine the effects on targets which have been hit, first roll 2D6 to find the number of volleys fired, followed by a 1D6 damage roll for each one.

Armadillug

Illustration: Page 176

Identifier: Animal, Arthropoda, Insecta, Hemiptera

Habitat: Subterranean /Erth

Size: 0.25xhuman-size

(2'-3' L; 15-25#)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

Crawl: 88 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 25 and -/56/-

Attractiveness: Nil

Invulnerabilities: Nil

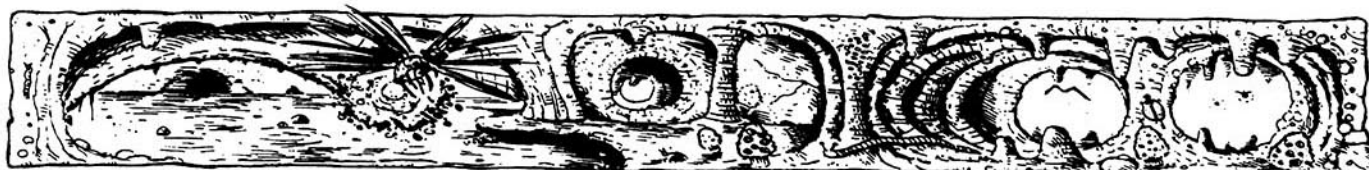
Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	1D3	0

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 44, WL: 33, CL: 39

PM: 22

PMCap: 8

PMPow: 7

PMSpd: 7*

PN: 22

PNCap: 8

PNPow: 7

PNSpd: 7*

* Multiply by 4, as the armadillug is 0.25xhuman sized, to find actual (comparative) Speeds—in this case a PMSpd and PNSpd of 28.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	4	4	20	0
Super	15	5	15	3	3	15	0
Vital	10	0	10	2	2	10	0
Non	5	5	5	1	1	5	0
Average	12	12	12	2	2	12	0

Commentary & Description:

This herbivorous species of insect exists throughout Subterranean Ærth. They are dark gray to black and are covered by bands of plated armor. They have oval-shaped bodies, propelled by four short front legs and two long rear legs. They see (Sensory electromagnetic) with two pairs of shiny, multifaceted black eyes on the front and sides of their plated heads. Armadillugs feed chiefly on plants such as archerbush and grileaf. Their heavily carapaced body protects them from attacks by these otherwise dangerous plant forms.

Attacks

Pincers (x2-12)

Tentacles (x2-6)

BAC

40

50

Damage Type

C

Constrict*

Base

1D6

2D3

Bonus

9

9 (11)**

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorb any type of armor except Full Plate armor.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 140, WL: 105, CL: 126

PM: 70

PMCap: 28

PMPow: 21

PMSpd: 21*

PN: 70

PNCap: 28

PNPow: 21

PNSpd: 21*

* Divide by 3 to find actual Speeds—in this case a PMSpd and PNSpd of 7.

Awfulgutbag

Illustration: See right

Identifier: Animal, Protozoa, Amoebidae, Magnamoebid

Habitat: Subterranean Ærth

Size: 3xhuman-size
(2'-10' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 14 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

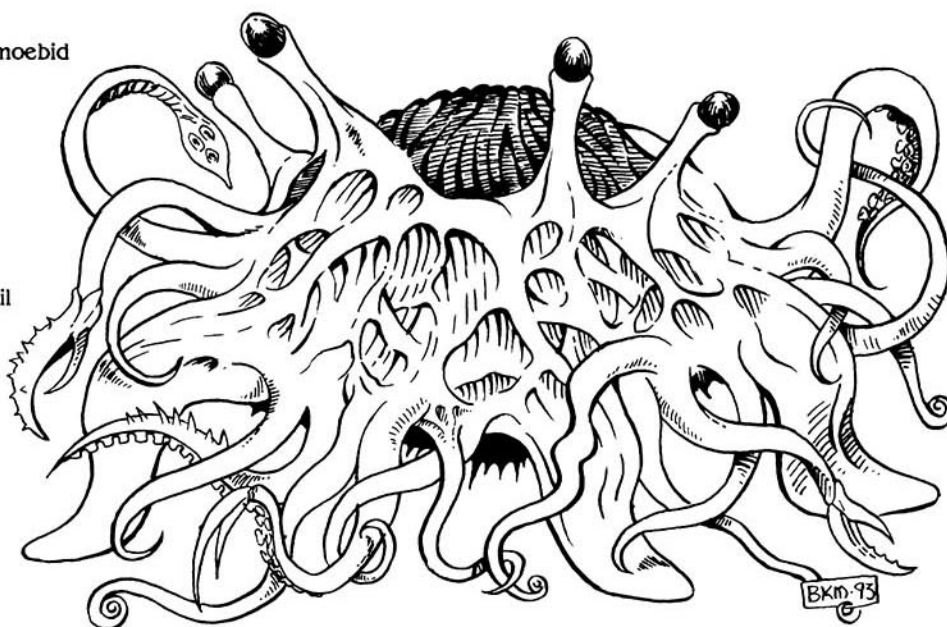
Attractiveness: Nil

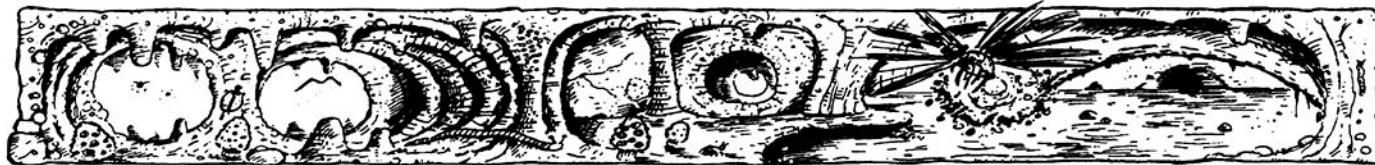
Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil





Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 80, WL: 60, CL: 72

PM: 40 PN: 40

PMCap: 14 PNCap: 14

PMPow: 14 PNPow: 14

PMSpd: 12* PNSpd: 12*

Commentary & Description:

The sages above ground are still heatedly debating the originating species of this strange, carrion-eating creature. In appearance, it resembles a disgusting mixture of slug, starfish, and octopus, with a mixture of insect parts. When encountered, they look like a flattened hemisphere with a ring of starfish-like legs and tentacles. Insect-like claws and pincers tip some of the latter, while the main tentacles have barbs and suckers. The size of an awfulgutbag varies from about 2' to 10' in diameter, with short legs doubling their body diameter and tentacles as long as the entire body-leg diameter (4' to 20' length per tentacle).

Awfulgutbags are typically found in refuse areas where they subsist on all manner of garbage, sewage, and waste. Such materials are often human castoff, deposited from fissures and sinkholes leading to the surface.

Their sensory abilities include SI and TH.

Badger Devil

Illustration: Page 177

Identifier: Animal, Mammalia, Carnivora, Mustelid

Habitat: Subterranean Ærth

Size: 0.5xhuman-size

(2'-3' L; 31-40#)

Number Appearing: 5-9 (2D3+3)

Modes & Rates of Movement:

Walk: 40 yds/BT

Run: 120 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/48/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	35	C	1D3	2
Bite	45	P	1D6	2 (3)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

* Multiply by 2 for effective PMSpd and PNSpd of 24.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These subterranean carnivores are semi-intelligent and hunt in small packs of 5 to 9 individuals. They are ferocious and persistent, driving their prey before them with vicious bites and sharp claws. When hunting, badger devils will seemingly never give up pursuit of prey until it succeeds in combat or is slain.

Sensory abilities include HH, SI, and TH.

Barber

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 0.5xhuman-size

(3'-4' T; 6' diameter)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

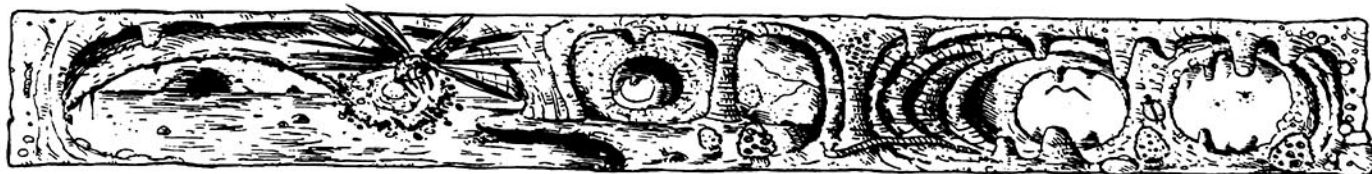
Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Flail (x12)	50	P	2D3	0 (2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 44, WL: 33, CL: 39

PM: 22

PMCap: 8

PMPow: 7

PMSpd: 7*

PN: 22

PNCap: 8

PNPow: 7

PNSpd: 7*

* Multiply by 2 for effective PMSpd and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable

Commentary & Description:

Growing in loose proximity to one another, this stationary bush is supple, heavily barbed, and covered with thick, pale ivory-hued leaves. It possesses a sensory capacity allowing it to detect the slightest touch. Anything which passes is attacked by its wildly flailing branches. It survives by feeding on the remains of its victims.

Bide Forever

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean /Erth

Size: 0.25xhuman-size

(1' T; 2'-3' diameter.)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Creep: 2 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/56/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Gas	Special	See below	See below	0
Acid	50	Chemical	2D3	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 44, WL: 33, CL: 39

PM: 22

PMCap: 8

PMPow: 7

PMSpd: 7*

PN: 22

PNCap: 8

PNPow: 7

PNSpd: 7*

* Multiply by 4 for effective PMSpd and PNSpd of 28.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

The large blooms of this beautiful mobile plant are typically a midnight blue color, sprinkled with tiny gold or silver flecks. Evidently, such hues are visible to certain subterranean insects and other small flying creatures there. Though the perfume is heady and sweet, it is also a strong narcotic to most life forms, and this perfume causes unconsciousness in any creature not a pollinator species, breathing the gas. The effect is potent within a 10' radius. Those creatures which fall comatose to the narcotic emissions are subsequently assimilated by acids dispensed by the exposed, motive roots of the plant.

Blackledge

Illustration: Page 177

Identifier: Fungus, Basidiomycetes, Pseudolithite, Pseudolithica

Habitat: Subterranean /Erth

Size: 24xhuman-size

(600-1000 square feet)

Number Appearing: 1

Modes & Rates of Movement: Nil

Initiative Modifiers: -20 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

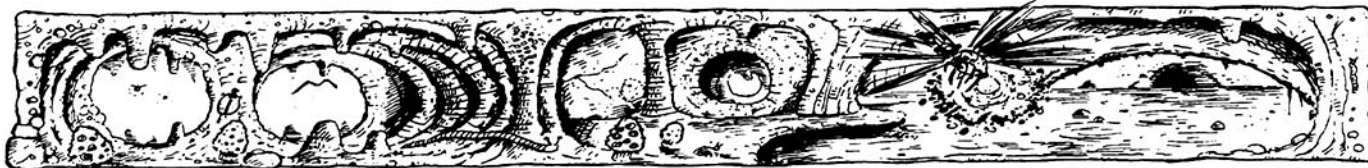
Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tentacles (x(1D6+4))	80*	Chemical	2D6	0

* Automatic if persona fails PMPow roll (see below)



Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 240, WL: 180, CL: 216

PM: 120

PMCap: 52

PMPow: 20

PMSpd: 48*

PN: 120

PNCap: 54

PNPow: 24

PNSpd: 48*

* Divide by 24 for effective PMSpd and PNSpd of 2.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	*	*	0	0	*	0
Super	*	*	*	0	0	*	0
Vital	*	*	*	0	0	*	0
Non	*	*	*	0	0	*	0
Average	*	*	*	0	0	*	0

* Invulnerable

Commentary & Description:

A blackledge is an immense, dark gray- to black-colored shelf fungi that is nearly indistinguishable from the subterranean rock where it grows. Though non-intelligent, it is sensitive to heat and vibration.

If the presence of a potential victim is detected below its location, it will spill a large quantity of viscous, adhesive liquid down upon the area by relaxing its cupped outer edge. If a successful roll versus PMPow is made (at DR "Hard"), the potential victim will be able to move at one-fourth normal movement rate, otherwise he or she will be held fast.

Within moments of trapping prey, the blackledge will begin to send down 5-10 tentacle-like rhizomes to inject its caustic digestive acids. Those who fall victim to the blackledge will be totally consumed within a matter of hours, absorbed as nutrients.

Blindworm

Illustration: Page 176

Identifier: Animal, Insecta, Coleoptera, Phengodid

Habitat: Subterranean Ærth

Size: Miniscule

(1.25'-1.75' L)

Number Appearing: 30-50

Modes & Rates of Movement:

Crawl: 15 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 29 and —/60/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Salt (1 ounce delivers 2D6 +4 P damage)

Average Armor Protection: Nil

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	65	P	1D3	3 (8)*
Light	Special	See below	0	0

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 45, WL: 33, CL: 40

PM: 33

PMCap: 15

PMPow: 15

PMSpd: 3*

PN: 12

PNCap: 5

PNPow: 4

PNSpd: 3*

* Multiply by 10 for effective PMSpd and PNSpd of 30.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

These insects are somewhat similar in appearance to very large glowworms, having a light-producing chemical in their tail segments. They are usually encountered in hive-like structures in the walls or floor. When prey is detected, the worms emit bright flashes of light, attempting thus to blind their intended prey, and possibly causing Physical damage due to light radiation exposure as well. With their target(s) thus incapacitated, the worms crawl to attack with large, piercing mandibles. Victims subject to blinding will be so affected for 2-6 Critical Turns after the flashing stops.

There is an 80% chance that any creatures or personas sensitive to light in the infrared to ultraviolet spectrums will be blinded unless they make a successful Physical Avoidance roll. Note that vulnerable Surprised targets will be rendered sightless automatically.



Boreworm

Illustration: Page 176

Identifier: Animal, Annelida, Lithophagidae, Lithophagia

Habitat: Subterranean *Ærth*, *Deepdark*

Size: 24xhuman-size
(36'-60' L; 9'-15' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 36 yds/BT

Bore: 36 yds/day

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D10 Physical damage points per CT of exposure.

Average Armor Protection: 20

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	65	P	4D6	21+Swallow*

*(See Commentary & Description)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 5

P: 480, WL: 360, CL: 432

MM: 3

MR: 2

PM: 240

PN: 240

MMCap: 1

MRCap: 1

PMCap: 111

PNCap: 111

MMPow: 1

MRPow: 1

PMPow: 33

PNPow: 33

MMSpd: 1

MRSpd: 0

PMSpd: 96*

PNSpd: 96*

* Divide by 24 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	32	40	20	40	40	4
Super	15	24	30	15	30	30	3
Vital	10	16	20	10	20	20	2
Non	5	8	10	5	10	10	1
Average	12	20	25	12	25	25	2

Commentary & Description:

Boreworms are huge reddish-brown worms found in the lowest regions of the *Deepdark*. They are usually 60' to 90' in length and between 9' and 15' in diameter. Feeding by preference on certain types of igneous stone, this massive animal actually subsists on solid rock. Boreworms grind their way slowly through the layers of such rock, moving outwards from the hot layers bordering the magma where they are spawned. Feeding as they travel, the mineral nutrients enable them to grow at a rapid pace. After a certain point, they once again return to the hotter sections.

Any creature (up to 3xhuman-size) which gets in the way of one of these massive monsters has a 35% chance of being swallowed if it makes a successful bite attack.

Bumstem

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Pyrophyta

Habitat: Subterranean *Ærth*

Size: 0.25xhuman-size
(1'-3' T; 5' diameter roots)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts 1D3 Physical damage points per CT of exposure. Also:

Contact: Cold (x2), Water (1 point PD/gallon)

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Roots	See below	Fire	Special	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

P: 44, WL: 33, CL: 39

MM: 0

MR: 0

PM: 22

PN: 22

MMCap: 0

MRCap: 0

PMCap: 8

PNCap: 8

MMPow: 0

MRPow: 0

PMPow: 7

PNPow: 7

MMSpd: 0

MRSpd: 0

PMSpd: 7*

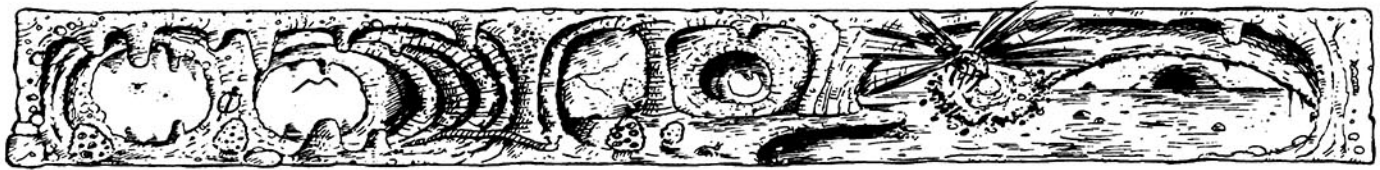
PNSpd: 7*

* Multiply by 4 for effective PMSpd and PNSpd of 28.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable



Commentary & Description:

This small, brownish plant is seldom found in regions other than arid subterranean "wastelands." They have lighter, serrated leaves and stiff branches. Because of the extensive, stem-like root system radiating from their base, these plants usually grow four or five feet apart. Close inspection of the bare and dusty ground surrounding each plant often reveals the bleached bones of many small and medium-sized creatures lying among the roots.

The roots themselves are capable of generating temperatures of approximately 1000° F, and any creature or substance harmed by such heat will suffer the effects as soon it comes in contact with them. Those who come within five feet of the burnstem will automatically suffer 5D10 points of "Fire" Physical damage, even if the roots are avoided. Actually touching the roots (50% chance within five feet, with the chance increasing by 20% for every foot closer to the plant) confers 10D10 points of Physical damage. Such damage disregards any non-magickal armor.

These plants are actually harmed by water, suffering 1 point of Physical damage per gallon directly applied to the plant or its roots. Cold-based attacks cause double damage.

Burnbear

Illustration: Page 177

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Subterranean Ærth, *Shallowshadow*

Size: 2xhuman-size
(5' L; 350-500#)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	1D6	15
Bite	30	P	2D6	15
Spines	contact	P	1D3	nil

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 100 PN: 100

PMCap: 43 PNCap: 43

PMPow: 27 PNPow: 27

PMSpd: 30* PNSpd: 30*

* Divide by 2 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	16	4	4	16	4
Super	9	9	12	3	3	12	3
Vital	6	6	8	2	2	8	2
Non	3	3	4	1	1	4	1
Average	7	7	10	2	2	10	2

Commentary & Description:

Found only in the *Shallowshadow* region, this large, ursine omnivore is curious and aggressive. The now pale-colored fur of the burnbear has developed into spine-like protection similar to that of a hedgehog.

These creatures dislike bright light, and will avoid such if possible, retreating to its stony lair. Their senses include HH, SI (short range of approx. 80'), and HT.

Burrowburr

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Xanthiomidae

Habitat: Subterranean Ærth

Size: 0.1xhuman-size

(9"-15" T; 50'-100' square foot patch)

Number Appearing: Patch

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

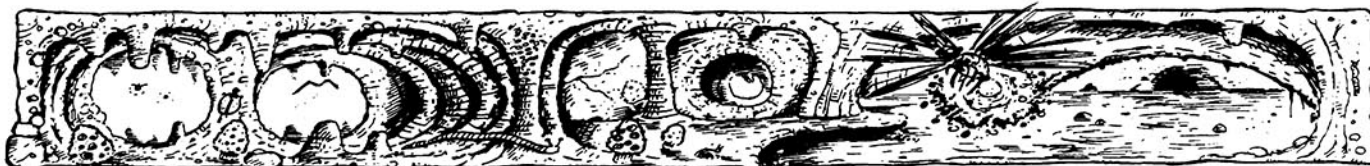
Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Burrs (x4D3)	35	P	1 point	0
Acid	See below	Chem	See below	0

Powers: Nil



Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 26, WL: 19, CL: 23

PM: 13

PMCap: 6

PMPow: 4

PMSpd: 3*

PN: 13

PNCap: 6

PNPow: 4

PNSpd: 3*

* Multiply by 10 for effective PMSpd and PNSpd of 30.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

These thin, yellowish-gray vines grow in loosely arranged patches in all types of subterranean soil, rapidly overcoming any nearby plants. The plant produces small, spiky burrs which, when attached, dig their way into plant or animal flesh. Once the skin is pierced, the burrs may not be dislodged, and they quickly root and proceed to grow, emitting acids in the process. Any unfortunate host so affected will die a slow and painful death within a 5- to 10-day period.

The acid damage is considered "Continuing" Physical damage, inflicting 1 point per hour.

Cave Ape ("Vantilarg")

Illustration: Page 177

Identifier: Animal, Mammalia, Primate, Anthropoid

Habitat: Subterranean Earth (Sapient)

Size: 1xhuman-size

(4.5' T; 200#)

Number Appearing: 5-15 (5D3), 100-300 (1D3x100) in communities

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run: 240 yds/BT

Climb: 80 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 35-60 (5D6+30)

Combat, Hand Weapons, Missile at 13-40 (3D10+10)

Criminal Activities, Physical (Ambushing, Hiding,

Sneaking) at 31-40 (1D10+30)

Hunting/Tracking at 41-50 (1D10+40)

Subterranean Orientation at 60

Joss Factors: 1D3

Dodging/Avoidance: 2 and 16/25/10 or by individual

Attractiveness: D6 (human norm scale)

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Claw (x2)	30	C	1D3	2
Bite	25	P	1D6	2
Club	48	B	1D6	2 (4)*
Rock (x2)	26	B	2D3	2

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, -2 M penalty, +2 P bonus, -3 S penalty)

M: 50, EL: 40

P: 80, WL: 60, CL: 72

S: 42, EL: 33

MM: 25

MR: 25

PM: 41

PN: 39

SM: 22

SP: 20

MMCap: 9

MRCap: 9

PMCap: 15

PNCap: 13

SMCap: 9

SPCap: 10

MMPow: 8

MRPow: 8

PMPow: 14

PNPow: 13

SMPow: 7

SPPow: 6

MMSpd: 8

MRSpd: 8

PMSpd: 12

PNSpd: 13

SMSpd: 6

SPSpd: 4

Armor Scheme:

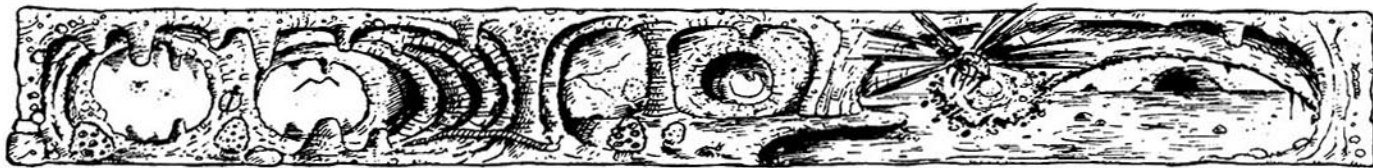
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These anthropoid creatures have developed speech and refer to their kind as "Vantilargs." They are organized on a very primitive tribal order, and Heka use is of minor sort only as performed by their tribal shamans. Sensory abilities include: FN, HH, SI-U, TH, XX. They are half-blinded by bright light in the human normal spectrum.

The cave apes are basically omnivores, although most prefer a vegetable diet generally, and some tribes are principally carnivorous and man-eating. The temperament of this species must be regarded as neutral at best, malign all too frequently, for these are savage, intelligent creatures!

Long ago—millions of years back—certainly, these simian bipeds began dwelling in caves, evidentially moving deeper and deeper into the underground maze to escape predation and competition from developing hominids as time progressed. In the subterranean environment they managed to develop and become viable. Now the cave apes are an active factor. They have relatively large communities and might be likened to humans of ancient, paleolithic sort.



Centaurant ("Snappie")

Illustration: Page 177

Identifier: Animal, Anthropoda, Insecta, Formicidian

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(3' T; 100#)

Number Appearing: 5-10 (1D6+4), 300-500 (1D3+2x100) in colony

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 25-50 (5D6+20)

Combat, Hand Weapons, Missile at 35-60 (5D6+30)

Construction at 60

Engineering at 55

Subterranean Orientation at 80

Joss Factors: 1D3

Dodging/Avoidance: Nil and 12/27/12 or by individual

Attractiveness: Not applicable

Invulnerabilities: Nil

Susceptibilities: Bright light in the human normal spectrum blinds for 2D3 CTs time after exposure ceases.

Average Armor Protection: 9

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Pincers (x2)	50	P	1D6	4 (6)*
Axe, Hand	37	C	3D6	4
Spear	37	P	3D6	4
Spear, Thrown	47	P	3D6	4 (6)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers:

Fellow Summoning

Area of Effect: 5-15 (5D3) subjects

Delivered by: Thought

Range: 1/2 mile radius

Time: 1D3 BTs/furlong

Duration: Instantaneous

Frequency: At will

Description: This power is a pheromone emission, one which enables the individual to call others of his kind to his presence.

Statistical Detail:

Base Scheme (+/- D3, -4 M penalty, +6 PM bonus, +2 PN bonus, -2 S penalty)

M: 38, EL: 30

P: 86, WL: 64, CL: 77 S: 48, EL: 38

MM: 19 MR: 19

PM: 49 PN: 37 SM: 25 SP: 23

MMCap: 7 MRCap: 7

PMCap: 17 PNCap: 14 SMCap: 10 SPCap: 11

MMPow: 6 MRPow: 6

PMPow: 16 PNPow: 12 SMPow: 8 SPPow: 7

MMSpd: 6 MRSpd: 6

PMSpd: 16 PNSpd: 11 SMSpd: 7 SPSpd: 5

Armor Scheme:

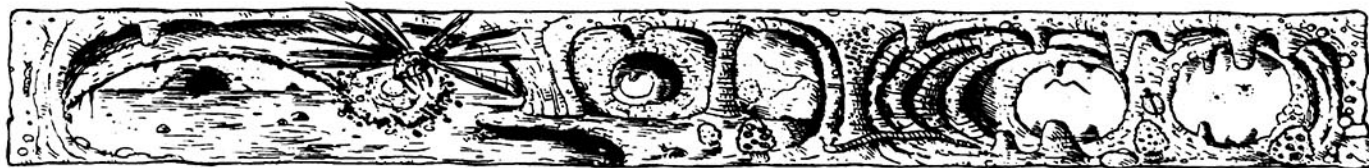
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	16	8	8	12	20	4
Super	12	12	6	6	9	15	3
Vital	8	8	4	4	6	10	2
Non	4	4	2	2	3	5	1
Average	10	10	5	5	7	12	2

Commentary & Description:

There is no translatable term for the non-vocalized identifier used by this race when referring to themselves. Possibly the rasping and clicks sometimes voiced are mere adjuncts to a chemical scent pattern which seems to serve as their principal mode of communication. Antenna touching and movements also seem to convey information between members of this species. The Mental and Spiritual power of Centaurants seems to be greater in the sum of the colony than in any given individual, even the brightest. In human terms, these creatures rate about a 4 in Attractiveness. The Heka use of Centaurants is limited to the colony as an entity, and then minimal. It is if as a group they form a shaman or witch doctor (or both). These creatures are generally omnivorous, but occasional colonies of strict herbivores or carnivores have been encountered. In temperament they are of neutral disposition, resent unwarranted intrusion, and generally desire to be left alone. One or two friendly, benign colonies have been reported, as well as several malign and aggressively hostile colonies being reported. The latter are probably far more frequent, with survivors to carry the news rare.

Sensory abilities include: FH, HX, SN-U, TD, XX, chemical pheromones.

Moving hexapedally when travelling for long distances or rapidly, Centaurants generally are quadrupedal centauroids and use their foremost pair of limbs as arms and hands. They have done, and continue to do, extensive tunneling work. Their passages are hewn to a near-uniform 10-foot width and 12-foot height so that two-way traffic bearing burdens is possible. This typically enables two files of traffic in one direction (inwards with burdens) and opposite-direction flow overhead (hexapedally). Nests are built in caverns/cavern-like areas. "Farming" is usual and extensive. Centaurants are participants in the subterranean trade. Most colonies of Centaurants are in the upper (*Shallowshadow*) region. Only about 20% of them will be found in the *Midglooms* of central Subterranean Ærth.



Chainworm

Illustration: Page 176

Identifier: Animal, Insect, Lepidopter, Lasiocampid

Habitat: Subterranean Ærth

Size: 2xhuman-size
(6'-18' L; 100-250#)

Number Appearing: 7-12 (1D6+6)

Modes & Rates of Movement:

Crawl: 15 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	2D6	4
Sting	25	P	2D3+Poison*	4

* Poison: STR 20 (damage of 20/10/10 in 1BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 128, WL: 96, CL: 115

PM: 64

PMCap: 24

PMPow: 16

PMSpd: 24*

PN: 64

PNCap: 24

PNPow: 16

PNSpd: 24*

* Divide by 2 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	8	8	8	8	8
Super	9	9	6	6	6	6	6
Vital	6	6	4	4	4	4	4
Non	3	3	2	2	2	2	2
Average	7	7	5	5	5	5	5

Commentary & Description:

Silvery scaled caterpillars as large as boas, the chainworms are active predators in the subterranean mazes. These creatures work in cooperation, spinning a web of near-metal-strength strands to seal off an area. They feed on whatever plant and animal life is trapped in the web. From 7 to 12 chainworms will operate together, closing an area in minutes. Such groups might work to seal both ends of an area. These creatures seem to have a community intelligence and limited telepathic communication ability. They have strong mandibles and poisonous stings used to overcome prey.

Sensory abilities include: FV, HN, SX, TH, XX.

Chokejet

Illustration: Page 169

Identifier: Fungus, Basidiomycetes, Monophysitae, Monophysitid

Habitat: Subterranean Ærth

Size: 0.5xhuman-size
(2.5'-5' T; 2' diameter)

Number Appearing: 4-6 (1D3+3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spores	50	Chemical	1D3+Special	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 44, WL: 33, CL: 39

PM: 22

PMCap: 8

PMPow: 7

PMSpd: 7*

PN: 22

PNCap: 8

PNPow: 7

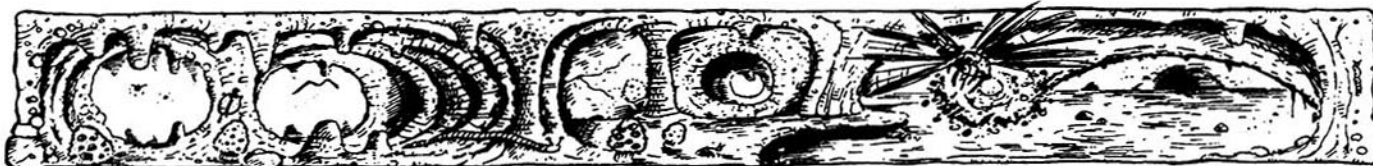
PNSpd: 7*

* Multiply by 2 for effective PMSpd and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable



Commentary & Description:

Chokejet is a form of normal-looking fungus which spurts out a deadly stream of spores. Ripe plants are from 2.5' to 5' in height, with bulbous caps containing sensory cells which enable them to detect the presence of life forms within a range of 3' to 12'. This seems to be through possession of sense somewhere between feeling and sight of electromagnetic fields. An orifice in the cap is opened in the direction of the nearby life form and a jet of spores is blown forth. These spores enter the body of the unwilling host through nasal passages, mouth, etc., feed on it and as they multiply, and cause a slow, painful death in 1 to 6 days.

Damage from the multiplying spores is 1-3 Physical damage points per hour.

Clamp

Illustration: Page 169

Identifier: Animal, Mollusca, Pelecypoda, Lamellibranchia

Habitat: Subterranean Ærth (Aquatic)

Size: 2xhuman-size
(4'-5' L; 3'-4' W)

Number Appearing: 1

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Physical damage to body not protected by shell. All such hits are at Super-Vital Strike Location multiplier.

Average Armor Protection: 20

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Snap (Clamp)	30	B	2D3	15
Snap (Shark Clamp)	30	C	2D6	15

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 180, WL: 135, CL: 162

PM: 90 PN: 90

PMCap: 33 PNCap: 35

PMPow: 27 PNPow: 27

PMSpd: 30* PNSpd: 28*

* Divide by 2 for effective PMSpd of 15 and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	16	40	40	32	0
Super	30	30	12	30	30	24	0
Vital	20	20	8	20	20	16	0
Non	10	10	4	10	10	8	0
Average	25	25	10	25	25	20	0

Commentary & Description:

Clamps are a dangerous variety of freshwater mollusks inhabiting bodies of water in Subterranean Ærth. There are two forms which grow to giant size, the common clamp, and a larger version known as the shark clamp. The Clamp is a huge clam reaching 4' to 5' in length. It will close fast on anything which disturbs or is detected by it. The second has a serrated shell edge (thus the name Shark clamp). The sharp-edged shell of the Shark Clamp tends to sever whatever it closes upon.

Corpseberry

Illustration: Page 168

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 0.1xhuman-size
(3'-5' T; 4' diameter)

Number Appearing: 1 or 1-5 (1D5)

Modes & Rates of Movement:

Creep: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 49 and —/80/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

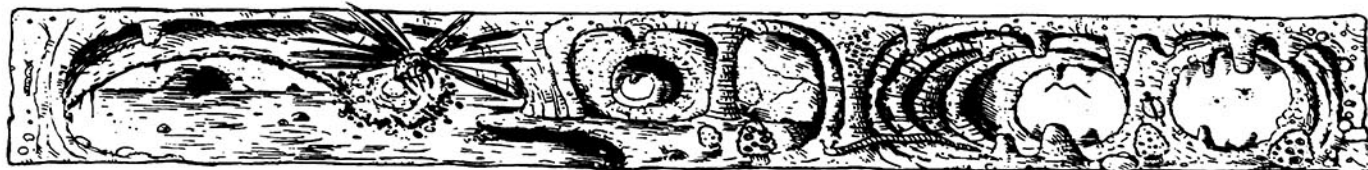
Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Berries (x1D3)	50	Chemical	Poison*	0

* Poison: STR 60 (damage of 60,60,30 in 1BT delays)

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 44, WL: 33, CL: 39

PM: 22

PMCap: 10

PMPow: 8

PMSpd: 4*

PN: 22

PNCap: 9

PNPow: 9

PNSpd: 4*

* Multiply by 10 for effective PMSpd and PNSpd of 40.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Corpseberry plants are a variety of plant that produces fruit containing a poison similar to cyanide. The decomposing remains of victims feed these plants. These subterranean plants resemble holly bushes, with somewhat larger red berries growing in thick clusters. Varieties of this plant are known to have sufficient mobility to fling their fruit (up to three clusters at a time) at passing life forms. The berries explode in a small burst on contact, producing a cloud of poison gas within a 5' diameter area. The poison has a STR of 60.

Coshtree

Illustration: See right

Identifier: Plant, Tracheophyta, Gymnospermae, Pseudoconifera

Habitat: Subterranean Ærth

Size: 1xhuman-size

(4'-6' T; 3'-5' branch diameter)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Creep: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/24/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts D3 Physical damage points per CT of exposure.

Average Armor Protection: 10

Quirks: Nil

Attacks

Branches (x2D3)

BAC

35

Damage Type

B

Base

2D3

Bonus

5

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 80, WL: 60, CL: 72

PM: 50

PMCap: 18

PMPow: 17

PMSpd: 15

PN: 30

PNCap: 12

PNPow: 9

PNSpd: 9

Armor Scheme:

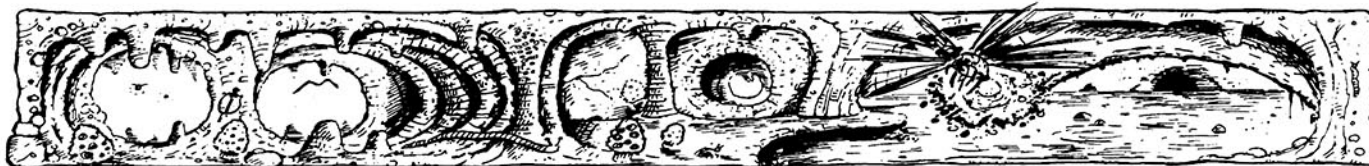
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	12	20	0	0	*	0
Super	15	9	15	0	0	*	0
Vital	10	6	10	0	0	*	0
Non	5	3	5	0	0	*	0
Average	12	7	12	0	0	*	0

* Invulnerable

Commentary & Description:

The coshtree is a tree-like plant which has a number of blunt, hard cones at the ends of each branch. These plants have sufficient sensory ability (FV) to note the proximity of other moving life forms. Anything which moves near enough to the tree will be attacked by the flailing branches. Once its victim has been disabled or killed, the coshtree will sense it. When it falls, the plant uses its mobile roots to entwine and ingest its prey.





Crawbad

Illustration: Page 176

Identifier: Animal, Anthropoda, Crustacea, Astacid

Habitat: Subterranean Ærth (Aquatic)

Size: 6xhuman-size

(15'-20' L; 500-950#)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 40 yds/BT

Swim: 160 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 20

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Pincers (x2)	45	C	5D3	16 (17)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 5

P: 240, WL: 180, CL: 216

MM: 3

MR: 2

PM: 140

PN: 100

MMCap: 1

MRCap: 1

PMCap: 82

PNCap: 54

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 20

MMSpd: 1

MRSpd: 0

PMSpd: 30*

PNSpd: 26*

* Divide by 6 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	20	8	4	32	8
Super	30	30	15	6	3	24	6
Vital	20	20	10	4	2	16	4
Non	10	10	5	2	1	8	2
Average	25	25	12	5	2	20	5

Commentary & Description:

Crawbads are a form of giant crayfish reaching a length of 15' to 20'. While they can subsist on vegetable matter, these huge crustaceans prefer carrion or even live animal prey. They are highly dangerous to anyone entering water where they lurk. On the other hand, crawbads are considered delicious by many other life forms, so they are as often hunted as they are the hunters.

Crocodile, Cavecroc

Illustration: Page 168

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Subterranean Ærth (Aquatic)

Size: 6xhuman-size

(up to 25' L; 900-2000#)

Number Appearing: 1-10

Modes & Rates of Movement:

Walk: 50 yds/BT

Run/Rush: 150 yds/BT (1 BT only) and 30 yds/CT (1 CT only)

Swim: 100 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 9

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	3D6*	10
Tail Smash	30	I**	2D6†	10

* Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 3D3 PD until the crocodile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack if knocked down and must spend next CT getting back up and can't do anything other than that.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 220, WL: 165, CL: 198

MM: 10

MR: 10

PM: 110

PN: 110

MMCap: 4

MRCap: 4

PMCap: 46

PNCap: 46

MMPow: 3

MRPow: 3

PMPow: 22

PNPow: 22

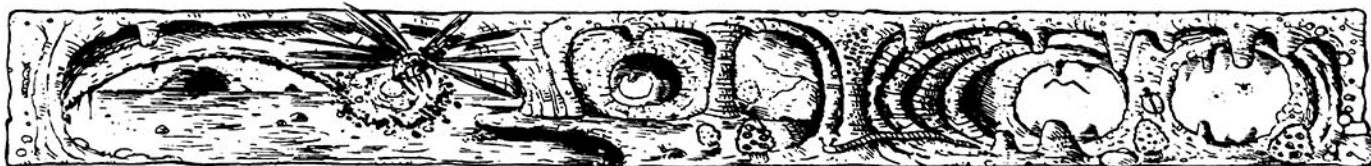
MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	16	8	8	20	4
Super	9	9	12	6	6	15	3
Vital	6	6	8	4	4	10	2
Non	3	3	4	2	2	5	1
Average	7	7	10	5	5	12	2

Commentary & Description:

Cavecrocs are long-legged crocodilians that lurk near subterranean lakes and waterways. They are only partially aquatic in nature and frequently hunt for their prey on solid ground, although there they lurk in ambush rather than attempt to pursue. They are carnivorous and very fast. Older specimens may exceed 20' in length and have greater P TRAIT (+D10/1' length over 20') and Physical damage. Bonus (+1/1' length over 20'). Once the jaws clamp shut, prey is not released until it, or the crocodile, is dead.

Cutleaf

Illustration: Page 176

Identifier: Plant, Tracheophyta, Angiospermae, Monocotyledonae

Habitat: Subterranean /Earth

Size: (Miniscule individual, patch 24xhuman size)
(1'-3" T; 300 square foot patch)

Number Appearing: Patch

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Leaves	See below	C	1D3	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- 3D10) per patch

M (Cunning): 0

P*: 300, WL: N/A, CL: N/A

MM: 0

MR: 0

PM: 60

PN: 60

MMCap: 0

MRCap: 0

PMCap: N/A

PNCap: N/A

MMPow: 0

MRPow: 0

PMPow: (18)

PNPow: (18)

MMSpd: 0

MRSpd: 0

PMSpd: N/A

PNSpd: N/A

*The cutleaf has 1 point of Physical TRAIT for each square foot in area. PMCap and PNCap are 1/5 of Physical TRAIT.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

The cutleaf is a low-growing plant species with hard, very sharp grass-like leaves. These leaves are sufficient to cause severe bleeding in unprotected flesh or sap loss in any less-than-ironwood-like vegetable substance pressing down upon them. The plants then use such fluids for nourishment. It otherwise grows very slowly from mineral nutrients. For each 1 point of Physical damage sustained, one square foot of a patch of these plants is destroyed.

Cuttlefiend

Illustration: Page 169

Identifier: Animal, Mollusc, Cephalopoda, Decapod

Habitat: Subterranean /Earth (Aquatic)

Size: 12xhuman-size
(40'-50' L)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 180 yds/BT

Burst: 38 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

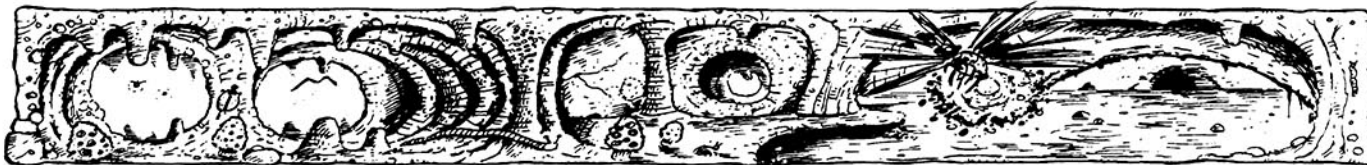
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	3D6	18
Whips (x2) (tentacles)	50	C/+Constriction	2D6*	18 (20)**

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor except Full Plate armor.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 560, WL: 420, CL: 504

PM: 280

PN: 280

PMCap: 130

PMPow: 30

PMSpd: 120* PNSpd: 120*

* Divide by 12 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	12	32	0*	4	32	40
Super	18	9	24	0*	3	24	30
Vital	12	6	16	0*	2	16	20
Non	6	3	8	0*	1	8	10
Average	15	7	20	0*	2	20	25

* Animal in water = invulnerable

Commentary & Description:

This freshwater cephalopod is a relative of the squid. Inhabiting the large, warmer bodies of subterranean water, vast lakes and small seas, this semi-intelligent monster hunts through the deeps or lurks near places where other creatures enter the water or stop to drink. As its prey draws close, the cuttlefiend springs forth to attack with its two longest tentacles, or *whips*, dragging its victim underwater.

Sensory abilities: FP, HH, SI, TH, XX.

Dangler

Illustration: See right

Identifier: Animal, Arthropoda, Arachnida, Araneid

Habitat: Subterranean Ærth

Size: 0.5xhuman-size

(2'-3' L; 20-40#)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Crawl: 50 yds/BT

Run: 200 yds/BT

In web: 250 yds/BT

Initiative Modifiers: -10 to Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 1 and -/32/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Exposure to bright light in the human normal spectrum blinds and continues for 1D3 CTs after the light is extinguished.

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 40 (damage of 40/40/20 in 1BT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 50, WL: 37, CL: 45

PM: 22

PN: 28

PMCap: 8

PMPow: 7

PMSpd: 7* PNSpd: 9*

* Multiply by 2 for effective PMSpd of 14 and PNSpd of 18.

Armor Scheme:

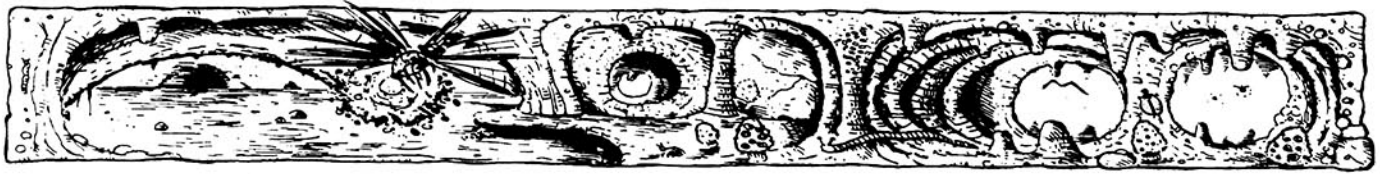
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These are large, nearly invisible spiders with a highly toxic poison. Dangers hang down from above, or drop to such position in order to attack prey. Creatures with infrared visual capacity will be likely to detect them. Otherwise, dangers' near-transparency makes them almost impossible to notice before they attack (Perception DR-2). The poison from a danger's bite is STR 40 (damage of 40,40,20 in 1BT delays) and the attack should ignore armor if a successful attack is indicated after the initial Surprise roll.

Sensory abilities are primarily FV and SU.





Deathblob

Illustration: See below

Identifier: Animal, Protozoa, Amoebidae, Lithamoebid

Habitat: Subterranean /Earth

Size: 12xhuman-size
(25'-35' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Creep: 25 yds/BT

Initiative Modifiers: See below

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Invulnerable to normal hand weapons or magickal hand weapons.

Susceptibilities: Direct sunlight inflicts D10 Physical damage points per CT of exposure.

Average Armor Protection: N/A

Quirks: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	*	*	0	0	*	0
Super	*	*	*	0	0	*	0
Vital	*	*	*	0	0	*	0
Non	*	*	*	0	0	*	0
Average	*	*	*	0	0	*	0

* Invulnerable

Commentary & Description:

Deathblobs are large to giant-sized amoeboid omnivores found near pools or large bodies of water. They range from transparent to opaque, and the latter are of nearly any hue.

Some secrete paralytic substances (which render prey immobile for 1-2 ATs, unless a successful roll versus PNPow is made at DR "Hard"), but most rely upon their strong digestive acids for success in overcoming prey. Damage from the acid is 4-24 points of Continuing Physical damage, once per CT for 1 BT after contact is broken, unless the acid is neutralized.

One variety is known to use mutable form and chameleon ability to mimic other things, from rocks to other life forms, thus deceiving prey into approaching and contacting it. This particular type of deathblob receives an adjustment of -15 to the initial roll for surprise.

Sensory ability is principally FV.

Attacks	BAC	Damage Type	Base	Bonus
Acid	See below	Chemical	4D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 0

P: 280, WL: 210, CL: 252

MM: 0

MR: 0

PM: 140

PN: 140

MMCap: 0

MRCap: 0

PMCap: 64

PNCap: 64

MMPow: 0

MRPow: 0

PMPow: 28

PNPow: 28

MMSpd: 0

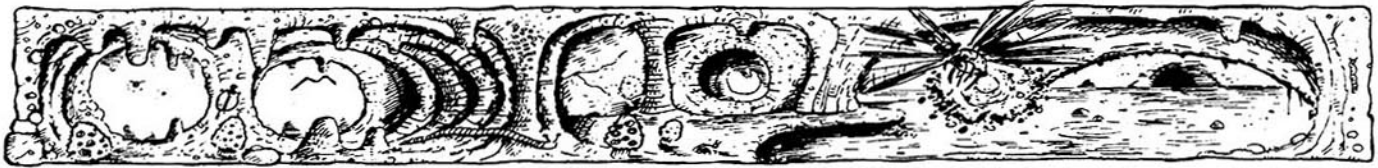
MRSpd: 0

PMSpd: 48*

PNSpd: 48*

* Divide by 12 for effective PMSpd of 4 and PNSpd of 4.





Deathfisher

Illustration: Page 169

Identifier: Animal, Mammalia, Chiroptera, Megachiroptera

Habitat: Subterranean /Erth

Size: 6xhuman-size
(35' L; 50' wingspan)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 44 yds/BT

Fly: 440 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: High frequency (ultrasonic) sound "blinds" the sonar capacity of these creatures, making them virtually powerless to fly.

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	4D6	18 (22)*
Tongue	40	Chemical	Special	0

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10		P: 340, WL: 255, CL: 306	
MM: 5	MR: 5	PM: 150	PN: 190
MMCap: 2	MRCap: 2	PMCap: 60	PNCap: 82
MMPow: 1	MRPow: 1	PMPow: 30	PNPow: 36
MMSpd: 2	MRSpd: 2	PMSpd: 60*	PNSpd: 72*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These horrid creatures are huge batoid carnivores which have developed great physical strength and ability to take punishment. They lock themselves on the roofs of the largest of underground caverns and "fish" for passing prey with their leathery, sticky tongues. They secrete a narcotic saliva that causes victims to become lethargic and easily overcome. Beings so affected will become "Dazed" in all TRAITS for 2D3 ATs, moving at one-fourth normal movement rate. Once caught by the tongue, small prey is drawn up into the mouth, but deathfishers must descend to devour any victims of human-size or greater.

Sensory abilities: FN, HS, SI, TN, XX.

Devilmen ("Chittersquee")

Illustration: Page 168

Identifier: Animal, Mammalia, Chiroptera, Megachiroptera

Habitat: Subterranean /Erth (Sapient)

Size: 0.5xhuman-size
(3.5' T; 50#)

Number Appearing: 3-9 (3D3) or 200-600 (2D3x100) in average community

Modes & Rates of Movement:

Walk: 60 yds/BT

Glide: 90 yds/BT (1 AT only)

Trot: 120 yds/BT

Run: 180 yds/BT

Fly: 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Appraisal at 52-70 (2D10+50)

Combat, Hand Weapons at 22-40 (2D10+20)

Combat, Hand Weapons, Missile at 32-50 (2D10+30)

Gemology at 36-45 (1D10+35)

Influence at 53-80 (3D10+50)

Subterranean /Erth at 35-60 (5D6+30)

Subterranean Orientation at 75

(Dweomercraft, Black at 36-45 (1D10+35))

(Magick at Dweomercraft STEEP)

(Priestcraft, Gloomy Darkness at 31-40 (1D10+30))

(Religion at Priestcraft STEEP)

Joss Factors: 1D3

Dodging/Avoidance: 9 and /20/40/18 or by individual

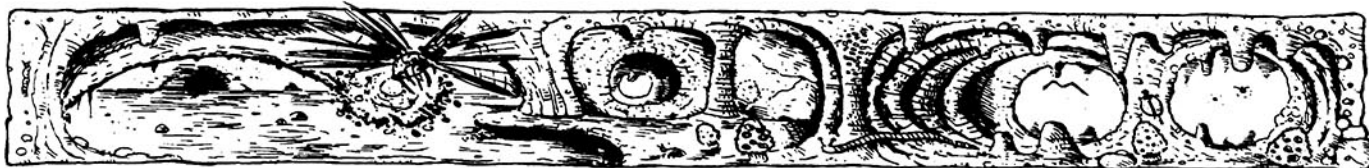
Attractiveness: -3 (Horrid, Dazing and Fleeing at DR "Easy")

Invulnerabilities: Nil

Susceptibilities: Bright light causes pain which effectively causes "Dazing" in subject individuals for 1D6 CTs after initial exposure. Thereafter, further bright light will have no effect, except after 1 BT of full darkness.

Average Armor Protection: 2

Quirks: Nil



Attacks	Ave BAC	Damage Type	Base	Bonus
Bite	60	P	1D3	0
Long Knife	31	C	3D3	0
Javelin	41	P	3D6	0

Powers:

Fear

Area of Effect: 1 Subject

Delivered by: Gaze

Range: Sight

Time: 1 CT

Duration: 3-9 ATs

Frequency: 1/day

Description: This power is otherwise the same as the *Fright Charm*.

Shadow Cloaking

Area of Effect: Self

Delivered by: Thought

Range: N/A

Time: 1 CT

Duration: 5 BTs

Frequency: 3/day

Description: This power otherwise works the same as the *Shadowvells Spell*.

Statistical Detail:

Base Scheme (+/-D3, -2 MR penalty, +1 MM bonus, -3 PM penalty, +3 PN bonus, +1 SP bonus)

M: 42, EL: 33

P: 64, WL: 48, CL: 57

S: 66, EL: 52

MM: 37

MR: 25

PM: 24

PN: 40

SM: 31

SP: 35

MMCap: 13

MRCap: 9

PMCap: 9

PNCap: 14

SMCap: 12

SPCap: 15

MMPow: 12

MRPow: 8

PMPow: 8

PNPow: 13

SMPow: 10

SPPow: 11

MMSpd: 12

MRSpd: 8

PMSpd: 7*

PNSpd: 13*

SMSpd: 9

SPSpd: 9

* Multiply by 2 for effective PMSpd of 14 and PNSpd of 26.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This weird subterranean race call themselves the "Chittersquee." Regarding mankind, they must be deemed as malign, for they have a propensity towards vampirism and human-flesh eating, take human slaves, and would rule where humans do.

These bipedal batoids have long arms and rudimentary wing membranes still attached to them, so that they are capable of very limited flight and less-restricted gliding flight. Manipulative hands allow human-standard operations. Devilmen are communal and highly excitable. Their dark skin and fur coupled with their gross, bat-like visages, make them visually repugnant to typical humans. These creatures actively seek goods from "outside": slaves (for labor and as food), alcohol, and essences and perfumes being most in demand. Originally, the Devilmen inhabited the upper region of Subterranean Ærth, even making forays from great caverns to hunt the night of the exterior world. As the human-humanoid races grew stronger and more numerous, this brought a cessation to such activity, as they forced the Devilmen deeper below the surface. Now these sapient will typically foray from their *Deepdark* strongholds into the *Midgloom* region to attack their foes, but are seldom encountered in the *Shallowshadow*. They have made a foul alliance with the Yilyissith (see Wiggleheads) to attempt a resurgence.

Sensory Abilities: FN, HH-S, SU, TN, XH(?).

Drekker

Illustration: Page 176

Identifier: Animal, Anthropoda, Insecta, Coleoptera

Habitat: Subterranean Ærth, *Shallowshadow*

Size: 2xhuman-size

(6'-8' L)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement:

Crawl: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/20/-

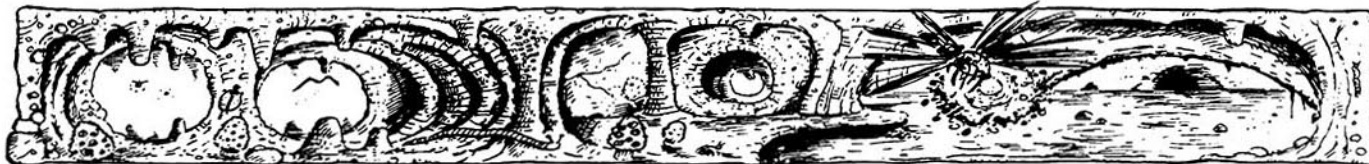
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Mandibles*	45	C/P	3D6	9 (10)**

* Once closed, the creature continues to hold fast and inflict damage at Base plus bonus until its victim is dead or else it is forced to loose its grasp.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 5

P: 140, WL: 105, CL: 126

MM: 3

MR: 2

PM: 70

PN: 70

MMCap: 1

MRCap: 1

PMCap: 28

PNCap: 28

MMPow: 1

MRPow: 1

PMPow: 21

PNPow: 21

MMSpd: 1

MRSpd: 0

PMSpd: 21*

PNSpd: 21*

* Divide by 2 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	20	12	24	20	12
Super	30	30	15	9	18	15	9
Vital	20	20	10	6	12	10	6
Non	10	10	5	3	6	5	3
Average	25	25	12	7	15	12	7

Commentary & Description:

Drekkers are a form of giant scavenger beetle. They are of big size for their sort of monstrously enlarged insect, even in the subterranean milieu, with adults being about 6' to 8' long. Although they typically feed on dung, offal, and carrion, drekkers will attack live prey if given the opportunity. They are found mainly in areas where refuse from above is dumped underground. Because they tend to burrow into refuse heaps, it is dangerous to approach any such found in the subterranean mazes.

Sensory abilities: FV, HX, SX TH, XX.

Drownweed

Illustration: Page 169

Identifier: Plant, Thallophyta, Phaeophyta, Macrocystid

Habitat: Subterranean Ærth (Aquatic)

Size: Various

(2'-30' T)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Fronds (x10)	20	Constriction	1D3*	8
Bite	30	C	3D6	8

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 0

P: 200, WL: 150, CL: 180

MM: 0

MR: 0

PM: 100

PN: 100

MMCap: 0

MRCap: 0

PMCap: 60

PNCap: 60

MMPow: 0

MRPow: 0

PMPow: 20

PNPow: 20

MMSpd: 0

MRSpd: 0

PMSpd: 20

PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable



Commentary & Description:

Drownweed is a species of carnivorous plant with mobile, constricting fronds of great strength and elasticity. When contacted, these fronds grasp and constrict around prey, dragging it down to the base portion of the plant where mouth-like openings with saw-like edges cut it into pieces and consume it. The drownweed grows from small size of about 2' to 4' all the way to giant specimens with fronds of 30' length. Because it typically seeks surface prey, the plant is known as drownweed, for the fronds drag victims below, and drowning occurs before actual devouring in most cases. This plant also employs *ultralucidisynthesis* to survive and grow. It has a sense of pressure change (FP) it uses to detect prey.

Echoer

Illustration: See below

Identifier: Plant, Tracheophyta, Angiospermae, Monocotyledonae

Habitat: Subterranean /Earth

Size: 3xhuman-size

(individual 6'-10' T; 100-600 square foot colonies of 1 plant per 25 square feet)

Number Appearing: Colony

Modes & Rates of Movement: Nil

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Leaves (x6)	80	P	2D6	0 (10)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 120, WL: 90, CL: 108

PM: 60 PN: 60

PMCap: 26 PNCap: 26

PMPow: 10 PNPow: 10

PMSpd: 24* PNSSpd: 24*

* Divide by 3 for effective PMSpd and PNSSpd of 8.

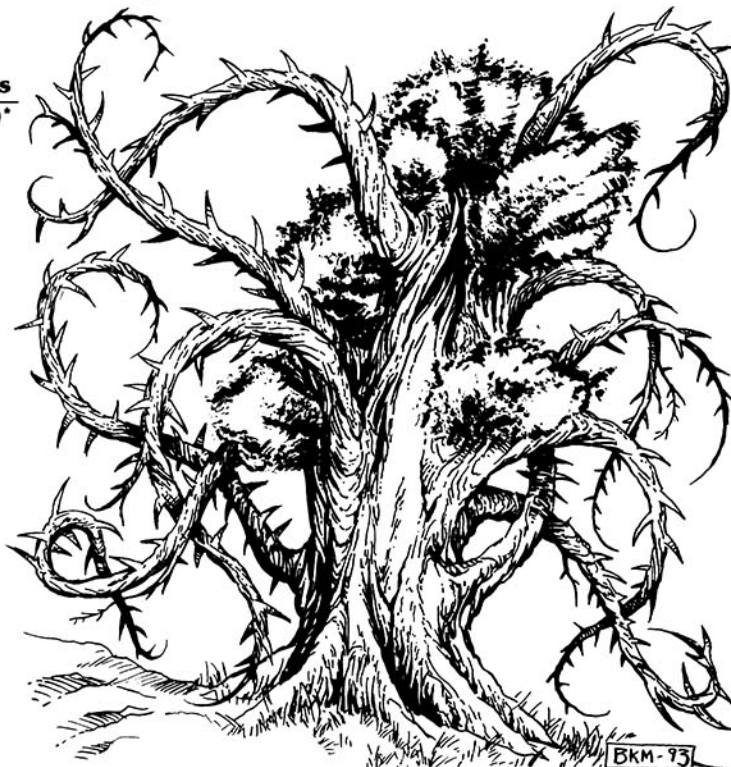
Armor Scheme:

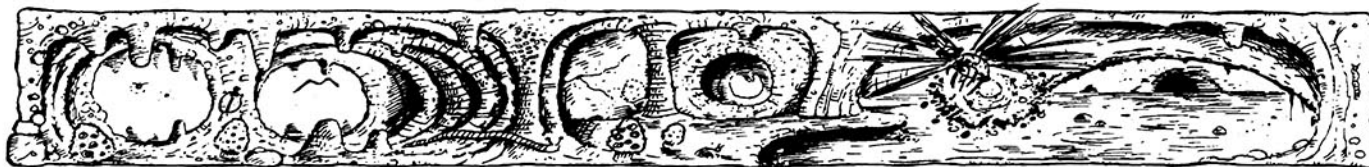
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Echoers are carnivorous plants which use their ability to mimic sound waves in the ranges of human-audible to sub- and ultrasonic so as to lure prey to them. As the echoers' prey try to peer through their dense foliage to identify the source of the "sounds" on the other side, the plant grasps the unwitting victim(s) with its flexible branches, and strikes with long, spike-shaped and hard leaves. These are colony growths and are usually found with harpoonhedge or slapstick shrubs (qq. v.) living in companionship and cooperation with the colony of echoers.





Fish, Subterranean

Illustration: Page 169

Identifier: Animal, Pisces, Teleost, var.

Habitat: Subterranean Ærth (Aquatic)

Size: Various (0.5xhuman size usually)
(7'-12'+ L)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 135 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 1 and -/32/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Bite	45	P	3D3	0 (1)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

P: 46, WL: 34, CL: 41

MM: 3

MR: 2

PM: 22

PN: 24

MMCap: 1

MRCap: 1

PMCap: 8

PNCap: 8

MMPow: 1

MRPow: 1

PMPow: 6

PNPow: 8

MMSpd: 1

MRSpd: 0

PMSpd: 8*

PNSpd: 8*

*Multiply by 2 to find effective PMSpd and PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	4	0*	0	4	0
Super	3	6	3	0*	0	3	0
Vital	2	4	2	0*	0	2	0
Non	1	2	1	0*	0	1	0
Average	2	5	2	0*	0	2	0

* Animal in water = invulnerable.

Commentary & Description:

There are more than a dozen species of unremarkable sort inhabiting subterranean waters. Many grow to great size, but only those which are dangerous will be detailed herein.

The first is the subterranean version of the stargazer, who buries itself in the muddy murky bottoms of underground waterways. This fish (who is usually between 7 and 12 feet in length) has a retractile tentacle located over its mouth. It uses this appendage as a lure, to draw victims near. Once prey is, close enough, the stargazer strikes with amazing quickness.

Another example of dangerous subterranean fish is the bullfish. This fish has huge, broad, and flattened head, with an enormous mouth that is directed upward. It possesses strong canine teeth which are partially visible even when the mouth is closed. There are numerous spines on the back and flanks, and the dorsal fin extends nearly the length of the body. The bullfish is grayish overall, with purple reflections on the back and flanks and a white underbelly. This fish is very aggressive, attacking creatures that enter its domain.

Fisheye/Scalie/Feeler-Face ("Goolgoopu")

Illustration: Page 138

Identifier: Animal, Pisces, Teleost, Semionotiform

Habitat: Subterranean Ærth, *Shallowshadow* and *Midglooms*, (Sapient)

Size: 1xhuman-size

(4.5'-6' T; 125-250#)

Number Appearing: 4-12 (4D3) or 150-200 (10D6+140)

Modes & Rates of Movement:

Walk: 70 yds/BT

Run: 140 yds/BT

Swim: 280 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Agriculture at 45

Appraisal at 52-70 (2D10+50)

Combat, Hand Weapons at 27-45 (2D10+25)

Gemology at 56-65 (1D10+55)

Influence at 46-55 (1D10+45)

Subterranean Ærth at 41-50 (1D10+40)

Subterranean Orientation at 70

Joss Factors: 1D3

Dodging/Avoidance: Nil and 16/20/12

Attractiveness: 0 (Horrid, Dazing & Fleeing at DR "Easy")

Invulnerabilities: Nil

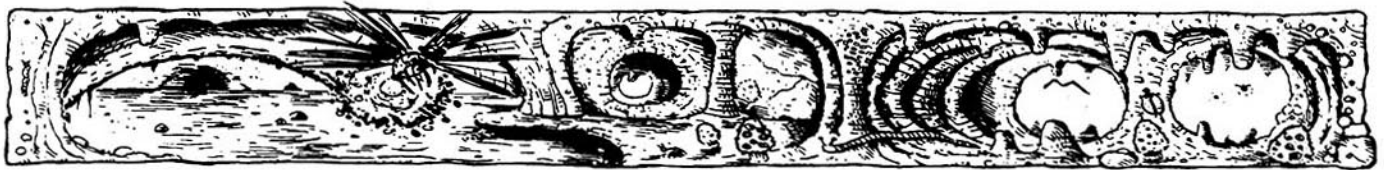
Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	1D3	0
Bite	40	P	1D6+Poison*	0
Fin	Special	P	2D3	0
Spears	36	P	3D6	0

* Poison: STR 40 (damage of 40/40/20 in 4 BT delays)



Powers:

Regenerate Cell Damage

Area of Effect: Self

Delivered by: Thought

Range: N/A

Time: 1 CT

Duration: Permanent

Frequency: 1/day

Description: This power enables the individual to heal up to 2D6 points of Physical damage.

Waterwall

Area of Effect: 500 cubic feet+100 cubic feet/additional participant

Delivered by: Word and gesture

Range: 10 yards/participant

Time: 1 BT

Duration: 1 AT/participant

Frequency: 1/week

Description: This power is achieved through group effort and requires at least five participants to create. The effect of the Waterwall creates the appropriate amount of water, suspended magickally, i.e., requiring no container. When the duration is complete, the water so created vanishes as it appeared.

Statistical Detail:

Base Scheme (+/- 1D6, -1 M penalty, +1 P bonus, -1 S penalty)

M: 50, EL: 40 P: 64, WL: 48, CL: 57 S: 48, EL: 38

MM: 25 MR: 25 PM: 33 PN: 31 SM: 25 SP: 23

MMCap: 9 MRCap: 9 PMCap: 12 PNCap: 11 SMCap: 10 SPCap: 11

MMPow: 8 MRPow: 8 PMPow: 11 PNPow: 10 SMPow: 8 SPPow: 7

MMSpd: 8 MRSpd: 8 PMSpd: 10 PNSpd: 10 SMSpd: 7 SPSPd: 5

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

This sapient piscian race of subterranean creatures call their kind "Goolgoopu," but humans have many other names for them—Fisheyes, Scalies (although they don't have scales) and Feeler-faces most commonly. By whatever name, this species is quite bright, strong, and spirited. Despite this, their weird appearance makes them distasteful to most humans, especially those not accustomed to seeing such creatures.. Heka use is individually very limited, but greater capacity is attained in group casting attempts led by a sort of shaman (female).

Height: 4.5' males 6' females, Weight: 125 pounds males; 250 pounds females.

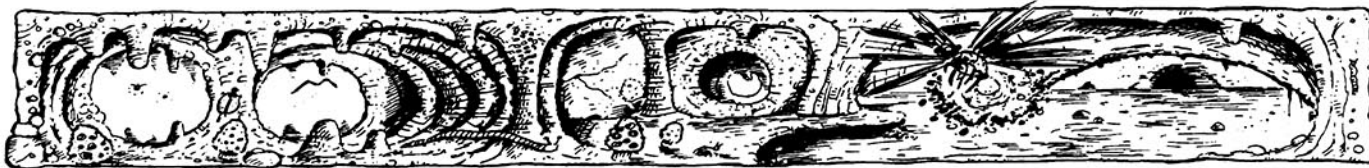
The race is omnivorous, about 40% of its diet being aquatic vegetation and the balance aquatic flesh ranging from fish and crustaceans to mollusks. They seldom eat warm-blooded creatures, seemingly having a distaste for such flesh.

This race is of neutral disposition. They do, however, dislike unexpected visitors, and unless some gifts are presented, they can be indifferent or even hostile.

Sensory abilities are: FE-P, HX, SN, TH-O (TT-X), XI (immediate actions in life-threatening situations).

The race of so-called Fisheyes has short limbs and moves bipedally on land. Extremities are webbed, and in water they swim with hands, feet and finned tail. They return to water to breed, and spawn in water, but otherwise spend most of their time in air. Fisheyes farm crustaceans and culture (freshwater) pearls which they trade for goods from "outside." From the appearance of these creatures, it is probable that they evolved from some ancestral form of catfish, for all have the broad, feeler-fringed mouth. Furthermore, the mucous secretion from these feeler-like appendages is quite toxic, which is similar to catfish feelers. Fisheyes inhabit the lowest portions of the *Shallowshadow* region and some upper areas of the *Midgloom*. They are not numerous in either place.





Flashby

Illustration: Page 168

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Subterranean Ærth

Size: 0.5xhuman-size
(3' T; 40-70#)

Number Appearing: 10-15 (1D6+9)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 360 yds/BT and 450 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Bite	60	P	4D3	0 (4)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 56, WL: 42, CL: 50

MM: 10

MR: 10

PM: 28

PN: 28

MMCap: 4

MRCap: 4

PMCap: 10

PNCap: 10

MMPow: 3

MRPow: 3

PMPow: 8

PNPow: 8

MMSpd: 3

MRSpd: 3

PMSpd: 10*

PNSpd: 10*

* Multiply by 2 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Relying on speed and vicious bites, these canines are able to overtake and bring down even the largest of prey. Typical coloration is pale gray to colorless tan. These thin and wiry carnivores have long, muscular legs and large, snarling mouths. They are extremely successful pack-hunters, who will pursue until they catch their victims, or are (in rare instances) outdistanced. If the prey somehow succeeds in escaping, the pack will look for other, easier, prey instead of attempting to track the original target.

Sensory abilities include extremely acute hearing and ultrasonic emissions and feedback (HH and HU).

Floater

Illustration: Page 168

Identifier: Fungus, Basidiomycetes, Pyroclastiae, Pyroclastid

Habitat: Subterranean Ærth

Size: 0.5 to 1xhuman-size
(2'-4.5' diameter.)

Number Appearing: 1

Modes & Rates of Movement:

Float: 5* yds/BT

* or by wind speed

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Explosion	Special	1*	3D6+Special**	0

* Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

** Any being within the blast area possessing a respiratory system will have a base 50% chance of inhaling the poisonous spores (STR 20, onset instantaneous).

Powers: Nil

Statistical Detail:

Base Scheme

M (Cunning): 0

P: 10, WL: 7, CL: 9

MM: 0

MR: 0

PM: 6

PN: 4

MMCap: 0

MRCap: 0

PMCap: 6

PNCap: 4

MMPow: 0

MRPow: 0

PMPow: 0

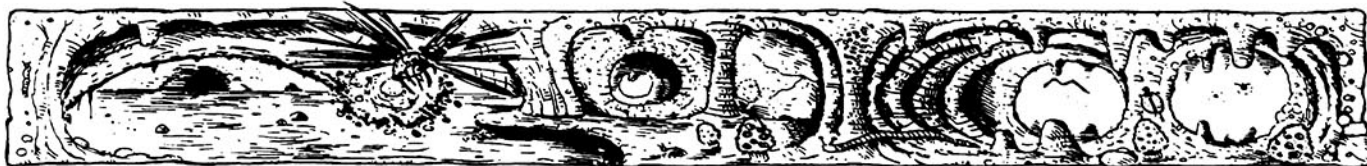
PNPow: 0

MMSpd: 0

MRSpd: 0

PMSpd: 0

PNSpd: 0



Armor Scheme:

Area	Pierce	Cut*	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

* Any successful attack with a cutting or piercing weapon will puncture.

Commentary & Description:

This species of fungus is similar to the puffball mushroom. These plants grow to a diameter of 2' to 4.5'. At maturity, the interior dissolves, and in the process, hydrogen gas fills the void. The plant then floats upward and is moved around by air currents for several days. Fully ripe, the plant bursts from internal pressure, and spores are sent in all directions. The immediate spore cloud can be dangerous to the respiration system of any life form exposed to it. The gamemaster should treat spores as Poison with a STR rating of 20, with the exception that all such damage is applied at once.

The explosion's blast radius is equal to 5 times the floater's diameter. Because the gas is flammable, all within the area of the explosion will suffer an additional 3D6 points of Fire Physical damage if open flames are present or a spark ignites the gas.

Fountain Fungus

Illustration: Page 168

Identifier: Fungus, Basidiomycetes, classification undetermined

Habitat: Subterranean /Ærth

Size: 2xhuman-size
(10' diameter)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:
Crawl: 5 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Acid Gush	40	Chemical	Special*	0

* Acid damage = Exposure rollx1D3 +Continuing 5 CTs

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 66, WL: 49, CL: 59

PM: 40 PN: 26

PMCap: 14 PNCap: 9

PMPow: 13 PNPow: 8

PMSpd: 13* PNSpd: 9*

* Divide by 2 to find effective PMSpd of 6 and PNSpd of 4

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

The fountain fungus is a large, mobile form of carnivorous fungoid growth which uses a gush of acid to kill and liquify its prey. This acid can be sprayed up to five times per day, for 1D3 points times 1D6 Exposure roll initial and Continuing Physical damage for a total of 6 Critical Turns time. These creatures are slow, moving along on small rootlike tendrils at their base. They prefer meat proteins from animals, though they can sustain themselves on vegetable matter if necessary.

Sensory abilities are primarily of the FV sort.

Garpike

Illustration: Page 168

Identifier: Animal, Pisces, Teleost, Silurid

Habitat: Subterranean /Ærth (Aquatic)

Size: 1xhuman-size/various
(6'-8' L; up to 21' L)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Swim: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

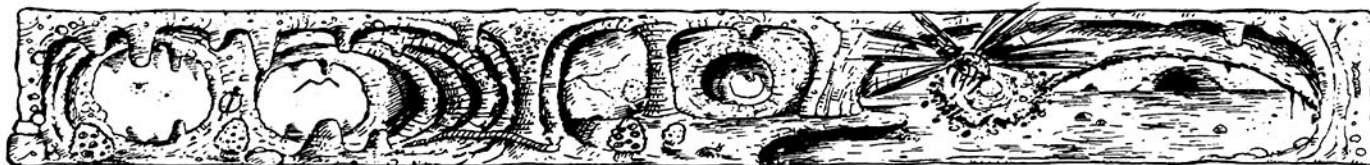
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	2D3*	2 (3)**

* Per 7' of length, damage progressive: 8' L = 4D3+4 (6), 15' = 8D3+6 (9), etc.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 120, WL: 90, CL: 108

PM: 60

PMCap: 26

PMPow: 14

PMSpd: 20

PN: 60

PNCap: 26

PNPow: 14

PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	8	0*	0	8	0
Super	6	9	6	0*	0	6	0
Vital	4	6	4	0*	0	4	0
Non	2	3	2	0*	0	2	0
Average	5	7	5	0*	0	5	0

* Animal in water = invulnerable.

Commentary & Description:

These subterranean fish resemble a cross between an alligator gar and a pike. They are active predators and grow to 4-24' long, covered by thick, rounded scales. A specimen recently brought up from the underground waters was a record 21' long, its snout measuring 1 yard! Garpike over 14' in length have a terrible bite indeed and are fearless and aggressive hunters. Although blind (SX), these creatures use pressure sensitivity (FP) and smell (TH) to hunt.

Gibbat

Illustration: Page 168

Identifier: Animal, Mammalia, Chiroptera, Megachiroptera

Habitat: Subterranean /Ærth

Size: 2xhuman-size

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement:

Crawl: 50 yds/BT

Fly: 250 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	50	C	2D3	6 (8)*
Bite	30	P	2D6	6

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 30

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 20

MRCap: 10

MRPow: 7

MRSpd: 3

P: 150, WL: 112, CL: 135

PM: 60

PMCap: 24

PMPow: 18

PMSpd: 18*

PN: 90

PNCap: 37

PNPow: 27

PNSpd: 26*

* Divide by 2 for effective PMSpd of 9 and PNSpd of 13.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

These horrible, carnivorous creatures are monstrous batoids with both long, razor-sharp claws and teeth. When attacking their prey, these flying predators emit a welter of confusing sounds to disorient their victims. The noise generated by gibbats resembles gibbering and shouting to human ears, and requires a successful K/S roll versus M TRAIT (at DR "Hard") to avoid confusion and inability to act save at a twice-normal "Dazed" penalty.

Sensory abilities of gibbats include HH and HS.

Glowgrave

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Ærth

Size: Individual Small, Patch Gigantic

(2' T; 1500 sq. ft. patch)

Number Appearing: Patch

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil



Gritleaf

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Constrict	30	B/I*	2D3	Poison**

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his, CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor.

** Poison: STR 30 (damage of 30/30/15 in 3 BT delays)

Powers: Nil

Statistical Detail (individual plant):

Base Scheme (+/- D3)

M (Cunning): 0

P: 60, WL: 45, CL: 54

MM: 0

MR: 0

PM: 30

PN: 30

MMCap: 0

MRCap: 0

PMCap: 12

PNCap: 12

MMPow: 0

MRPow: 0

PMPow: 10

PNPow: 10

MMSpd: 0

MRSpd: 0

PMSpd: 8

PNSpd: 8

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

This species of scrub-like plant grows only where there is at least a minimal water source. It develops into communities (patches) and uses phosphorescence to lure animal or vegetable prey into its patch. Once such victims are in its midst, it attacks with grasping roots and venomous rootlets. Glowgrave plants tend to be brighter in the center of the patch, as plants which have fed become passive in their light production. Because of this, many victims will be well inside the patch before they realize it. Otherwise the growth maintains itself through water and mineral nutrients and *ultra-lucidisynthesis*.

The principal operative sense of glowgraves seems to be akin to the sensing of heat and cold (FH, temperature) in a range of about 6'. Change in this data indicates to them some potential food source is nearby or within their grasp.

Illustration: Page 173

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Earth

Size: 2xhuman-size

(6'-9' T; 4' diameter)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Leaves (flail)	65	C	2D6	6 (11)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 116, WL: 87, CL: 104

MM: 0

MR: 0

PM: 58

PN: 58

MMCap: 0

MRCap: 0

PMCap: 20

PNCap: 20

MMPow: 0

MRPow: 0

PMPow: 18

PNPow: 18

MMSpd: 0

MRSpd: 0

PMSpd: 20*

PNSpd: 20*

* Divide by 2 for effective PMSpd and PNSpd of 10.

Armor Scheme:

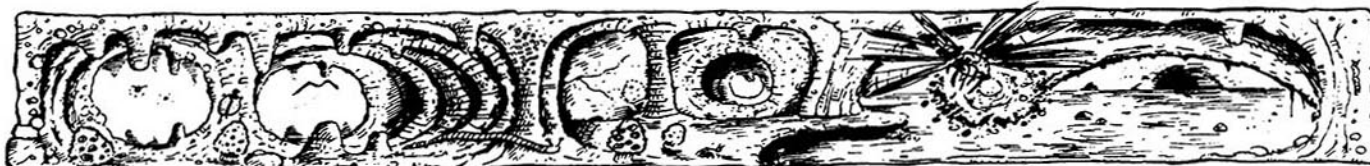
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Using its abrasive leaves to attack and digest other plants and animals, this species is a development of plants which abrade rock with their leaves to gain mineral nutrients. The gritleaf is a large, giant-leafed specimen with rough, leathery leaf-fronds that it whips and flails at passing life forms. The spatulate, serrated leaves are ivory to olive brown, up to 18" long. The target suffers injury or death, as the gritleaf draws nutrients from its blood, juices, skin, bark, whatever. They grow where there is moisture and their roots can gain a firm hold.

Sensory ability is that of detection of vibrations (FV).



Hagnymph

Illustration: Page 169

Identifier: Animal, Arthropoda, Insecta, Neuroptera

Habitat: Subterranean /Erth (Aquatic)

Size: 2xhuman-size

(10' L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 40 yds/BT

Swim: 160 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/25/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 16

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x4)	50	C	2D3	15 (17)*
Bite	40	P	2D6	15

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 160, WL: 120, CL: 144

MM: 10

MR: 10

PM: 90

PN: 70

MMCap: 4

MRCap: 4

PMCap: 35

PNCap: 27

MMPow: 3

MRPow: 3

PMPow: 27

PNPow: 21

MMSpd: 3

MRSpd: 3

PMSpd: 28*

PNSpd: 22*

* Divide by 2 for effective PMSpd of 14 and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	20	8*	4	20	4
Super	30	30	15	6*	3	15	3
Vital	20	20	10	4*	2	10	2
Non	10	10	5	2*	1	5	1
Average	25	25	12	5*	2	12	2

* Animal in water = invulnerable.

Commentary & Description:

Thought to be a larval form of one of the giant subterranean insects, the hagnymph is a hideously ugly aquatic predator. Fortunately, they aren't frequently encountered. They get their name from the vague resemblance of their heads to those of the hag species of Phæree origination. They have two pairs of large pincers for grasping and holding their prey, and a body protected by a thick carapace. The creature itself is propelled by paddle-like hind legs. These monsters are about 10' long and exceptionally dangerous. Habitat is in any large body of subterranean water.

Sensory abilities: FF, HX, SX, TDH, EX.

Harpoonhedge

Illustration: Page 173

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Erth

Size: 2xhuman-size

(6'-8' T, 10'-12' diameter)

Number Appearing: 6-16 (2D6+4)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Vines (x2D3)	20	P	3D3+Special*	0

* Moderate Acid: 3D6 PD (Continuing) 2D3 CTs

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

P: 50, WL: 37, CL: 45

MM: 0

MR: 0

PM: 25

PN: 25

MMCap: 0

MRCap: 0

PMCap: 9

PNCap: 9

MMPow: 0

MRPow: 0

PMPow: 8

PNPow: 8

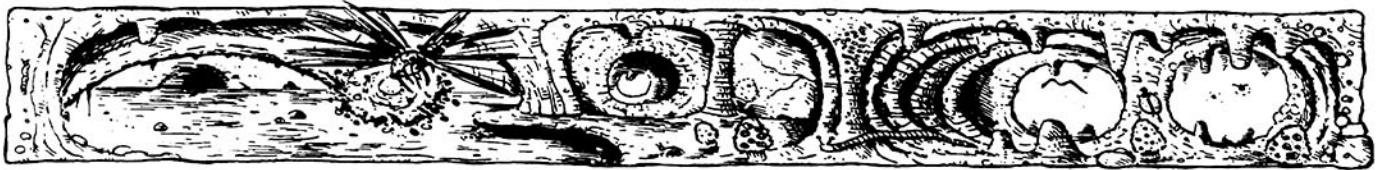
MMSpd: 0

MRSpd: 0

PMSpd: 8*

PNSpd: 8*

* Divide by 2 to get effective PMSpd and PNSpd of 4.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 100, WL: 75, CL: 90

PM: 50 PN: 50

PMCap: 20 PNCap: 20

PMPow: 15 PNPow: 15

PMSpd: 15* PNSpd: 15*

* Divide by 3 for effective PMSpd and PNSpd of 5.

Commentary & Description:

This is a fairly tall plant with strong, highly flexible vines amidst its thickly clustered leaves. The vines are from 20' to 30' long and have iron-hard, barbed tips at their ends, while the leaves themselves are narrow, needle-like and silvery-gray. Through its senses of feeling (FV), the harpoonhedge is able to detect moving life forms within 40'. As potential prey comes within range, it shoots its harpoon-like vines to secure and drag back victims for dissolution and digestion. (Note: This plant is grown and so pruned as to provide a highly effective defense by some subterranean sapient races.)

Harpoonhedge requires rooting, regular moisture, and moderate *ultralucidisynthesis* to exist and grow. Without animal proteins the plant cannot reproduce, however.

Harvestman

Illustration: See right

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean Ærth

Size: 3xhuman-size

(10-15' T; 5' diameter)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Crawl: 10 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Direct sunlight inflicts 1D3 points of Physical damage per Critical Turn of exposure.

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Branches (x2D3)	30	C	2D6	3

Powers: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

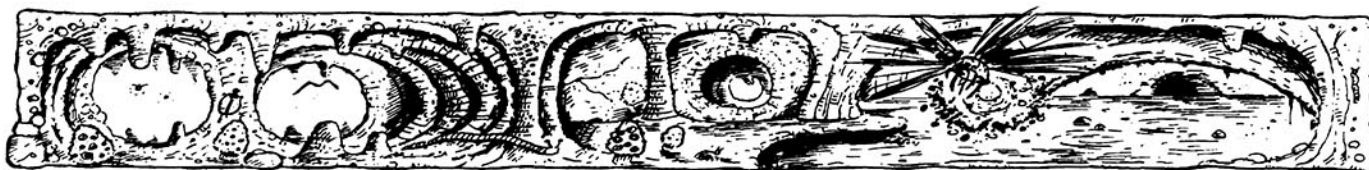
* Invulnerable

Commentary & Description:

The harvestman is a species of mobile bush, not swift, but large and strong. These plants have low-growing, movable branches with scythe-like edges that are used to chop at the legs, trunk, stem, etc. of any moving object that comes within range. Victims of the harvestman's scythe attacks are then gathered up by prehensile roots and fed into a trunk orifice for digestion.

Senses include FV and SE.





Heathedge

Illustration: Page 173

Identifier: Plant, Tracheophyta, Angiospermae, Pyrophyta

Habitat: Subterranean Ærth

Size: 1xhuman-size
(5-6' T; 2' diameter)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Sap (if cut)	60	Fire	3D6*	0

* Continuing damage 1 AT duration.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

P: 40, WL: 30, CL: 36

MM: 0 MR: 0

PM: 20 PN: 20

MMCap: 0 MRCap: 0

PMCap: 20 PNCap: 20

MMPow: 0 MRPow: 0

PMPow: 0 PNPow: 0

MMSpd: 0 MRSpd: 0

PMSpd: 0 PNSpd: 0

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	4	0	40	20	*	20
Super	6	3	0	30	15	*	15
Vital	4	2	0	20	10	*	10
Non	2	1	0	10	5	*	5
Average	5	2	0	25	12	*	12

* Invulnerable

Commentary & Description:

The grayish stalks of this large bush are brittle, and the small leaves are a deeply veined crimson and black. This plant develops high internal heat in its roots to aid in its ingestion of minerals, for it exists by chemosynthesis. If the upper portions are broken, the heathedge plants squirt forth a sticky, extremely hot sap which inflicts severe damage to the molesting life form. (Again, similar to harpoonhedge, this species of plant is utilized for protection by intelligent life forms.) If untended, the heathedge will grow into a gnarled, spreading, and open treelike shrub.

Hissard ("Theesiss'honz")

Illustration: Page 173

Identifier: Animal, Reptile, Lacertilian

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(5' T; 175#)

Number Appearing: 7-12 (1D6+6), 70-120 ((1D6+6)×10) in clan

Modes & Rates of Movement:

Walk: 65 yds/BT

Trot: 130 yds/BT

Run: 195 yds/BT

Swim: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 33-60 (3D10+30)

Combat, Missile Weapons (clubs, spears, stones) at 33-60 (3D10+30)

Hunting/Tracking at 41-50 (1D10+40)

Subterranean Orientation at 70

Survival at 50

Joss Factors: 1D3

Dodging/Avoidance: Nil and 16/21/13

Attractiveness: 0 (Horrid—Dazing and Fleeing at DR "Easy")

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1 (plus worn protection)

Quirks: Nil

Attacks	Ave BAC	Damage Type	Base	Bonus
Bite	40	P	1D6	0
Claws (x2) or	50	C	1D3	0
Weapon	47	by weapon	by weapon	0

Powers:

Regenerate Body Parts

Area of Effect: Self

Delivered by: Thought

Range: N/A

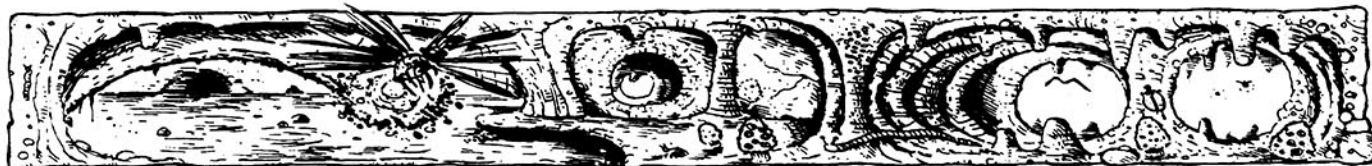
Time: 2-6 days

Duration: Permanent

Frequency: 1/month

Description: This power enables the subject to completely regenerate lost appendages within a 2-6 day period.

Note that while conscious thought is required to begin the regeneration, the effect continues automatically until the body part has regrown.



Statistical Detail:

Base Scheme (+/- D3, -2 MR penalty, +1 PN bonus, -2 SM penalty, -1 SP penalty)

M: 50, EL: 40 P: 65, WL: 48, CL: 58 S: 47, EL: 37
 MM: 28 MR: 22 PM: 31 PN: 34 SM: 22 SP: 25
 MMCap: 10 MRCap: 8 PMCap: 11 PNCap: 12 SMCap: 9 SPCap: 10
 MMPow: 9 MRPow: 7 PMPow: 10 PNPow: 11 SMPow: 7 SPPow: 8
 MMSpd: 9 MRSpd: 7 PMSpd: 10 PNSpd: 11 SMSpd: 6 SPSPd: 7

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	0	4	4	0	12
Super	3	3	0	3	3	0	9
Vital	2	2	0	2	2	0	6
Non	1	1	0	1	1	0	3
Average	2	2	0	2	2	0	7

Commentary & Description:

The subterranean race is known to mankind as "Hissards" because of their sibilant speech. In fact, these creatures refer to themselves as "Theesiss'honz," the final "z" sounding as a buzzing "thzs."

Although they prefer dry conditions, these bipedal, scaled, flat-tailed creatures can abide damp and are very able and rapid swimmers. Hissards dwell together in small bands and gather periodically in clan-like enclaves. While they can survive for a time on vegetable matter, Hissards are primarily carnivorous, have a distinct fondness for warm-blooded flesh, and relish human meat. Hissards are found in the *Shallowshadow*, *Midgloom* in some numbers, and down in the *Deepdark* as well. Because they would as soon dine on Devilmen as Albies, for instance, they seem to have few friends amongst the other sapient species dwelling in Subterranean Ærth.

These creatures employ primitive weapons perforce, and whenever they can, the Hissards acquire better weapons, for their foreclaws can grasp and wield swords, axes, etc. They use any available armor as well, but seem to prefer padded and leather protection because of its relative noiselessness.

Hissards are not particularly able in channeling Heka, although some few individuals develop modest ability in partial practice. Clans sometimes have a shaman or "sorcerer" or both.

Sensory abilities are: FN, HH, SN-U, TH, XX.

Hootie

Illustration: Page 173

Identifier: Animal, Aves, Strigiformes, Anthroavid

Habitat: Subterranean Ærth (Near Sapient)

Size: 0.25xhuman-size

(2.5' T; 25#)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Run: 120 yds/BT

Climb: 40 yds/BT

Fly: 600 yds/BT

Burrow: 5 yds/AT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 1

Dodging/Avoidance: 9 and 11/40/14

Attractiveness: 9

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	60	C/P	1D3*	0 (4)**
Bite	40	P	1 Point	0

* Triple PD if swooping to strike.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

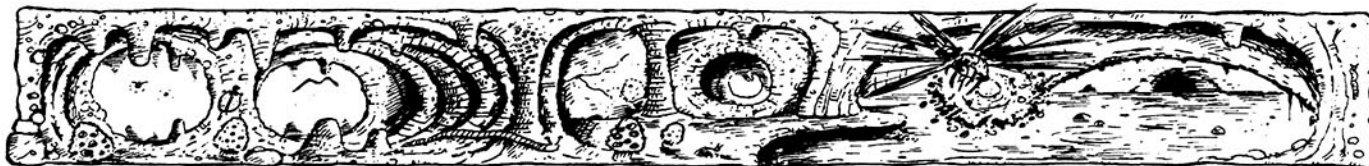
Statistical Detail:

Base Scheme (+/- 1D3)

M: 35*, EL: 28 P: 49, WL: 36, CL: 44 S: 100, EL: 80
 MM: 16 MR: 19 PM: 25 PN: 24 SM: 50 SP: 50
 MMCap: 6 MRCap: 7 PMCap: 10 PNCap: 10 SMCap: 40 SPCap: 40
 MMPow: 5 MRPow: 6 PMPow: 10 PNPow: 9 SMPow: 3 SPPow: 3
 MMSpd: 5 MRSpd: 6 PMSpd: 5** PNSpd: 5** SMSpd: 7 SPSPd: 7

* Can be mentally attacked.

** Multiply by 4 for effective PMSpd and PNSpd of 20.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	8	0
Super	3	3	3	0	0	6	0
Vital	2	2	2	0	0	4	0
Non	1	1	1	0	0	2	0
Average	2	2	2	0	0	5	0

Commentary & Description:

Burrowing owls who became adapted to permanent subterranean existence evidently were the origination of the Hooties species. In this dark environment they evidentially developed considerable power of intellect. Lack of any manipulative limbs seems to have arrested further evolution, but these creatures have a rudimentary language and can speak and understand a limited number of human words (300- to 500-word vocabulary).

If there is a particular term by which this avian race calls itself, the name is unknown to mankind. In fact, very little indeed is known about Hooties, including if they can or ever do employ Heka. No known potential. What we can say is that these intelligent owls are, like their primitive cousins, carnivores, that they are quite friendly towards humans, and they appreciate meeting and learning from men.

Hooties can run quite swiftly on the ground,, climb, and fly very swiftly and silently in conditions which allow them sufficient space to so do. Because these creatures hunt pests and are prone towards friendliness, many subterranean humans and humanoid communities have established cooperative associations with Hooties, the latter keeping down pest species and serving as sentinels, the former providing shelter and food to the Hooties as needed.

Sensory abilities of this race are: Normal sense of touch (FN), normal hearing—which for owls is far keener than the best of human ears—but ability to hear far into the ultrasonic range (HN-U), eyesight into the infrared and ultraviolet spectrums as well as capacity to see electromagnetic radiation (SE-I-N-U), owl-normal sense of taste and smell (TN), and potentially some intuitive power as to the immediate future XI. Regarding the latter, there have been instances of Hooties warning of impending attack or similar danger, or where to go to find something, and so on.

Hydraworm

Illustration: Page 169

Identifier: Animal, Coelenterata (Cnidaria), Hydrozoa, Hydroid

Habitat: Subterranean /Ærth (Aquatic)

Size: 3xhuman-size
(12+’ L, 4’ diameter)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 20 yds/BT (when not rooted)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	1D6+Poison*	8
(11-20 Stalks)				
Bite (Trunk)	25	P	4D6+swallow	8

* Poison: STR 10 (damage of 10/10/5 in 1 CT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 6

P: 160, WL: 120, CL: 144

MM: 3

MR: 3

PM: 80

PN: 80

MMCup: 1

MRCup: 1

PMCap: 42

PNCup: 42

MMPow: 1

MRPow: 1

PMPow: 20

PNPow: 20

MMSpd: 1

MRSpd: 1

PMSpd: 18*

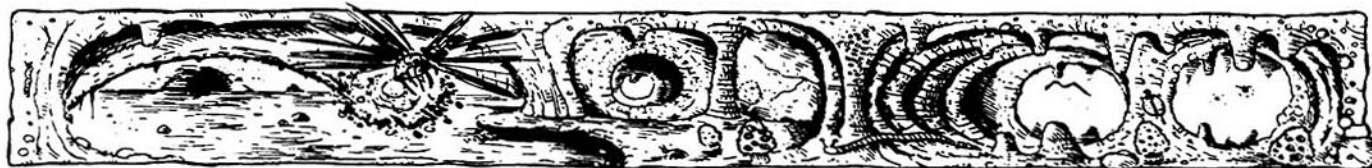
PNSpd: 18*

* Divide by 3 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	4	0*	0	4	8
Super	6	6	3	0*	0	3	6
Vital	4	4	2	0*	0	2	4
Non	2	2	1	0*	0	1	2
Average	5	5	2	0*	0	2	5

* Animal in water = invulnerable.



Commentary & Description:

This aquatic predator is shaped like a cylinder with tentacles on one end. The base of the hydroworm attaches to rocks or another surface on the bottom of a body of water. They feed on all manner of other living things they catch with their branched upper portion. The head of these things has from 11 to 20 separate stalks. Each is a snake-like growth with sensory organs and mouth and ranges from 6' to 12' length (depending on the size of the main body). The hydrastalks search for and seize passing prey in their mouth. The victims are bitten and possibly paralyzed by poison secreted by stalk mouths. Once grabbed by the tentacles, the victim is then pulled down to where the main trunk can engulf and swallow them.

Typical specimens of hydroworms are about 12' tall and 4' in diameter. These creatures reproduce by budding. Any tentacles lost are regenerated in a matter of days.

The poison from a hydroworm is designed to incapacitate, not kill. It has a STR rating of 10, and an Effect Rate of 3 Critical Turns. After the Effect Rate has expired, the victim will become paralyzed unless a successful roll is made versus the persona's PN CATEGORY (at DR "Moderate"). Bites from more than one mouth do not inflict further damage, but the additional poison effect will serve to increase the Difficulty Rating by one factor for every two bites beyond the first.

Sensory abilities include heightened feeling (FH) and heightened taste (TH).

Impaler

Illustration: Page 173

Identifier: Plant, Tracheophyta, Angiospermae, Anthrophyta

Habitat: Subterranean /Earth

Size: 1xhuman-size
(5-7' L)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:
Walk: 60 yds/BT

Initiative Modifiers: -10 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/18/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Thorns (2D3)	35	P	2D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 60, WL: 45, CL: 54

PM: 30

PMCap: 12

PMPow: 9

PMSpd: 9

PN: 30

PNCap: 12

PNPow: 9

PNSpd: 9

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	0	0	8	*	0
Super	*	3	0	0	6	*	0
Vital	*	2	0	0	4	*	0
Non	*	1	0	0	2	*	0
Average	*	2	0	0	5	*	0

* Invulnerable

Commentary & Description:

This strange creature is a mobile species of plant life found underground. Impalers are bipedal, man-shaped, and have long, spike-like thorns covering them. They attack prey by moving and grasping/pressing. Impaled victims are then digested by a sap secretion, and the nutrients absorbed by rootlets or base roots. The sap does 1D6 Continuing Acid Physical damage, with a Burn Duration of 20 CTs.

In color, they are pale ochre to ivory. Because water is necessary, impalers will never be more than about one mile from some underground pool or stream. They are often found along subterranean passages or beside other bushes or tall plants, where they stand motionless, waiting for prey. When still, they appear to be thick thorn bushes, and gain a -10 adjustment to their initial Surprise roll.

Sensory ability seems to be limited to air pressure change detection (FP) and heightened touch (FH).

Kicket

Illustration: Page 176

Identifier: Animal, Arthropoda, Insecta, Orthoptera (Gryllid)

Habitat: Subterranean /Earth

Size: 1xhuman-size
(3'-8' L)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Crawl: 25 yds/BT

Hopping: 150 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/18/-

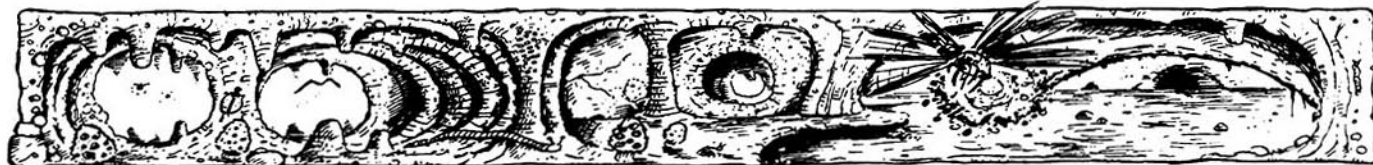
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Kick	25	B	2D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MR: 2

MMCap: 1

MRCap: 1

MMPow: 1

MRPow: 1

MMSpd: 1

MRSpd: 0

P: 80, WL: 60, CL: 72

PM: 49

PN: 31

PMCap: 20

PNCap: 13

PMPow: 20

PNPow: 9

PMSpd: 9

PNSpd: 9

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	16	4	0	0	8	0
Super	6	12	3	0	0	6	0
Vital	4	8	2	0	0	4	0
Non	2	4	1	0	0	2	0
Average	5	10	2	0	0	5	0

Commentary & Description:

Kickets are large insects related to normal crickets that grow to a length of 3' to 8'. They have ivory-colored, very hard shells and strong hind legs. They feed on plants, and the kicket's hind legs are used to break, knock down, or disable large or heavily defended plant life forms. Note that the statistical detail above assumes a mature kicket of some 6' length.

Killercat

Illustration: Page 168

Identifier: Animal, Pisces, Teleost, Semionotiform

Habitat: Subterranean Ærth (Aquatic)

Size: 1xhuman-size
(5-6' L; 200-250#)

Number Appearing: 1-10 (1D10)

Modes & Rates of Movement:

Swim: 160 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	1D6+Poison*	6
Spines	35	P	3D3	6

* Poison: STR 20 (damage of 20/20/10 in 1 AT delay)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MR: 2

MMCap: 1

MRCap: 1

MMPow: 1

MRPow: 1

MMSpd: 1

MRSpd: 0

P: 120, WL: 90, CL: 108

PM: 60

PN: 60

PMCap: 24

PNCap: 24

PMPow: 18

PNPow: 18

PMSpd: 18

PNSpd: 18

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0*	16	8	8
Super	6	6	6	0*	12	6	6
Vital	4	4	4	0*	8	4	4
Non	2	2	2	0*	4	2	2
Average	5	5	5	0*	10	5	5

* Animal in water = invulnerable.

Commentary & Description:

Killercats are a giant form of catfish with large teeth in addition to their poisonous feelers. They both scavenge and hunt, and while they usually feed on the bottom, killercats will occasionally rise to attack prey moving above. Their poison has a STR rating of 20 and an Effect Rate of 1 AT. The spines in the fins of the catfish are also capable of terrible damage, but these are used primarily in defense and not when attacking.

Lizard, Lionlizard

Illustration: Page 173

Identifier: Animal, Reptile, Lacertilian, Varanid

Habitat: Subterranean Ærth

Size: 2xhuman-size
(12-14' L)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Run/Rush: 120 yds/BT and 24 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

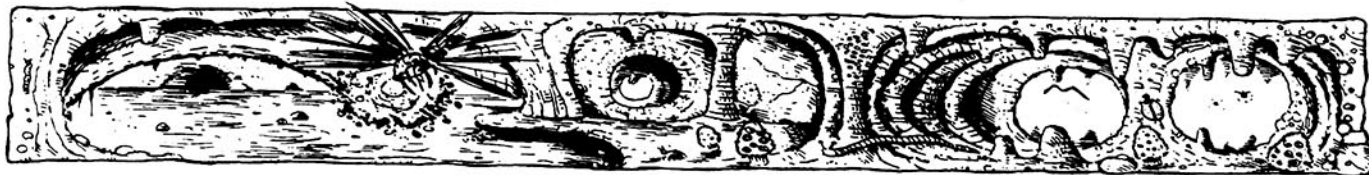
Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	20	C	3D3	8
Bite	40	P	5D3	8



Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20 P: 120, WL: 90, CL: 108
 MM: 10 MR: 10 PM: 70 PN: 50
 MMCap: 4 MRCap: 4 PMCap: 30 PNCap: 19
 MMPow: 3 MRPow: 3 PMPow: 20 PNPow: 15
 MMSpd: 3 MRSpd: 3 PMSpd: 20* PNSSpd: 16*

* Divide by 2 for effective PMSpd of 10 and PNSSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	16	20	12
Super	9	12	15	3	12	15	9
Vital	6	8	10	2	8	10	6
Non	3	4	5	1	4	5	3
Average	7	10	12	2	10	12	7

Commentary & Description:

These lizards have large heads and powerful jaws full of shark-like teeth, heavy bodies supported by muscular limbs, razor-like, claws, and long laterally compressed tails.

Lionlizards are skillful predators, whether hunting in small groups or alone. They hunt by ambushing prey. A group may stalk prey, or prey may be killed by a lone lizard that kills with slashing foreclaws and flesh-tearing bites. The kill may be shared, but only the bigger Lionlizards get the choicest parts.

Lobber/Lobsterman ("click-click) Kkqk")

Illustration: Page 169

Identifier: Animal, Anthropoda, Crustacea, Reptantia

Habitat: Subterranean /Earth (Sapient)

Size: 1xhuman-size

(7' T; 250-300#)

Number Appearing: 2-7 (1D6+1), 50-300 (5D6x10) in communities

Modes & Rates of Movement:

Walk: 90 yds/BT

Run: 180 yds/BT

Swim: 270 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Agriculture at 55

Combat, Hand Weapons at 28-55 (3D10+25)

Endurance at 36-45 (1D10+35)

Subterranean Orientation at 65

Survival at 60

Joss Factors: 1D3

Dodging/Avoidance: Nil and 16/20/11 or by individual

Attractiveness: Human standard -1, but no Extreme Attractiveness roll required.

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Pincers (x2)	50	C	1D6	0 (2)*
Fork	41	P	3D6	0 (1)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, -1 M penalty, +1 P bonus, -2 S penalty)

M: 50, EL: 40 P: 64, WL: 48, CL: 57 S: 42, EL: 33

MM: 25 MR: 25 PM: 33 PN: 31 SM: 22 SP: 20

MMCap: 9 MRCap: 9 PMCap: 12 PNCap: 11 SMCap: 9 SPCap: 9

MMPow: 8 MRPow: 8 PMPow: 11 PNPow: 10 SMPow: 7 SPPow: 6

MMSpd: 8 MRSpd: 8 PMSpd: 10 PNSSpd: 10 SMSpd: 6 SPSPd: 5

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	16	4	4	12	12
Super	18	18	12	3	3	9	9
Vital	12	12	8	2	2	6	6
Non	6	6	4	1	1	3	3
Average	15	15	10	2	2	10	10

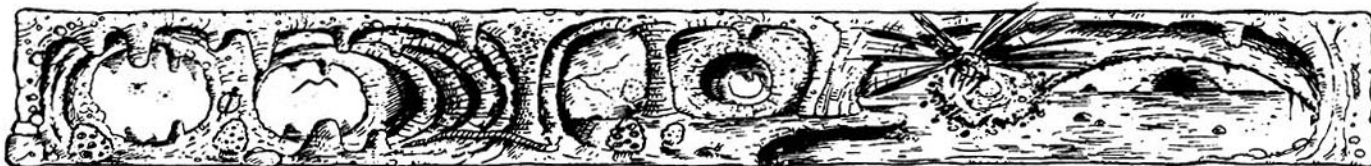
Commentary & Description:

Although these creatures refer to their race as "(click-click) Kkqk," humans call them "Lobbers." These intelligent creatures dwell in small communities by large bodies of subterranean water, existing on a diet of vegetable and animal material.

Lobbers are semi-aquatic, but can and do spend some time outside the water for various reasons. For locomotion on land, they stand upright on six of their eight pairs of legs for locomotion. Front legs and the long but largish clawed legs are used as arms for manipulation, carrying, etc. The Lobbers are basically not ill-disposed to other sapient creatures not bent on harming them. They would be far friendlier towards humans, but past experiences have made them wary and hostile, for unscrupulous and wicked humans have a distinct propensity to attack and kill Lobbers for eating! These creatures have been wiped out from the *Shallowshadow* region, but they have large, well-defended communities in the *Midglooms* and upper portions of the *Deepdark*.

Some few individuals have been known to possess Heka channeling ability. Thus, in a normal community of these creatures there will be some shaman-like member and possibly an apprentice.

Sensory abilities are: FX, HN, SN-U, TD, XD.



Micaman

Illustration: Page 173

Identifier: Mineral, classification undetermined

Habitat: Subterranean Ærth (Sapient)

Size: Various

(2.5'-8.5' T; 500-5000#)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

7 yds/BT (smooth ground)

3 yds/BT (rough ground)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Dweomercraft, Elemental at 58-85 (3D10+55)

Magick at 58-85 (3D10+55)

Gemology at 57-75 (2D10+55)

Geology/Mineralogy at 61-70 (1D10+60)

Multiversal Planes & Spheres at 41-50 (1D10+40)

Phæree Flora & Fauna at 51-60 (1D10+50)

Subterranean Ærth at 61-70 (1D10+60)

Subterranean Orientation at 70

Joss Factors: 1D6

Dodging/Avoidance: Nil and 24/20/23 or by individual

Attractiveness: 6 on the human-norm scale

Invulnerabilities:

Fire

Electricity

Susceptibilities:

Exposure:

Cold (x2)

Average Armor Protection: 37

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Nil				

Powers:

Ærth Alteration

Area of Effect: 100 cubic feet

Delivered by: Thought

Range: 100 yards

Time: 5 CTs

Duration: Permanent

Frequency: 1/day

Description: Through use of this power, the individual is able to melt and shape rock, stone, mud or dirt.

Ærth Walking

Area of Effect: Self

Delivered by: Thought

Range: N/A

Time: 5 CTs

Duration: 5 ATs

Frequency: At will

Description: This power functions like the Dweomercraft *Pass Through Stone Spell*.

Create Gate

Area of Effect: 5-10 square yards

Delivered by: Word and gesture

Range: 10 yards

Time: 5 BTs

Duration: 20-60 ATs

Frequency: 1/week

Description: This power is otherwise the same as the General Dweomercraft *Create Portal Ritual*.

Electrical Field Generation

Area of Effect: 100 cubic feet

Delivered by: Thought

Range: 100 yards

Time: 1 CT

Duration: 5 ATs

Frequency: At will

Description: This power is similar in all other respects to the Elemental Dweomercraft *Electrify Cantrip*, except the area of effect is a fixed location rather than an item.

Fire Production

Area of Effect: 100 cubic feet

Delivered by: Thought

Range: 100 yards

Time: 1 CT

Duration: 5 ATs

Frequency: At will

Description: The effects of this power are similar to the Elemental Dweomercraft *Firebarrier Cantrip*, though the area of effect may be in any shape the creator desires.

Rust Ferrous Metal

Area of Effect: 100 cubic feet

Delivered by: Thought

Range: 100 yards

Time: 5 CTs

Duration: Permanent

Frequency: 1/day

Description: This power works in a manner similar to the Witchcraft *Rustmetal Spell*. However, its effects may apply to more than one object in an area, if the creator so desires.



Statistical Detail:

Base Scheme (+/- D3, +2 M bonus, +6PM bonus, -4 PN penalty, +2 S bonus)

M: 80, EL: 64 P: 64, WL: 48, CL: 57 S: 72, EL: 57
 MM: 40 MR: 40 PM: 42 PN: 22 SM: 38 SP: 34
 MMCap: 15 MRCap: 15 PMCap: 15 PNCap: 8 SMCap: 14 SPCap: 12
 MMPow: 13 MRPow: 13 PMPow: 14 PNPow: 7 SMPow: 12 SPPow: 11
 MMSpd: 12 MRSpd: 12 PMSpd: 13 PNSpd: 7 SMSpd: 12 SPSPd: 11

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	60	60	60	*	40	60	*
Super	45	45	45	*	30	45	*
Vital	30	30	30	*	20	30	*
Non	15	15	15	*	10	15	*
Average	37	37	37	*	25	37	*

* Invulnerable

Commentary & Description:

Micamen have no vocalization. How they communicate with each other is a mystery (mental relay or information of some sort is suspected by sages), and they totally ignore humans and others, save if they are molested. Heka use of some fair extent seems to be practiced by these creatures, and they have powers of known and unfamiliar sort too.

A typical specimen of a Micamen looks rather as if it were a cone-shaped rock with crystals growing from its upper portion. Locomotion seems to be some form of minute levitation, followed by a slow gliding movement with a rate of about one-half mile per hour. These sapiens evidentially have spent extensive energy in smoothing the sides and floors of a few of the underground passageways of the *Midglooms* and extensively in areas of the *Deepdark* in order to enable their travel thus, for in rough and irregular areas they can move at slower rate only. Micamen are disinterested in most other forms of life, but they will allow clearance of their wastes by any other species. Typical discard products of Micamen nourishing themselves by ingesting rocks are castoff materials which contain chemicals, mineral crystals, and metals desired by humans. Rarely seen in the upper regions of Subterranean Ærth, Micamen seem to dwell mostly in the far reaches of the *Deepdark*. This fact is quite unpalatable to human-humanoid traders seeking to acquire castoff wealth furnished by these strange, mineral beings.

Sensory abilities are: FV, HX, SX, TX, XA-H.

Moldie ("Whoon")

Illustration: Page 173

Identifier: Animal/Plant (?), classification undetermined

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size

(6' T; 300#)

Number Appearing: 4-9 (1D6+3) or 30-180 (3D6x10) in colony

Modes & Rates of Movement:

Walk: 45 yds/BT

Run: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Agriculture at 75

Botany at 65

Dweomercraft, Green at 27-45 (2D10 +25)

Herballism at 42-60 (2D10 +40)

Magick at 27-45 (2D10 +25)

Subterranean Orientation at 60

Joss Factors: 0

Dodging/Avoidance: Nil and 18/23/22 or by individual

Attractiveness: -5 in human-norm terms, but no Extreme Attractiveness check required (they are just disgusting in appearance).

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Nil				

Powers:

Accelerate Natural Process

Area of Effect: 1 living subject

Delivered by: Word and gesture

Range: Touch

Time: 1 CT

Duration: 1-10 (1D10) days

Frequency: 1/week

Description: A subject under the effects of this power will age and/or grow at 10 times the normal rate.

Thus, wounds heal, plants grow, and creatures age.

Shape Change to Other Vegetable Form

Area of Effect: Self

Delivered by: Thought

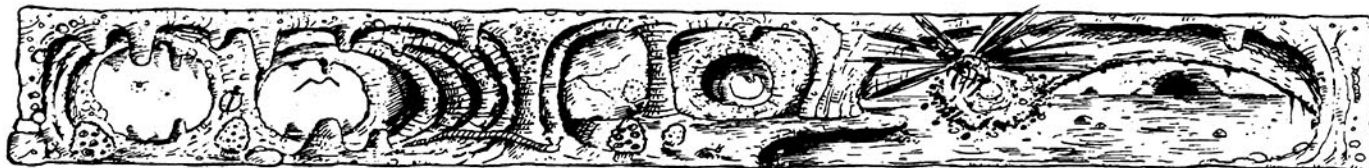
Range: N/A

Time: 1 CT

Duration: 5 ATs

Frequency: At will

Description: This power is comparable to the Priestcraft, Moonlight *Floraform Charm*.



Vegetation Alteration

Area of Effect: 1 Living plant/patch
 Delivered by: Thought
 Range: Touch
 Time: 1 CT
 Duration: Permanent
 Frequency: 3/week
 Description: The effects of this power duplicate those of the Spellsong *Florachange Pastoral Spell*.

Statistical Detail:

Base Scheme (+/- D3, -2 M penalty, + 4 PM bonus, -2 PN penalty, +1 S bonus)

M: 56, EL: 44 P: 71, WL: 53, CL: 63 S: 70, EL: 56
 MM: 28 MR: 28 PM: 46 PN: 25 SM: 35 SP: 35
 MMCap: 10 MRCap: 10 PMCap: 16 PNCap: 9 SMCap: 13 SPCap: 13
 MMPow: 9 MRPow: 9 PMPow: 15 PNPow: 8 SMPow: 11 SPPow: 11
 MMSpd: 9 MRSpd: 9 PMSpd: 15 PNSpd: 8 SMSpd: 11 SPSPd: 11

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable

Commentary & Description:

Using their eerie, muffled earthy vocalization, these vegoid folk speak of themselves as the "Whoon." They exist by consuming dead vegetable and animal matter, ingesting it slowly while atop it, possibly using rootlets or rhizomes to help accomplish this.

Moldies are quadrupedal but vaguely humanoid in appearance. Their thermosynthetic cells resemble fuzzy mold, and thus the term "Moldies," for they are covered in such ugly stuff. (There is a subspecies of this life form adapted to ultraviolet light synthesis (*ultralucidisynthesis*), and when they are receiving high emissions of such radiation, they phosphoresce a pallid gray-green. These specimens are called "Moldy Ghosts.") Most of these creatures live near sources of warm, moist heat. Some also cultivate gardens and compost for food source to supplement their nourishment. Moldies are equally at home in any of Subterranean Ærth's three regions, but they are most frequently encountered in the mid portions, i.e., lower *Shallowshadow*, *Midglooms*, and upper *Deepdark*.

They are neither friendly nor hostile. They are not averse to trade, but their particular mental processes and customs are so far different from human that offense is easily given to them. This can be dangerous, for about one in 50 or so is a partial practitioner of Heka use.

Sensory abilities: FX, HN, SE-I-U, TX, XI

Moving Mound

Illustration: Page 169
Identifier: Plant, Chlorophyta, Siphonea, Fritscheillid
Habitat: Subterranean Ærth
Size: 2xhuman-size
 (4'-7' T; 250-500#)
Number Appearing: 3-8 (1D6+2)
Modes & Rates of Movement:
 Crawl: 5 yds/BT
 Rush: 10 yds/BT (1 BT only)
Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & STEEP: Nil
Joss Factors: 0
Dodging/Avoidance: Nil and -/14/-
Attractiveness: Nil
Invulnerabilities: Nil
Susceptibilities: Nil
Average Armor Protection: 13
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Branches (2 or 4)	25	P/Constriction	1D6/2D6	1

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)
 M (Cunning): 0 P: 80, WL: 60, CL: 72
 MM: 0 MR: 0 PM: 50 PN: 30
 MMCap: 0 MRCap: 0 PMCap: 21 PNCap: 12
 MMPow: 0 MRPow: 0 PMPow: 13 PNPow: 6
 MMSpd: 0 MRSpd: 0 PMSpd: 16* PNSpd: 12*

* Divide by 2 to find effective PMSpd of 8 and PNSpd of 6.

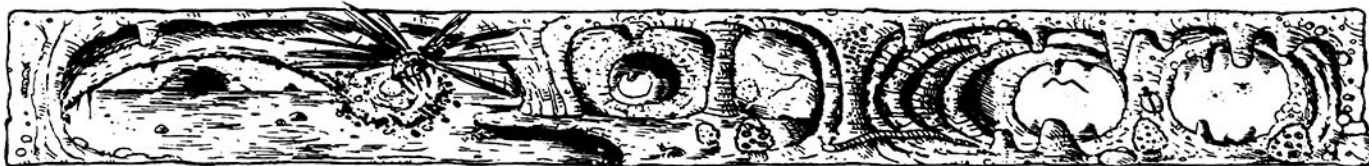
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	16	16	24	0	32	0
Super	*	12	12	18	0	24	0
Vital	*	8	8	12	0	16	0
Non	*	4	4	6	0	8	0
Average	*	10	10	15	0	20	0

* Invulnerable

Commentary & Description:

Moving mounds are omnivorous, predatory plants which resemble a heap of wet seaweed and slime, as typically found near water, although these creatures are taller than one might expect a natural pile of such stuff to be. They are mobile and utilize a pair of thick, trunk-like limbs to move about, and attack vegetable or animal prey through grasping and suffocation (body slime clogging respiratory orifices), as well Piercing damage inflicted by sharp-tipped root-like branch endings on their upper portions. Each moving mound has two or four pairs of such arm-like tentacles.



Muckdevil

Illustration: Page 169

Identifier: Animal, Platyhelminthes, Turbellaria, Ticiadid

Habitat: Subterranean /Earth (Aquatic)

Size: 6xhuman-size
(20'-30' L; 800-1000#)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 8 yds/BT

Swim: 40 yds/BT

Initiative Modifiers: -10 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -7/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Mandibles	45	C/P	4D6	21 (22)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 7		P: 210, WL: 165, CL: 198
MM: 5	MR: 2	PM: 110 PN: 100
MMCap: 3	MRCap: 1	PMCap: 53 PNCap: 52
MMPow: 1	MRPow: 1	PMPow: 33 PNPow: 30
MMSpd: 1	MRSpd: 0	PMSpd: 24* PNSpd: 18*

* Divide by 6 for effective PMSpd of 4 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	16	16	12	0
Super	6	6	9	12	12	9	0
Vital	4	4	6	8	8	6	0
Non	2	2	3	4	4	3	0
Average	5	5	7	10	10	7	0

Commentary & Description:

These monstrous predatory flatworms inhabit the muddy bottoms of subterranean bodies of water. Concealed in the ooze of the bottom, muckdevils strike outwards or upwards at any unwary passerby, using their large mandibles to seize and devour the luckless prey thus captured. Their form of camouflage provides them with a -10 adjustment to their initial roll for Surprise. They range in size from 20' to 30' in length and can actually take prey as large as half their own length.

Nailgrass

Illustration: Page 177

Identifier: Plant, Tracheophyta, Angiospermae, Monocotyledonae

Habitat: Subterranean /Earth

Size: Miniscule (patch Gigantic)
(2"-4"; 2000-3000 square foot patch)

Number Appearing: Patch

Modes & Rates of Movement: Nil

Initiative Modifiers: Nil

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Leaves/Blades	Special	P	2D6*	0

* Always Non-Vital in humans as long as feet are concerned.

Powers: Nil

Statistical Detail:

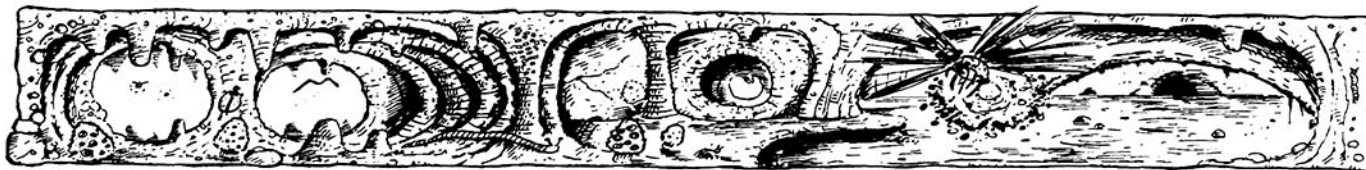
Base Scheme (+/- 2D10) per 100 square feet of a patch.

M (Cunning): 0		P: 200, WL: 150, CL: 180
MM: 0	MR: 0	PM: 100 PN: 100
MMCap: 0	MRCap: 0	PMCap: 100 PNCap: 100
MMPow: 0	MRPow: 0	PMPow: 0 PNPow: 0
MMSpd: 0	MRSpd: 0	PMSpd: 0 PNSpd: 0

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	*	20	16	16	*	0
Super	*	*	15	12	12	*	0
Vital	*	*	10	8	8	*	0
Non	*	*	5	4	4	*	0
Average	*	*	12	10	10	*	0

* Invulnerable



Commentary & Description:

This form of plant is very similar to normal grass, growing in beds and consisting of individual blades. Instead of being soft and flexible, however, nailgrass blades are iron-hard and needle sharp at the ends. Any creature moving across a patch of nailgrass without armor in the contact region will be punctured and shed sap or blood from the wounds so inflicted. The nailgrass uses such nutrients and moisture for sustenance.

Note that the Physical statistics given above are for the patch, not each blade. A single blade may be broken or pried up without too much effort, but the thousands of blades which make up a patch cannot be so dealt with in any reasonable time.

Damage is inflicted per step onto the patch of nailgrass. A creature moving at normal speed will take from 2 to 6 such steps before reaction enables cessation and retreat. Stupid or unfeeling life forms might not even notice the damage at all...until too late. Dazed subjects, or those who stumble and fall, are virtually doomed.

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 260, WL: 195, CL: 234

PM: 140 PN: 120

PMCap: 58 PNCap: 66

PMPow: 28 PNPow: 24

PMSpd: 54* PNSpd: 30*

* Divide by 6 for effective PMSpd of 9 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	•	0
Super	3	3	3	0	0	•	0
Vital	2	2	2	0	0	•	0
Non	1	1	1	0	0	•	0
Average	2	2	2	0	0	•	0

* Invulnerable

Octoplant

Illustration: See below

Identifier: Plant, Tracheophyta, classification undetermined

Habitat: Subterranean Ærth (Aquatic)

Size: 6xhuman-size

(12' L; 6' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 39 yds/BT

Swim: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	C/P	3D6+3	16
Constrict (x1D5)	20	B/I*	2D6	16

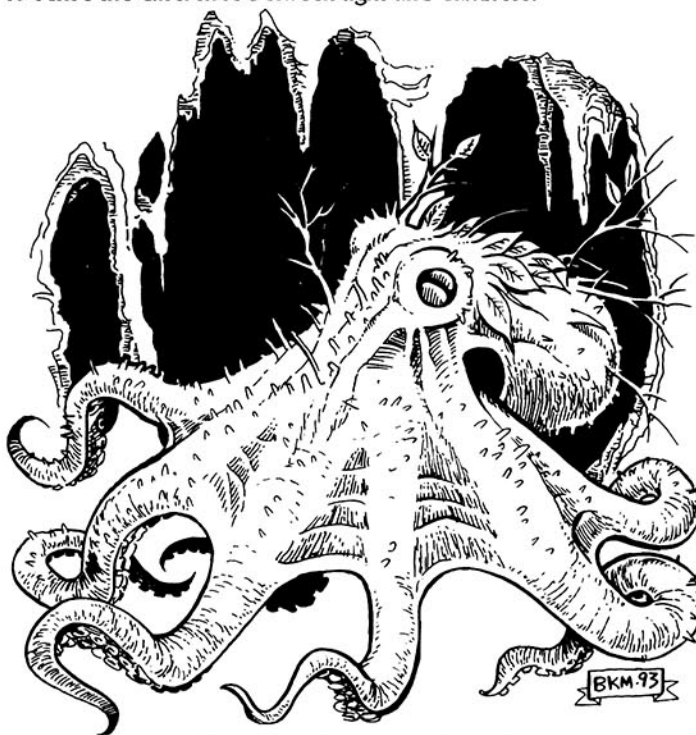
* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of non-enchanted armor.

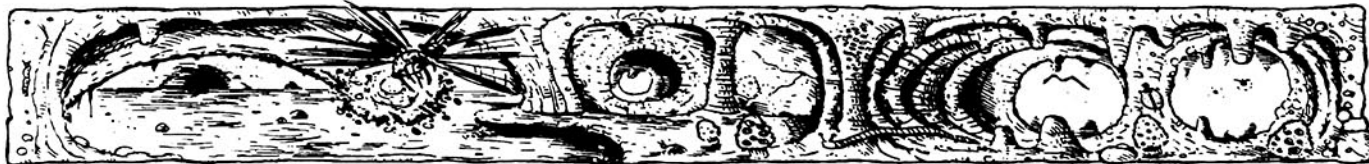
Powers: Nil

Commentary & Description:

This form of plant life seems to have evolved to mimic the marine octopus. It looks very much like a large octopus, uses its tentacles to seize prey, and moves as does that creature. Octoplants lurk near the shore of subterranean bodies of water and seize whatever prey they can, whether in the water or at its verge. They grow to a body size of about 12' long and 6' in diameter, with 6 to 10 tentacles of varying length between 25' and 30'. Octoplants even have a beaked mouth similar to that of an octopus.

These near-animal creatures have sensory abilities which include FF, FV, and SU, or a very limited sort more or less like the ability to sense the difference between light and darkness.





Offalgut

Illustration: Page 173

Identifier: Animal, Protozoa, Amoebidae, Metamoebid

Habitat: Subterranean Ærth

Size: 3xhuman-size

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 52 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Mandibles (x4)	20	P	3D3	9
Tentacles (x10)	30	B/I*	2D3+Poison**	9

* A constricting (tentacle) attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

** Poison: STR 40, effective in 2D3 CTs time, paralytic, no P damage.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 140, WL: 105, CL: 126

PM: 70

PMCap: 25

PMPow: 21

PMSpd: 24*

PN: 70

PNCap: 28

PNPow: 21

PNSpd: 21*

* Divide by 3 for effective PMSpd of 8 and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	16	16	0	16
Super	3	6	12	12	12	0	12
Vital	2	4	8	8	8	0	8
Non	1	2	4	4	4	0	4
Average	2	5	10	10	10	0	10

Commentary & Description:

These scavenging amoeboid creatures evolved from the waste dumps of Subterranean Ærth, consuming anything alive or dead that they find. They resemble short, fat, semi-gelatinous worms with spindly legs and a pair of hooked mandibles fringed by a mass of writhing tentacles. Their mandibles are capable of causing deadly wounds, and the touch of their writhing tentacles delivers a poison that paralyzes any creature for 1-5 ATs.

Sensory abilities are: HF, HX, SH, TO-H, XX.

Ohoh

Illustration: Page 168

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 0.5xhuman-size

(3' T; 4'-5' diameter)

Number Appearing: 10-30 (4D6+6)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim: 60 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Digestive Juices	30	Chem	1D3	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 30, WL: 22, CL: 27

PM: 19

PMCap: 7

PMPow: 6

PMSpd: 6*

PN: 11

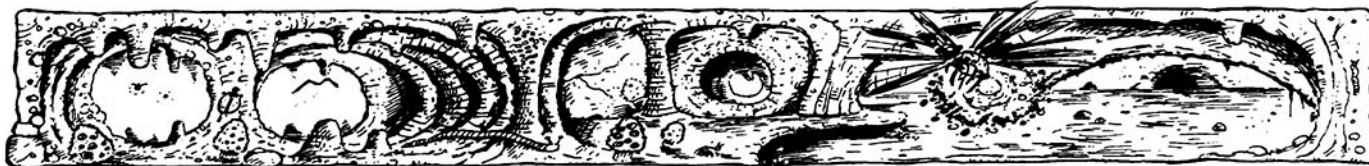
PNCap: 4

PNPow: 3

PNSpd: 4*

* Multiply by 2 for effective PMSpd of 12 and PNSpd of 8.

Armor Scheme:



Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	0	0
Super	*	3	3	0	0	0	0
Vital	*	2	2	0	0	0	0
Non	*	1	1	0	0	0	0
Average	*	2	2	0	0	0	0

* Invulnerable

Commentary & Description:

These short plants look like water lilies, with large white-petaled flowers. Besides gaining some nourishment from *ultralucidisynthesis*, ohohs are mobile scavengers, coming on land to feed on dead plant or animal material. They have keen senses, and if disturbed emit a sound like "Oh! Oh!" as they flee back towards safety in the water. This is quite loud, and may attract the attention of any others in the general area. If roughly contacted, Ohohs secrete their digestive juices causing the damage indicated above.

Pixie Dog

Illustration: Page 177

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Subterranean Ærth (Near Sapient)

Size: 0.5xhuman-size

(1.5' T; 50# or 2.5' T; 100#)

Number Appearing: 1 or 3-7 (1D5+2)

Modes & Rates of Movement:

Walk: 110 yds/BT

Trot: 220 yds/BT

Run: 440 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Speech at 25 (see below)

Criminal Activities, Physical at 70

Hunting/Tracking at 65

Subterranean Orientation at 50

Joss Factors: 2

Dodging/Avoidance: 17 and 15/48/13

Attractiveness: 12 on the human-norm standard

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	2D3*	4*

* Bite and bonus due to strong jaw muscles

Powers:

Telepathic Communication

Area of Effect: 1 Subject

Delivered by: Thought

Range: M TRAIT in feet

Time: Instantaneous

Duration: While concentrating

Frequency: At will

Description: Through this power, Pixie Dogs are able to send information as though they were utilizing the *Dweomercraft, General Thought Message Charm*. Note, however, that these messages are limited to visual images.

Statistical Detail:

Base Scheme (+/- D3)

M: 48, EL: 38

P: 74, WL: 55, CL: 6 S: 42, EL: 33

MM: 23 MR: 25

PM: 36 PN: 38 SM: 12 SP: 30

MMCup: 8 MRCup: 9 PMCap: 18 PNCap: 18 SMCup: 6 SPCap: 14

MPow: 8 MRPow: 8 PMPow: 6 PNPow: 8 SMPow: 3 SPPow: 6

MSpd: 7 MRSpd: 8 PMSpd: 12* PNSpd: 12* SMSpd: 3 SPSpd: 10

* Multiply by 2 for effective PMSpd and PNSpd of 24.

Aarmor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

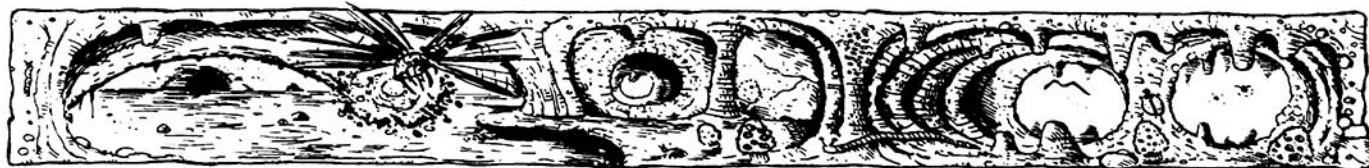
Commentary & Description:

Pixie dogs have a language of sorts, and they seem to be able to communicate telepathically as well. Although these near-sapient creatures are able to employ language, they do not seem to have a name for their species. Pixie dogs are probably an evolution of the fox. They are basically carnivores and have a neutral disposition. However, it is not unusual to find domesticated (cooperative) pixie dogs in subterranean communities of human-humanoid species. Domesticated specimens can manage some human speech and will send mental images to their human associates.

These creatures are encountered alone or as a mated pair with 1-5 young. They typically dwell in small caves and burrows. They are quick and agile, and are often able to elude predators. When facing an enemy with no available means of escape, a pixie dog may throw itself to the ground and feign death.

There are two varieties of these animals. The larger is less intelligent and has less dexterity in its forepaws, while the smaller sort have dexterity greater than that of a raccoon (and thus tend to be more intelligent). The statistics shown above are for an amalgam of the two sorts. Lower M and S TRAIT by 10% for the larger variety, lower P TRAIT by 20% for the smaller.

Sensory abilities: FH, HH-U, SI-N-U, TH, XX.



Quickslime

Illustration: Page 167

Identifier: Animal, Protozoa, Amoebidae, Megamoebid

Habitat: Subterranean Ærth

Size: 3xhuman-size
(10' diameter)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Creep/Flow: 5 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Secretion	30	Chem; Contin.	2D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 130, WL: 97, CL: 117

MM: 0

MR: 0

PM: 70

PN: 60

MMCap: 0

MRCap: 0

PMCap: 26

PNCap: 21

MMPow: 0

MRPow: 0

PMPow: 20

PNPow: 18

MMSpd: 0

MRSpd: 0

PMSpd: 24*

PNSpd: 21*

* Divide by 3 for effective PMSpd of 8 and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	20	24	*	16
Super	0	0	0	15	18	*	12
Vital	0	0	0	10	12	*	8
Non	0	0	0	5	6	*	4
Average	0	0	0	12	15	*	10

* Invulnerable

Commentary & Description:

This carnivorous form of slime derives its name not from its movement speed, but from the rapid destruction caused by the highly alkaline secretion it uses to destroy and ingest its food. This secretion causes Continuing damage of 2-12 PD points, with a Burn Duration of 5 BTs. Note that the Burn Duration will come into play once the victims disengage themselves from the quickslime, but they are usually unable to get very far before the effects overcome them (if the material pours onto a victim from above, it is highly probable they will be blinded and unable to see where they are going).

Quickslime is slow-moving, but can creep from place to place. It is typically found in pools on the floor or ledges and other likely places where it can pour out or down to cover victims. Relying mainly on vegetable prey, it does very well in its habitat.

Sensory abilities: FV and FT (temperature—in 10' radius), HX, SX, TX, XX.

Rat, Subterranean

Illustration: Page 167

Identifier: Animal, Mammalia, Rodentia, Murid

Habitat: Subterranean Ærth

Size: 0.25xhuman-size
(2'-4' L; 5-10#)

Number Appearing: 5-30 (5D6) up to 40-240 (4D6x10)

Modes & Rates of Movement:

Walk: 40 yds/BT

Scamper: 80 yds/BT

Run: 160 yds/BT

Climb: 40 yds/BT

Swim: 40 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

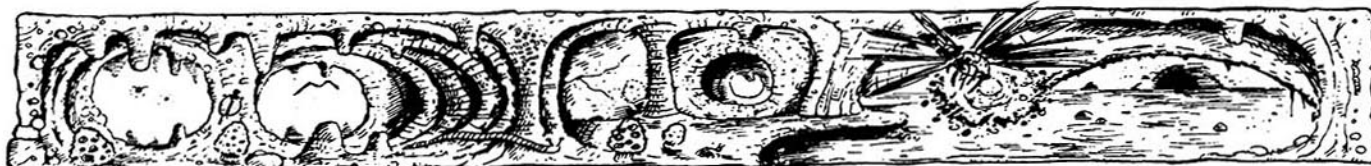
Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	Exceptional	P	2D3+Disease	0

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 26, WL: 19, CL: 23

PM: 13

PMCap: 5

PMPow: 3

PMSpd: 5*

PN: 13

PNCap: 5

PNPow: 3

PNSpd: 5*

* Multiply by 4 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	4	0
Super	0	0	0	0	0	3	0
Vital	0	0	0	0	0	2	0
Non	0	0	0	0	0	1	0
Average	0	0	0	0	0	2	0

Commentary & Description:

Having migrated into the underground, the common terrestrial rat has done well. Subterranean rats range in size from normal for sewer rats to several types which are as large as small dogs. They are commonly encountered in areas where refuse from above is dumped down into the subterranean spaces.

Except for the difference in size, number appearing, and damage capacity, subterranean rats should be treated the same as their exterior cousins in terms of attacks and the possibility for conveying disease.

Sensory abilities: FH, HH, SI, TH, XX.

Ratoid

Illustration: See above

Identifier: Animal, Mammalia, Rodentia

Habitat: Subterranean Ærth

Size: 0.5 / 1xhuman-size

(4' L; 2' T; 31-55#)

(5' L; 3' T; 120-180#)

Number Appearing:

10-30 (4D6+6)

10-20 (2D6+8)

Modes & Rates of Movement:

Walk: 80 yds/BT

Scamper: 160 yds/BT

Run/Charge: 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D2	0
Bite	40	P	1D3*	0

* Add 1D3+1 to Base for Ratoids of 1xhuman-size.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 40, WL: 30, CL: 36

PM: 19

PMCap: 7

PMPow: 6

PMSpd: 6*

PN: 21

PNCap: 7

PNPow: 7

PNSpd: 7*

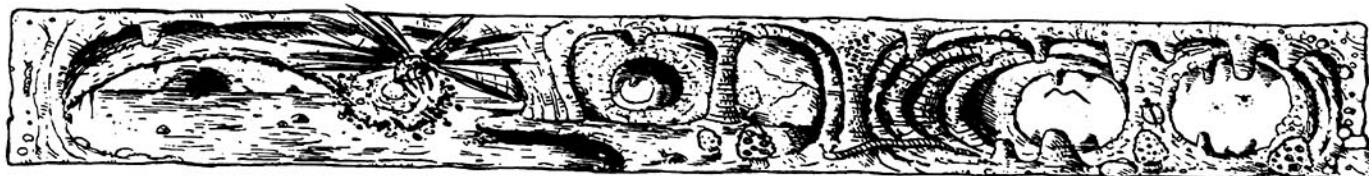
* Multiply by 2 for effective PMSpd of 12 and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Similar to rats, these are larger and more dangerous than the regular species or subterranean version. There are two varieties of ratoids: the more common beaver-sized scavenger-predator and the small pig-sized predator, which has twice the P stats shown. Both forms hunt in packs and are very aggressive, preferring live prey to garbage.



Rattie ("Chucksquee")

Illustration: See below

Identifier: Animal, Mammalia, Rodentia, Murid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size

(5' T; 100#)

Number Appearing: 4-12 (4D3) or 150-600 (15D4x10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Scamper: 200 yds/BT

Run: 300 yds/BT

Swim: 100 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Appraisal at 33-60 (3D10 +30)

Criminal Activities, Mental at 42-60 (2D10+40)

Criminal Activities, Physical at 43-70 (3D10+40)

Combat, Hand Weapons at 41-50 (1D10+40)

Escape at 46-55 (1D10+45)

Influence at 41-50 (1D10+40)

Subterranean Ærth at 41-50 (1D10+40)

Subterranean Orientation at 65

Toxicology at 31-40 (1D10+30)

Joss Factors: 1D3

Dodging/Avoidance: Nil and 24/20/14 or by individual

Attractiveness: -4 on human-norm scale, but no Extreme Attractiveness roll necessary

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil or by individual

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	D3	0
Bite	50	P	2D3	0 (2)*
(by weapon)	—	—	—	0

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers:

Converse with Animals

Area of Effect: All animals of one type

Delivered by: Word and gesture

Range: 20' radius

Time: 1 CT

Duration: While concentrating

Frequency: 3/day

Description: This power is similar in nature to the Dweomercraft, Green Casting *Fauna Telempathy Cantrip*.

Emotion Reading

Area of Effect: 1 subject

Delivered by: Touch

Range: Touch

Time: Instantaneous

Duration: 1 BT

Frequency: 1/day

Description: The effects of this power are comparable to the Divination Casting *Empathy Cantrip*.

Fellow Summoning

Area of Effect: 5-15 (5D3) subjects

Delivered by: Thought

Range: 1/2-mile radius

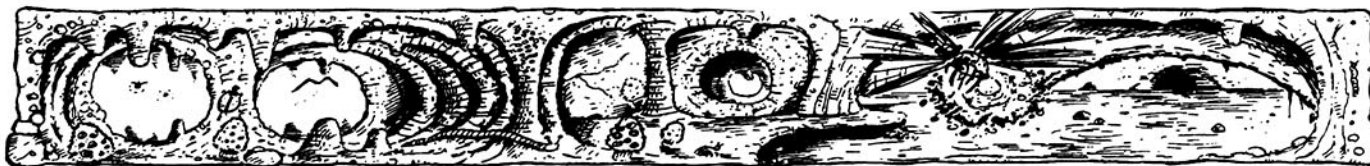
Time: 1D3 BTs

Duration: Instantaneous

Frequency: At will

Description: This power enables the being to call others of his kind to his presence.





Statistical Detail:

Base Scheme (+/-D3, +2 M bonus, -1 PM penalty, +2 PN bonus, -2 S penalty)

M: 74, EL: 59 P: 62, WL: 46, CL: 55 S: 44, EL: 35
 MM: 37 MR: 37 PM: 25 PN: 37 SM: 22 SP: 22
 MMCap: 13 MRCap: 13 PMCap: 9 PNCap: 13 SMCap: 8 SPCap: 8
 MMPow: 12 MRPow: 12 PMPow: 8 PNPow: 12 SMPow: 7 SPPow: 7
 MMSpd: 12 MRSpd: 12 PMSpd: 8 PNSpd: 12 SMSpd: 7 SPSPd: 7

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This race of intelligent rodents call themselves "Chucksquee," but humans always refer to them as Ratties. These creatures are omnivore-carnivores and scavengers, too. This certainly helps to assure their survival in the underground world. Humans view them as quite malign, because Ratties very much enjoy devouring humans, and they acquire captives for just that purpose.

Rodentia and humanity seem to have been at war always, and the Ratties of Subterranean Ærth are no different in that regard—from their own perspective and from that of humans, too. These bipedal creatures have a culture similar to humanity's own in the underground, and they compete with humans in particular. Ratties can use Heka nearly as well as humans, although Full Practitioners are not as common amongst their kind. When it comes to trading, the Ratties use renegade humans to front for them when relations with other humans are required. The Ratties manage to have some enclaves everywhere, from *Shallowshadow* to the depths of *Deepdark*.

Sensory: FH, HH, SI-N-U, TH, XD.

Rock Gator

Illustration: Page 169

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Subterranean Ærth (Aquatic)

Size: 3xhuman-size

(12' L, 600-750#)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Charge: 240 yds/BT (1 BT only)

Swim: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/17/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	3D6*	15

* Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 3D3 PD until the crocodile is slain or the subject is dead.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 160, WL: 120, CL: 144

MM: 10

MR: 10

PM: 90

PN: 70

MMCap: 4

MRCap: 4

PMCap: 33

PNCap: 28

MMPow: 3

MRPow: 3

PMPow: 27

PNPow: 21

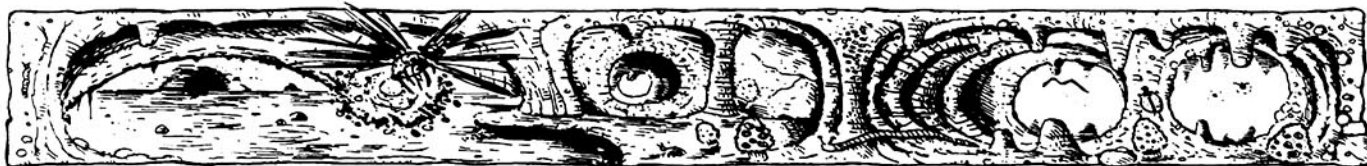
MMSpd: 3

MRSpd: 3

PMSpd: 30*

PNSpd: 21*

* Divide by 3 for effective PMSpd of 10 and PNSpd of 7.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

These crocodilians are wide-bodied and quick on land, but slow swimmers because of their shortened tail. Size is usually 12' long and 4' wide, with the tail being only about 4' in length. These reptiles have a hide that closely resembles the wet subterranean rock of their habitat, so they are not easily detected. When hunting, they lurk near shore awaiting prey.

Sensory abilities include vision into the infrared and ultraviolet light spectrums (SI and SU).

Rock Scorpion

Illustration: See right

Identifier: Animal, Arthropoda, Arachnida, Scorpionid

Habitat: Subterranean Ærth

Size: 0.25xhuman-size
(1'-2' L)

Number Appearing: 1-3 (1D3) or 20-40 ((1D3+1)×10)

Modes & Rates of Movement:

Crawl: 140 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

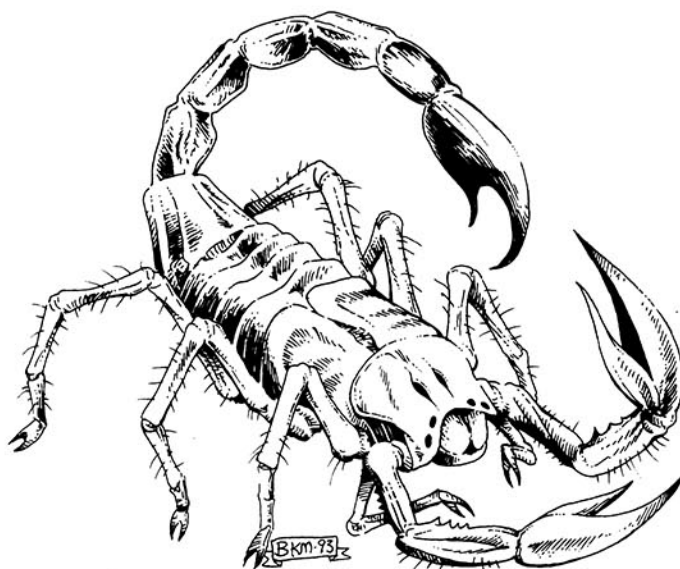
Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Pincers (x2)	25	C	1D2	0
Sting	35	P	1 point+Poison*	0

* Poison: STR 60 (damage of 60/60/30 in 4 BT delays)

Powers: Nil



Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3 MR: 2

MMCap: 1 MRCap: 1

MMPow: 1 MRPow: 1

MMSpd: 1 MRSpd: 0

P: 30, WL: 21, CL: 27

PM: 15 PN: 15

PMCap: 5 PNCap: 5

PMPow: 5 PNPow: 5

PMSpd: 5* PNSpd: 5*

* Multiply by 4 for effective PMSpd and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

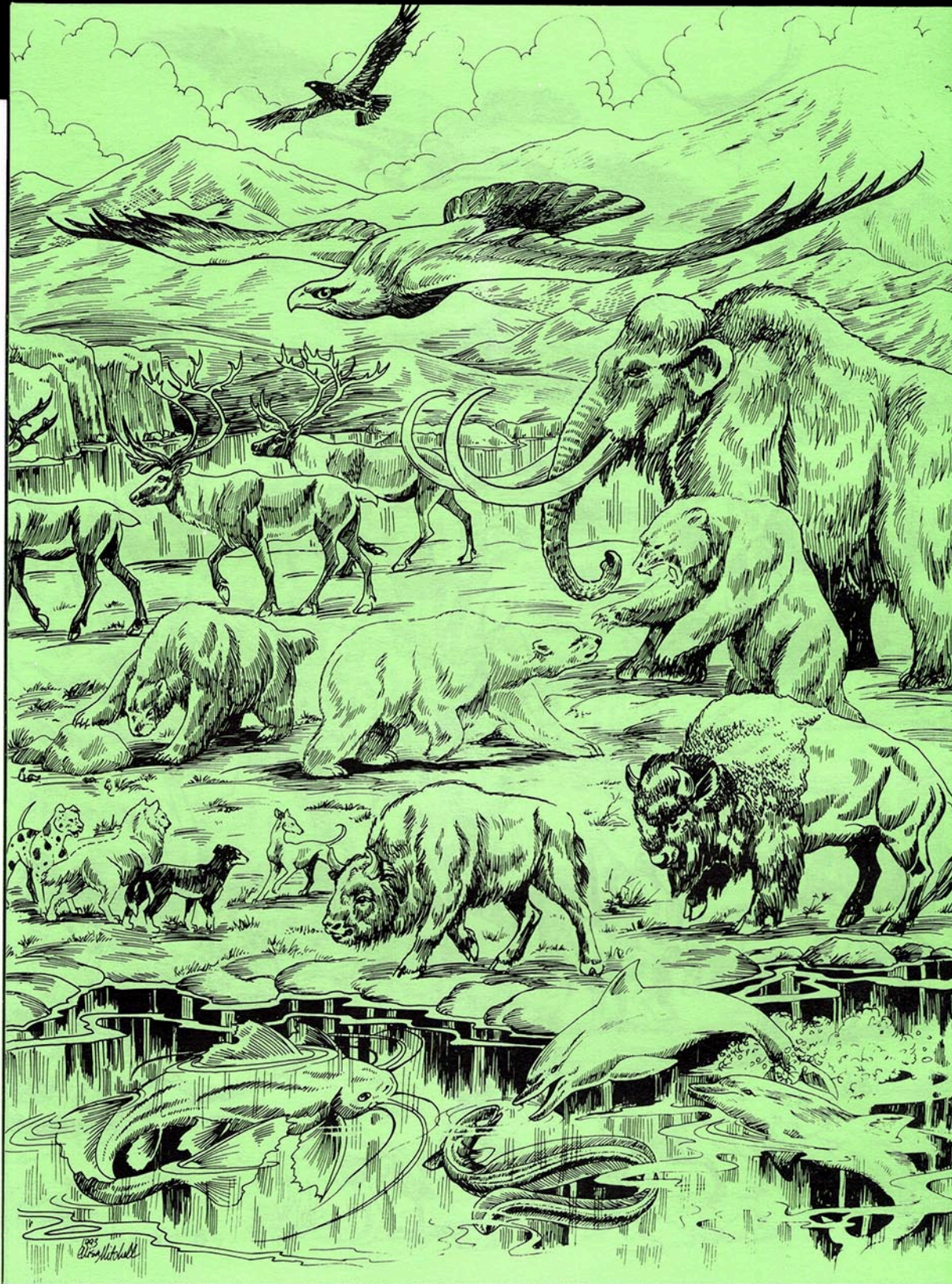
A scorpion's body has two parts. The short and thick forward part is the "cephalothorax" (head and chest joined together). The hind part is the long abdomen. The last six segments of the abdomen form a slender tail. The "sting" is in a curved organ at the end of the tail. Two glands at its base give out poison that flows from two pores.

All scorpions have six pairs of jointed appendages. The first pair are tiny pincers; the second pair, also a mouth part, have large claws, and are used to seize and crush prey. The last four pairs are legs. Rock scorpions have 6 eyes, and breathing pores on the abdomen. They produce live young. If encountered in their nest (25% chance), there will be 20-40 scorpions, the majority being young.

This type of scorpion is larger than most of their kind, growing to over a foot in length. Their stone-coloration provides these subterranean creatures with great camouflage. They are very venomous, capable of delivering a STR 60 poison with their sting.

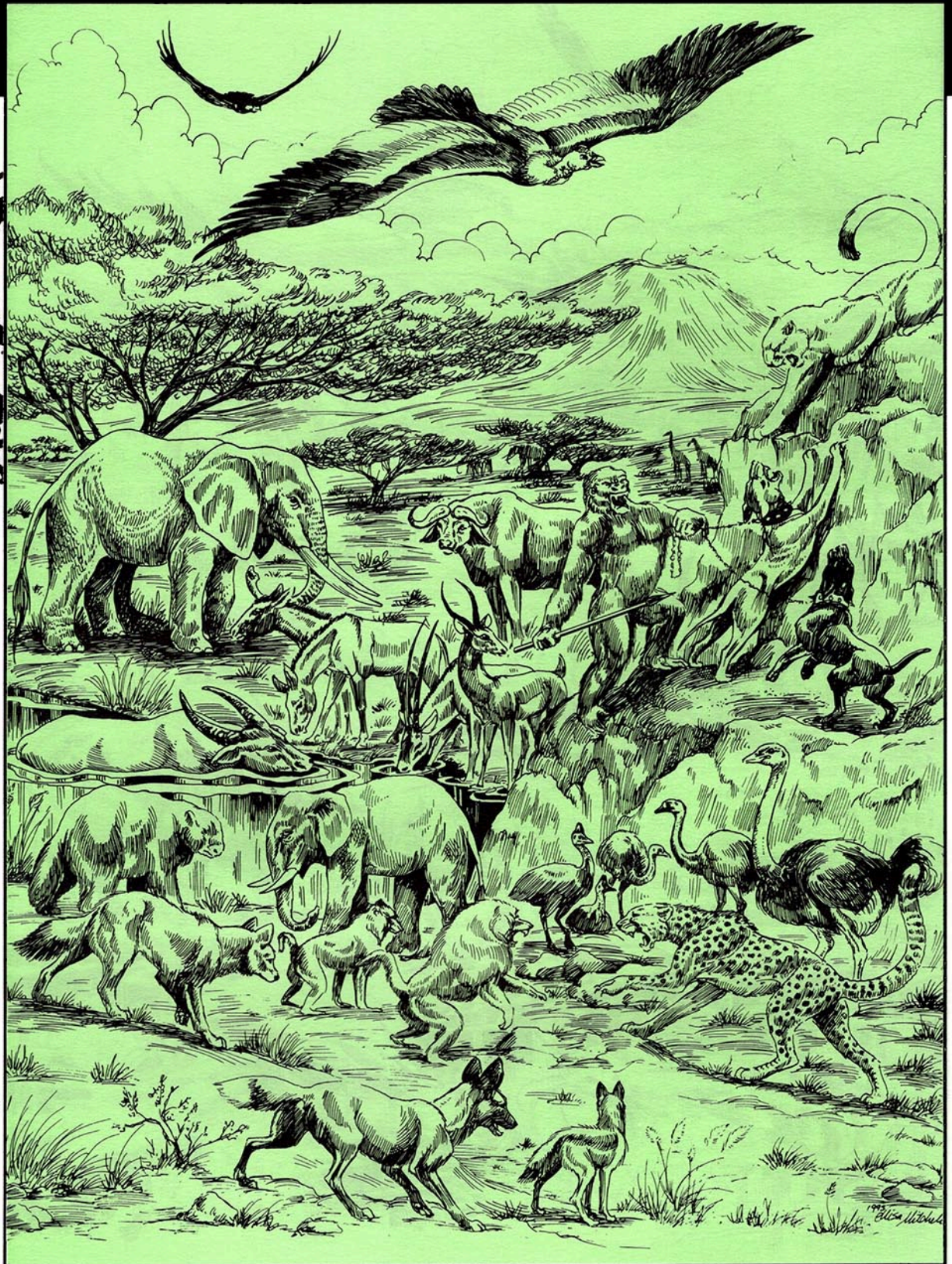
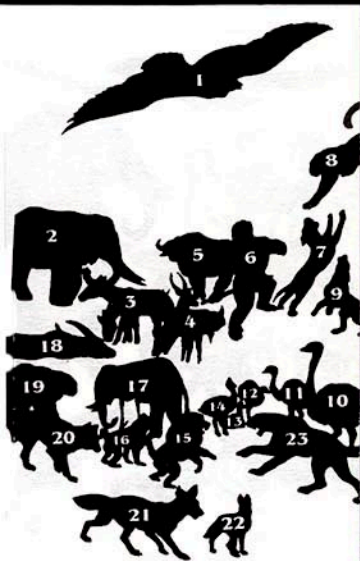
Sensory abilities: FV, HX, SI, TN, XX.

BESTIARY



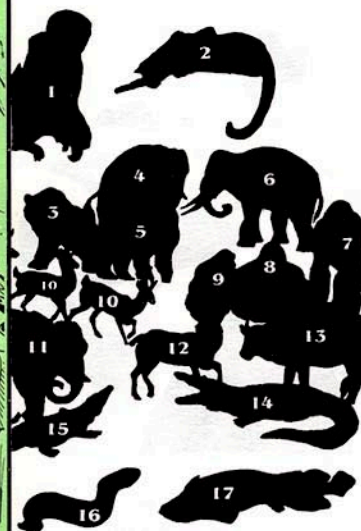
- 1 Eagle
- 2 Woolly Mammoth
- 3 Caribou (Reindeer)
- 4 Long-Tailed Polar Bear
- 5 Polar Bear
- 6 Brown (Grizzly) Bear
- 7 Vargaardian Bison
- 8 Aropan Bison
- 9 Dogs (Small)
- 10 Giant Nylle Catfish
- 11 Dolphin
- 12 Eel

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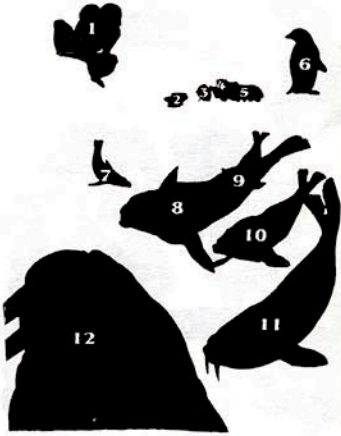
- 1 Condor
- 2 Afrikkan Elephant
- 3 Wild Ass
- 4 Antelopes
- 5 Afrikkan Buffalo
- 6 Betuhuru
- 7 Warhound
- 8 Cougar
- 9 Warhound
- 10 Giant, Flightless Bird (Ostrich)
- 11 Giant, Flightless Bird (Rhea)
- 12 Giant, Flightless Bird (Rhea)
- 13 Giant, Flightless Bird (Cassowary)
- 14 Giant, Flightless Bird (Emu)
- 15 Baboon (Male)
- 16 Baboon (Female)
- 17 Plantifrons Elephant
- 18 Azirian Buffalo
- 19 Long-Tailed Bear
- 20 Wild Dog (Dhole)
- 21 Wild Dog (Cape Hunting Dog)
- 22 Wild Dog (Jackal)
- 23 Cheetah

BESTIARY

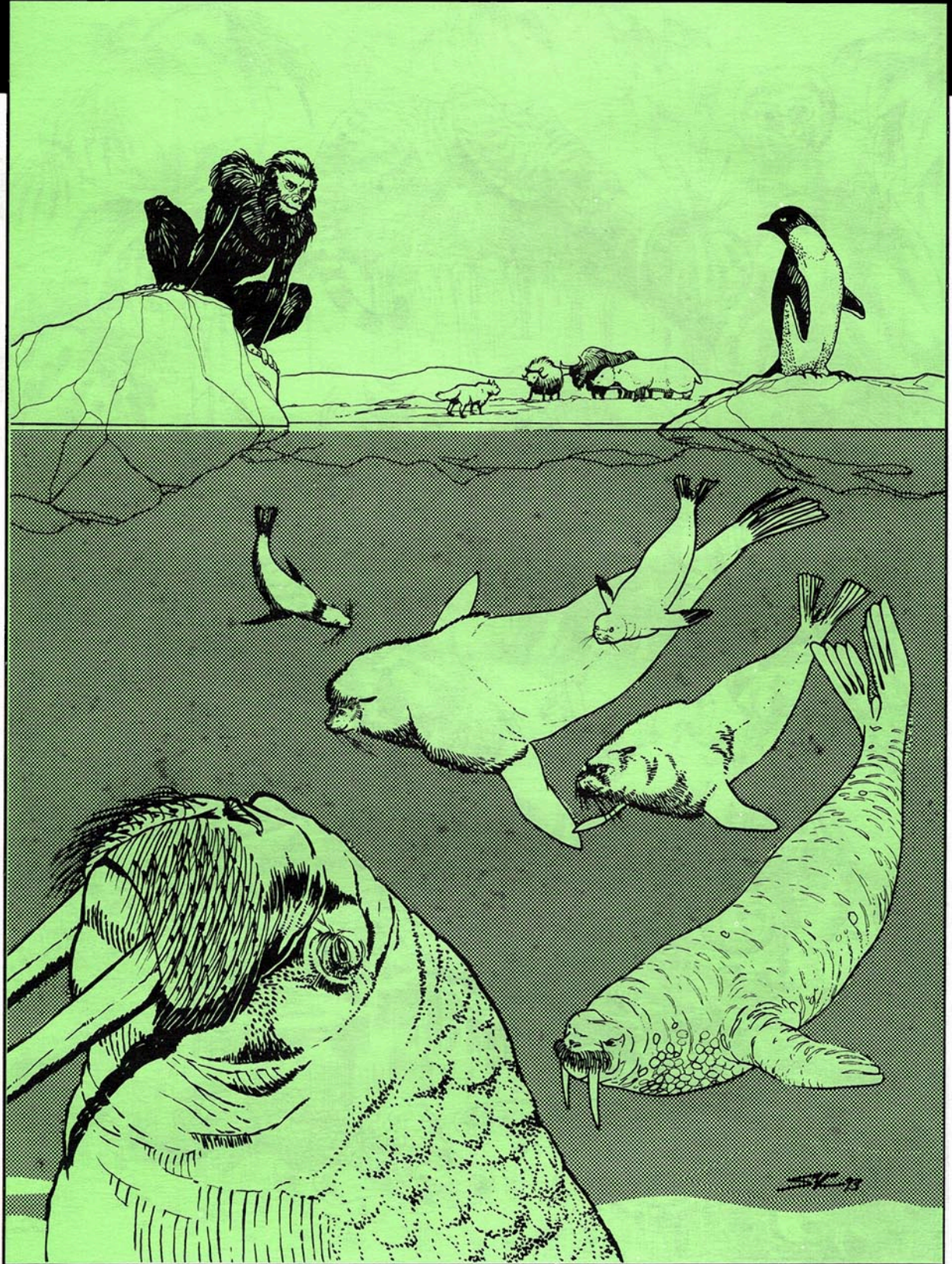


- 1 Ape (Gibbon)
- 2 Cat
- 3 Tiger
- 4 Azirian Elephant
- 5 Black Bear
- 6 Azirian Elephant
- 7 Ape (Gorilla)
- 8 Ape (Orang-Utan)
- 9 Ape (Chimpanzee)
- 10 Deer
- 11 Atlantlan Pygmy
Elephant (Pygmyphant)
- 12 Sambar Deer
- 13 Guar Buffalo
- 14 Giant Crocodile
- 15 Crocodilian
- 16 Electric Eel
- 17 Arapaima (Giant)

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- 1 Sasquatch
- 2 Shaggy Wolf
- 3 Musk Ox
- 4 Yak
- 5 Ice Horse
- 6 Giant Penguin
- 7 Southern Sea Lion
- 8 Gint Seal
- 9 Seal
- 10 Sea Lion
- 11 Antarctic Walrus
- 12 Walrus



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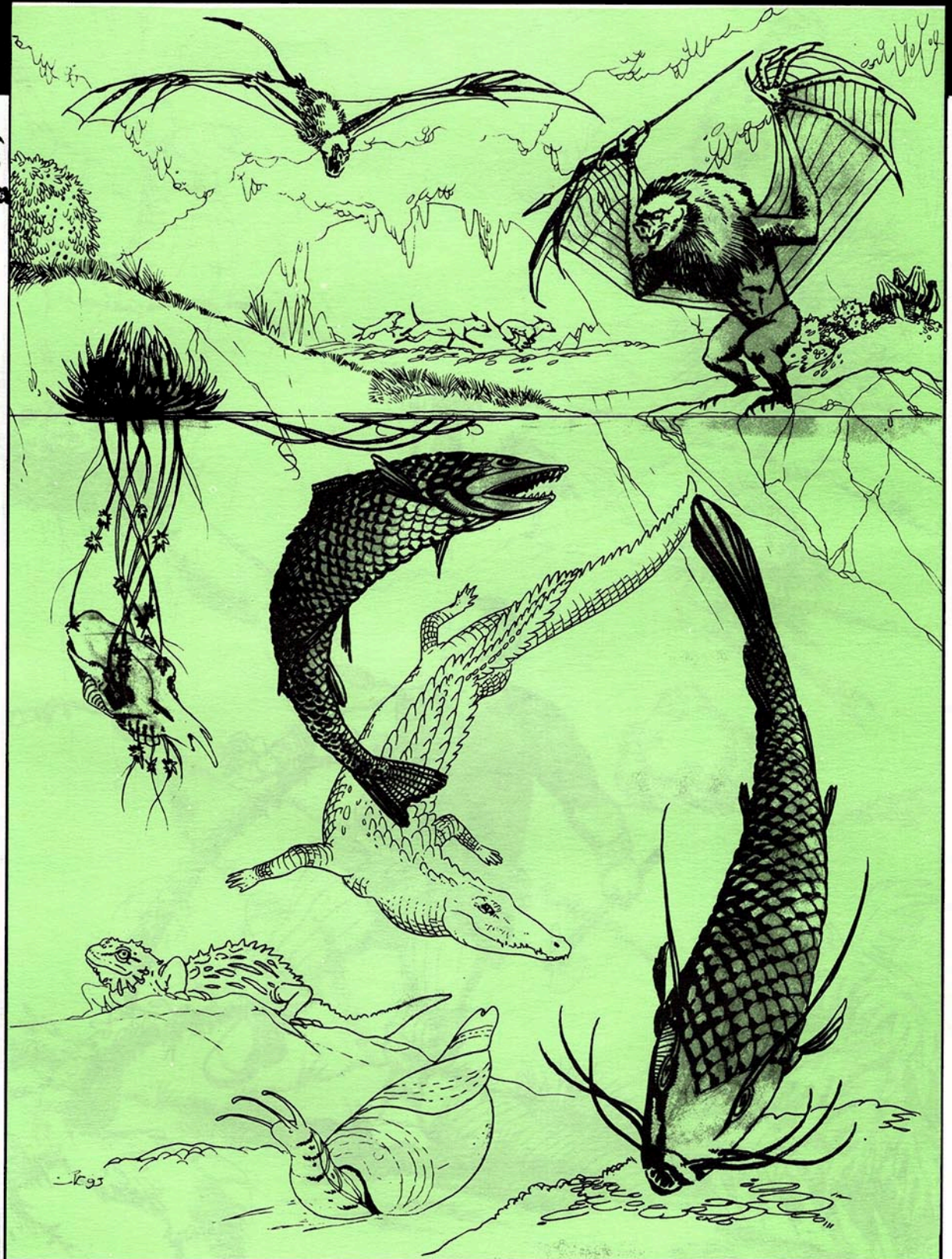


- 1 Slapstick
- 2 Smotherslug
- 3 Silent Whistler
- 4 Arrowsnake
- 5 Subterranean Rat
- 6 Caveasp
- 7 Quickslime
- 8 Shrewwolf
- 9 Shockshrub
- 10 Slime Creeper
- 11 Slugbellie/Devole
- 12 Snakevine
- 13 Snapper

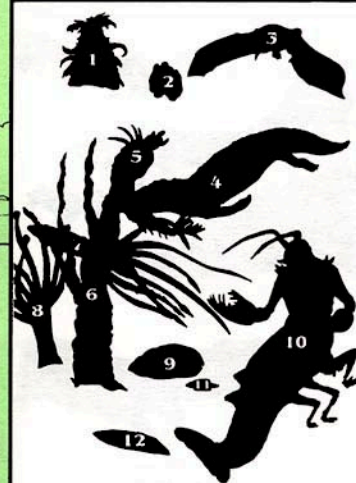
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- 1 Corpseberry
- 2 Gibbat
- 3 Flashby
- 4 Devilman
- 5 Floater
- 6 Fountain Fungus
- 7 Ohoh
- 8 Garpike
- 9 Cavecroc
- 10 Killercat
- 11 Spined Salamander
- 12 Cave Snail

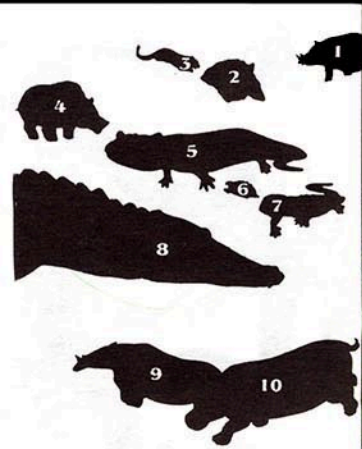


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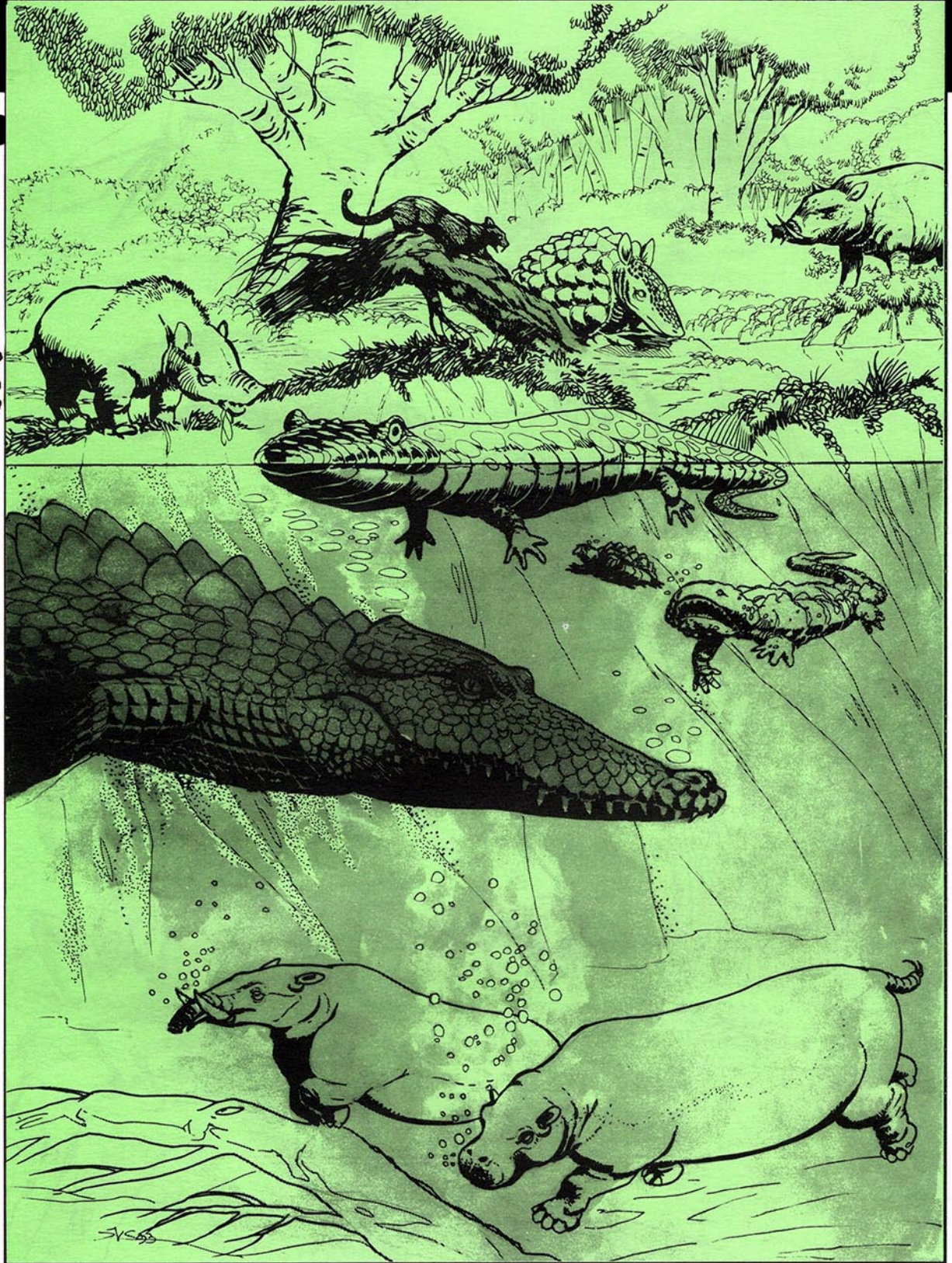


- 1 Moving Mound
- 2 Chokejet
- 3 Deathfisher
- 4 Rock Gator
- 5 Hagnymph
- 6 Drownweed
- 7 Cuttlefiend
- 8 Hydroworm
- 9 Clamp
- 10 Lobber/Lobsterman
- 11 Subterranean Fish
- 12 Muckdevil

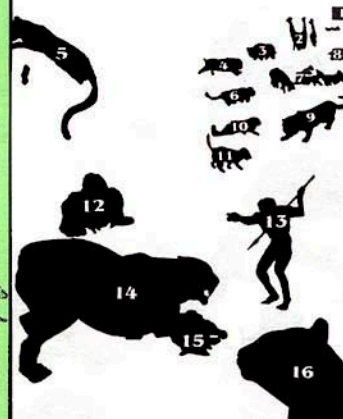
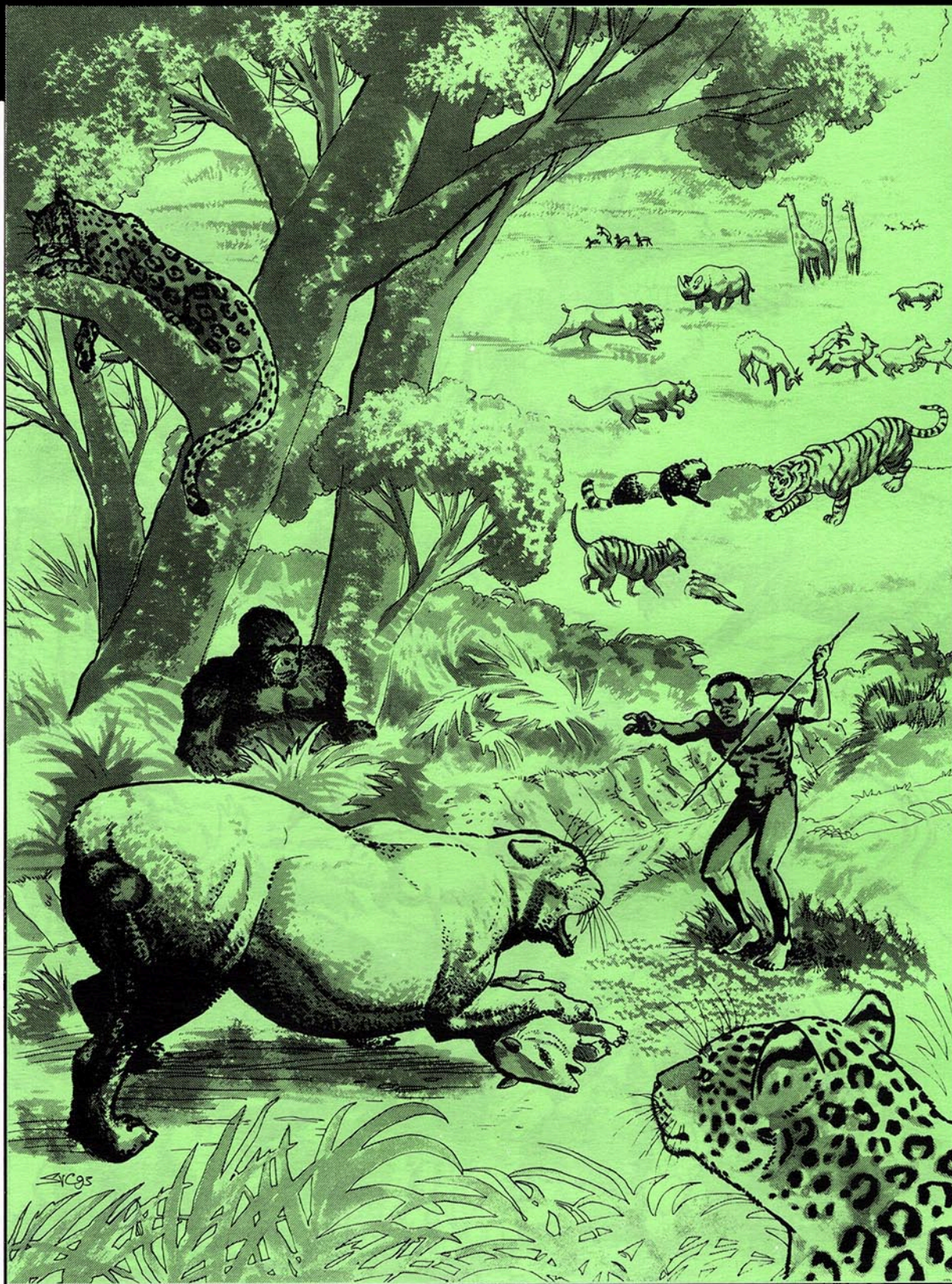
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- 1 Tapirephant
- 2 Toradillo
- 3 Chisel-Toothed Panther
- 4 Hairy Hippoceros
- 5 Giant Salamander
- 6 Snapping Turtle
- 7 Hellbender Salamander
- 8 Megadile
- 9 Hippophant
- 10 Hippopotamus



BESTIARY

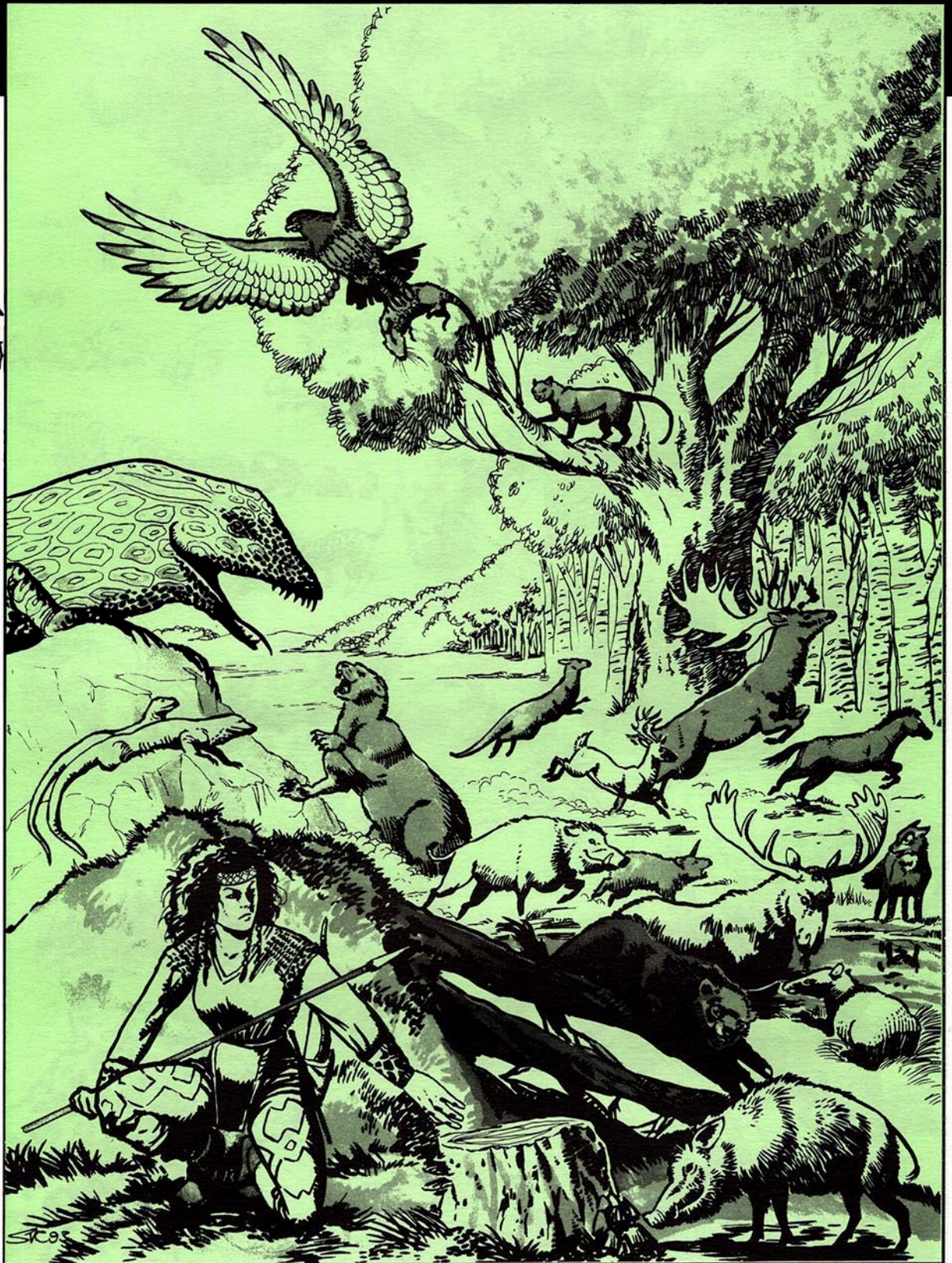


- 1 Herd Animals
- 2 Giraffe
- 3 Rhinoceros
- 4 Pike-Toothed Lion
- 5 Jaguar
- 6 Lion
- 7 Gazelles
- 8 Gnu (Wildebeest)
- 9 Tiger
- 10 Pandacoon
- 11 Striped Wolf
- 12 Gorilla
- 13 Pygmy
- 14 Pike-Toothed Tiger
- 15 Tapir
- 16 Leopard

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- 1 Raptor
- 2 Sewer Rat
- 3 Panther
- 4 Colositor Lizard
- 5 Monitor Lizard
- 6 Oxchuck
- 7 Kangaroo
- 8 Hart
- 9 Stag (Giant Deer)
- 10 Wild Horse
- 11 Wolf
- 12 Moose
- 13 Peccaricorn
- 14 Giant Forest Swine
- 15 Wolverine (Glutton)
- 16 Pandapir
- 17 Boar
- 18 Onaxeresian (Amazon)
- 19 Leech Lizard

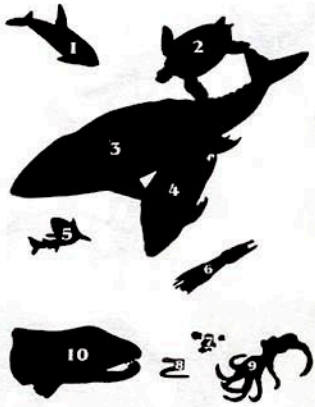


BESTIARY

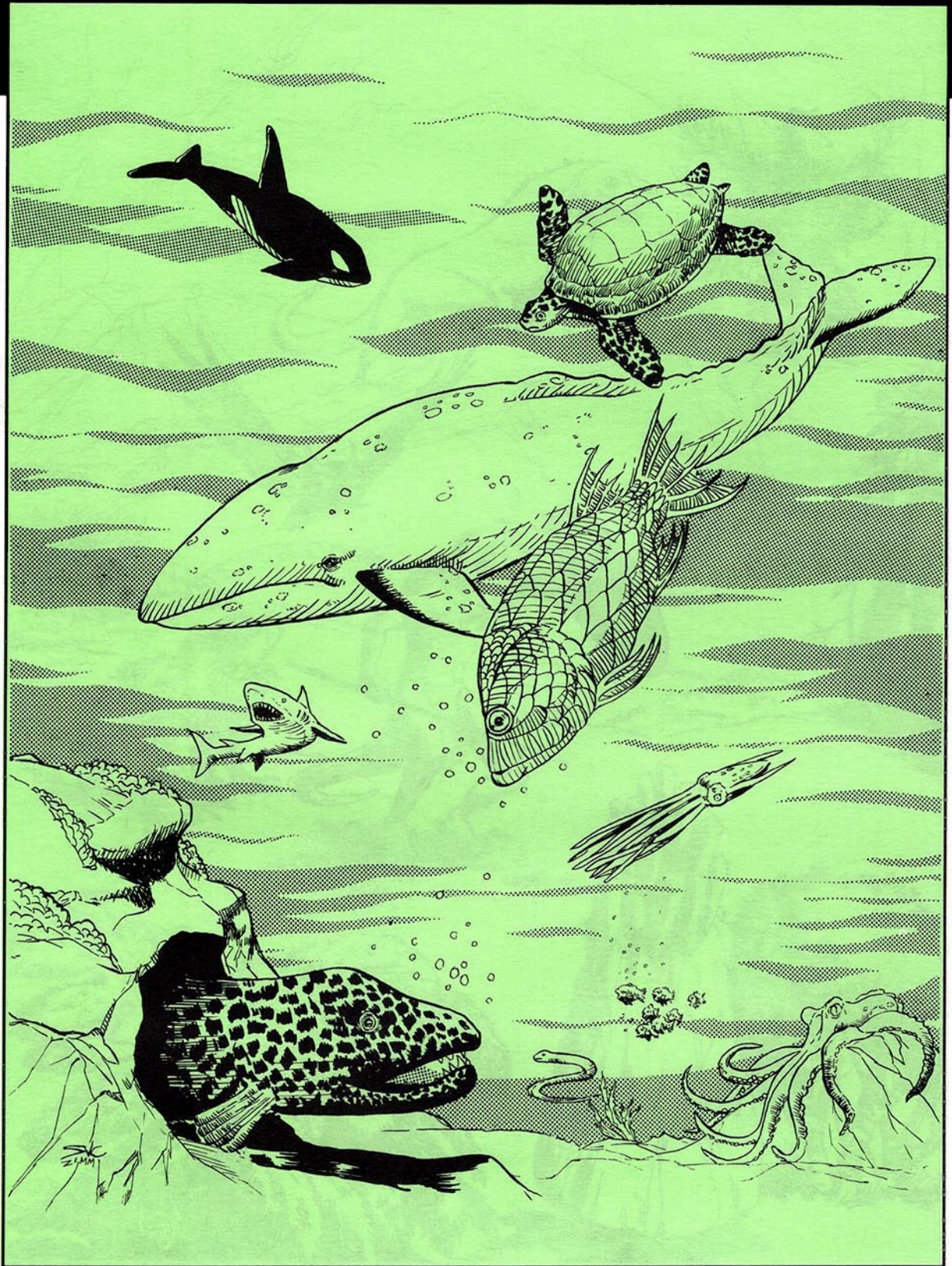


- 1 Impaler
- 2 Lionlizard
- 3 Hootie
- 4 Offalgut
- 5 Moldie
- 6 Hissard
- 7 Harpoonhedge
- 8 Heathhedge
- 9 Micaman
- 10 Gritleaf

MYTHUS™



- 1 Orca
- 2 Turtle
- 3 Whale
- 4 Armored Fish
- 5 Shark
- 6 Giant Squid
- 7 Dangerous Fish
- 8 Sea Snake
- 9 Octopus
- 10 Eel



BESTIARY



- 1 Wally
- 2 Whipslime
- 3 Starweed
- 4 Stonespear
- 5 Spitslug
- 6 Toppler
- 7 Sweetend
- 8 Warhill
- 9 Glowgrave
- 10 Trog
- 11 Stickycloak
- 12 Unlife
- 13 Stinkplant

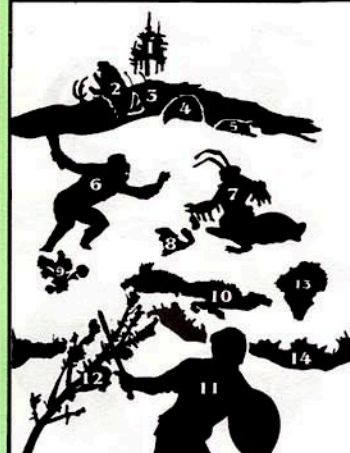
MYTHUS™



- 1 Blindworms
- 2 Webber
- 3 Chainworm
- 4 Scavenger Worm
- 5 Boreworm
- 6 Crawbad
- 7 Drekker
- 8 Kicket
- 9 Trapbeetle
- 10 Cutleaf
- 11 Armadillug
- 12 Vampbug

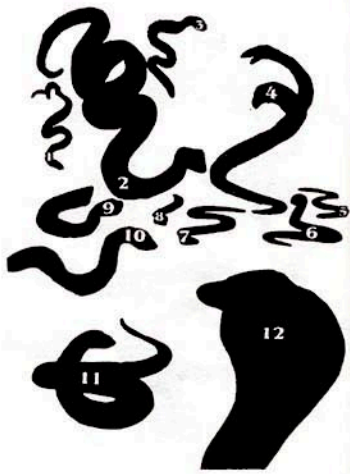


BESTIARY



- 1 Archerbush
- 2 Burrbear
- 3 Blackledge
- 4 Allmouth
- 5 Badger Devil
- 6 Cave Ape
- 7 Centaurant
- 8 Pixie Dog
- 9 Bide Forever
- 10 Nailgrass
- 11 Albie
- 12 Burrowburr
- 13 Burnstem
- 14 Barber

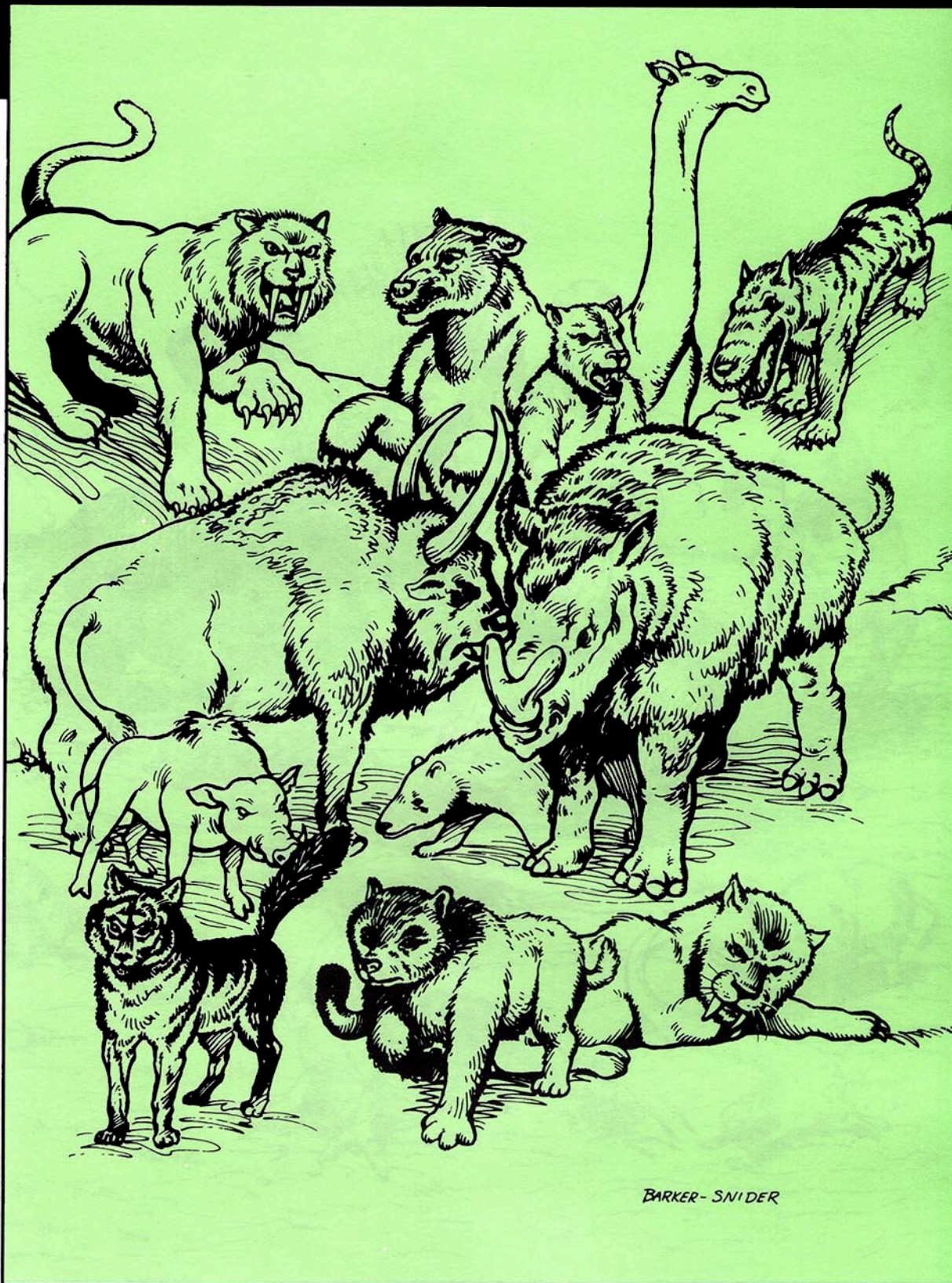
MYTHUS™



- 1 Mamba
- 2 Constrictor
- 3 Bushmaster
- 4 Spitting Cobra
- 5 Krait
- 6 Asp
- 7 Water Moccasin
- 8 Fer-de-Lance
- 9 Gaboon Viper
- 10 Anaconda
- 11 Coral Snake
- 12 King Cobra



BESTIARY



- 1 Sabre-Toothed Tiger
- 2 Cave Bear
- 3 Dog Bear
- 4 Giant Camel
- 5 Demon Lion
- 6 Y-Horned Rhinoceros
- 7 Giant Bison
- 8 Giant Boar
- 9 Weasel Bear
- 10 Devil Wolf
- 11 Tiger Bear
- 12 Dirk-Toothed Cougar

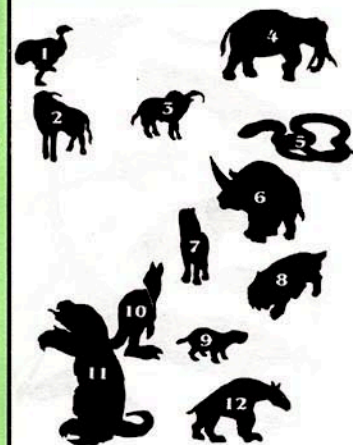
MYTHUS™



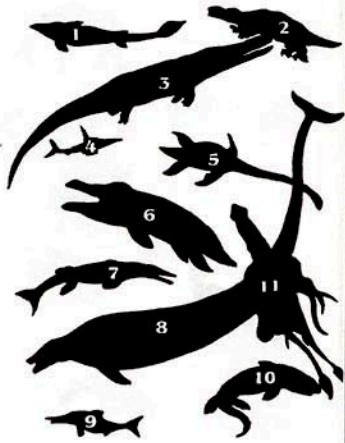
- 1 Juggler
- 2 Horntooth
- 3 Horned Hunter
- 4 Finback Dragon
- 5 Gorgonophant
- 6 Juggernaut
- 7 Yowler
- 8 Tusksfang
- 9 Giant Centipede
- 10 Leech Lizard
- 11 Gray Streaker
- 12 Swamp Snake



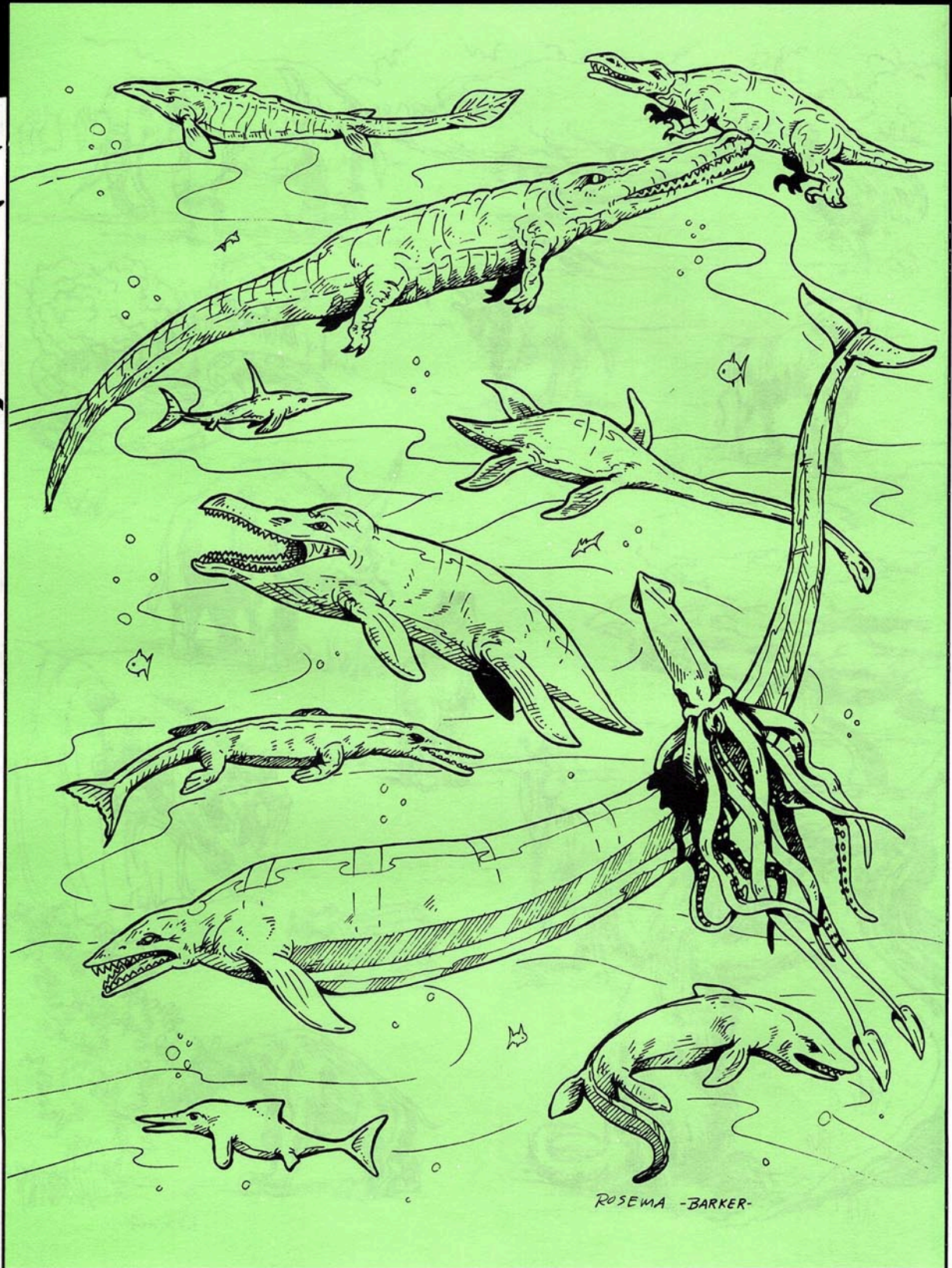
BESTIARY



- 1 Elephant Bird
- 2 Dullhead
- 3 Horned-Mouth
Elephant
- 4 Titanalo
- 5 Serpentsanke
- 6 Rhinocorn
- 7 Camelephant
- 8 Pike-Toothed Tiger
- 9 Tapirat
- 10 Giant Kangaroo
- 11 Megasloth Sloth
- 12 Ape Bear

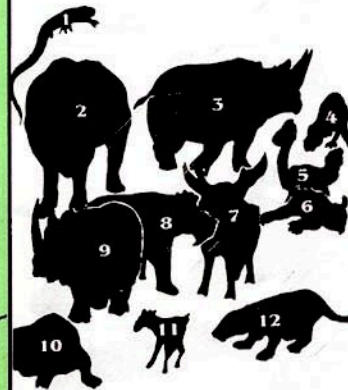
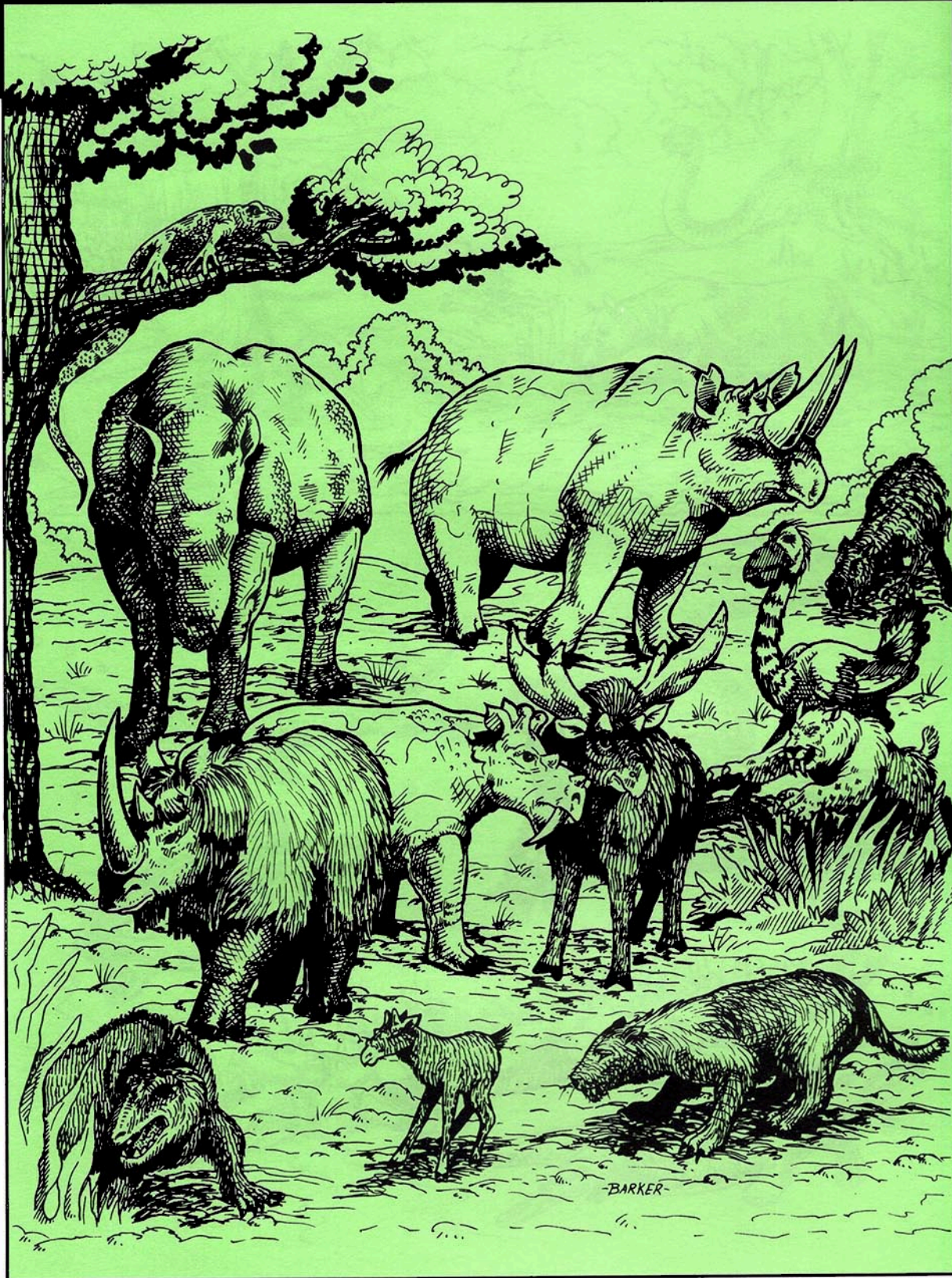


- 1 True Sea Serpent
- 2 Baryonyx
- 3 Sea Mugger
- 4 Sword-Mouthed Fish
- 5 Serpent Fish
- 6 Sea Dragon
- 7 Whale Croc
- 8 Eel Whale
- 9 Ichthyosaurus
- 10 Serpent Whale
- 11 Pike Squid



ROSEMA -BARKER-

BESTIARY

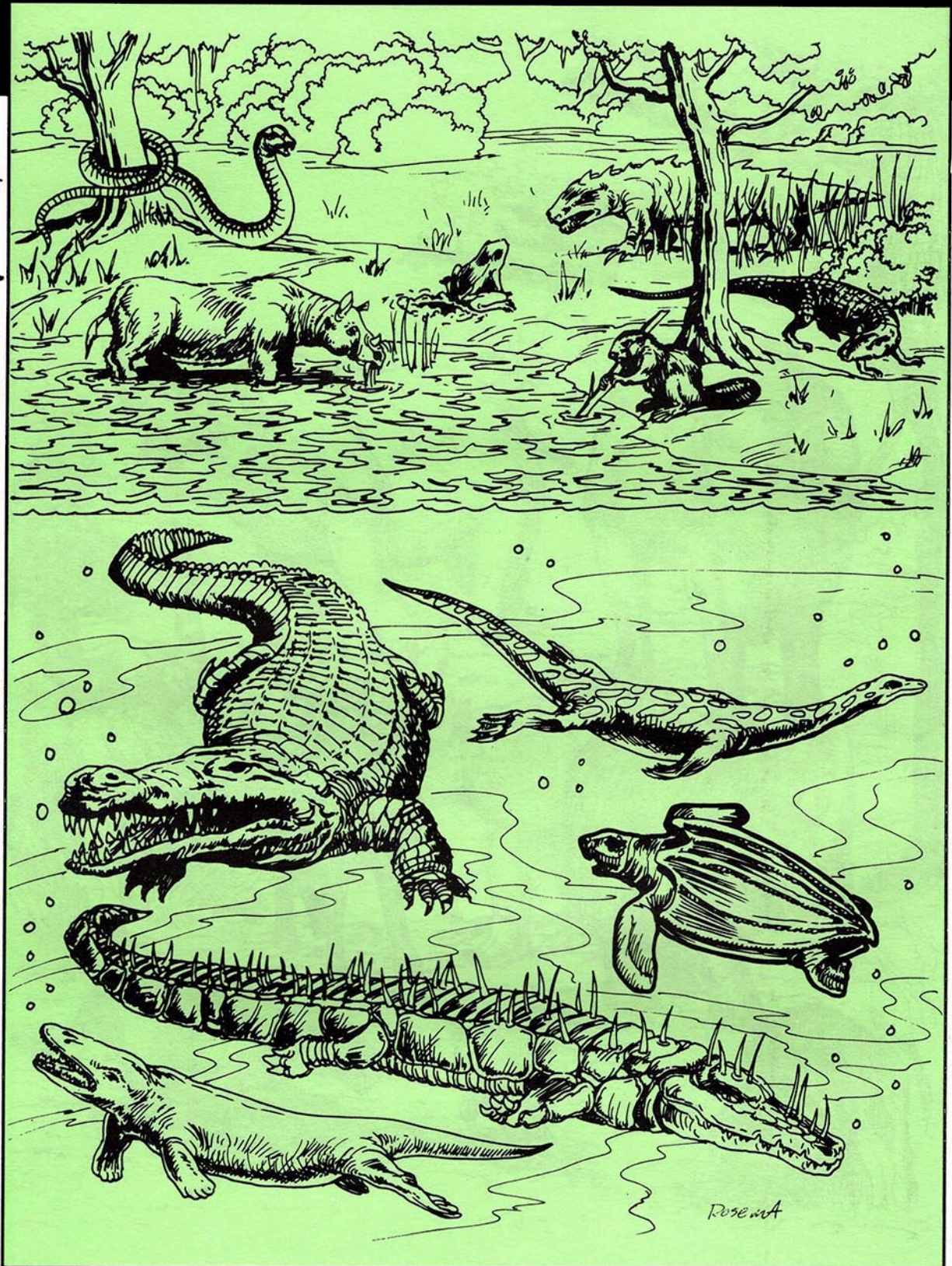


- 1 Tree-Topper Lizard
- 2 Masterall Rhinoceros
- 3 Giant Four-Horned Rhinoceros
- 4 Nightrunner
- 5 Axe-Beaked Ostrich
- 6 Cutlass-Toothed Lion
- 7 Four-Horned Moose
- 8 Six-Horned Rhinoceros
- 9 Woolly Rhinoceros
- 10 Lope-Hound
- 11 Quadralope
- 12 Cave Lion

MYTHUS™

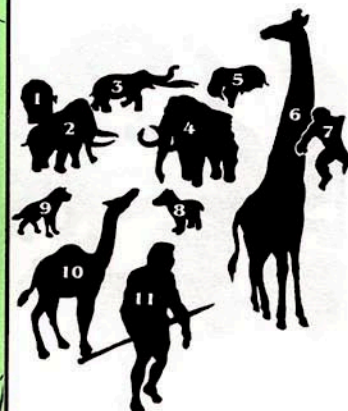
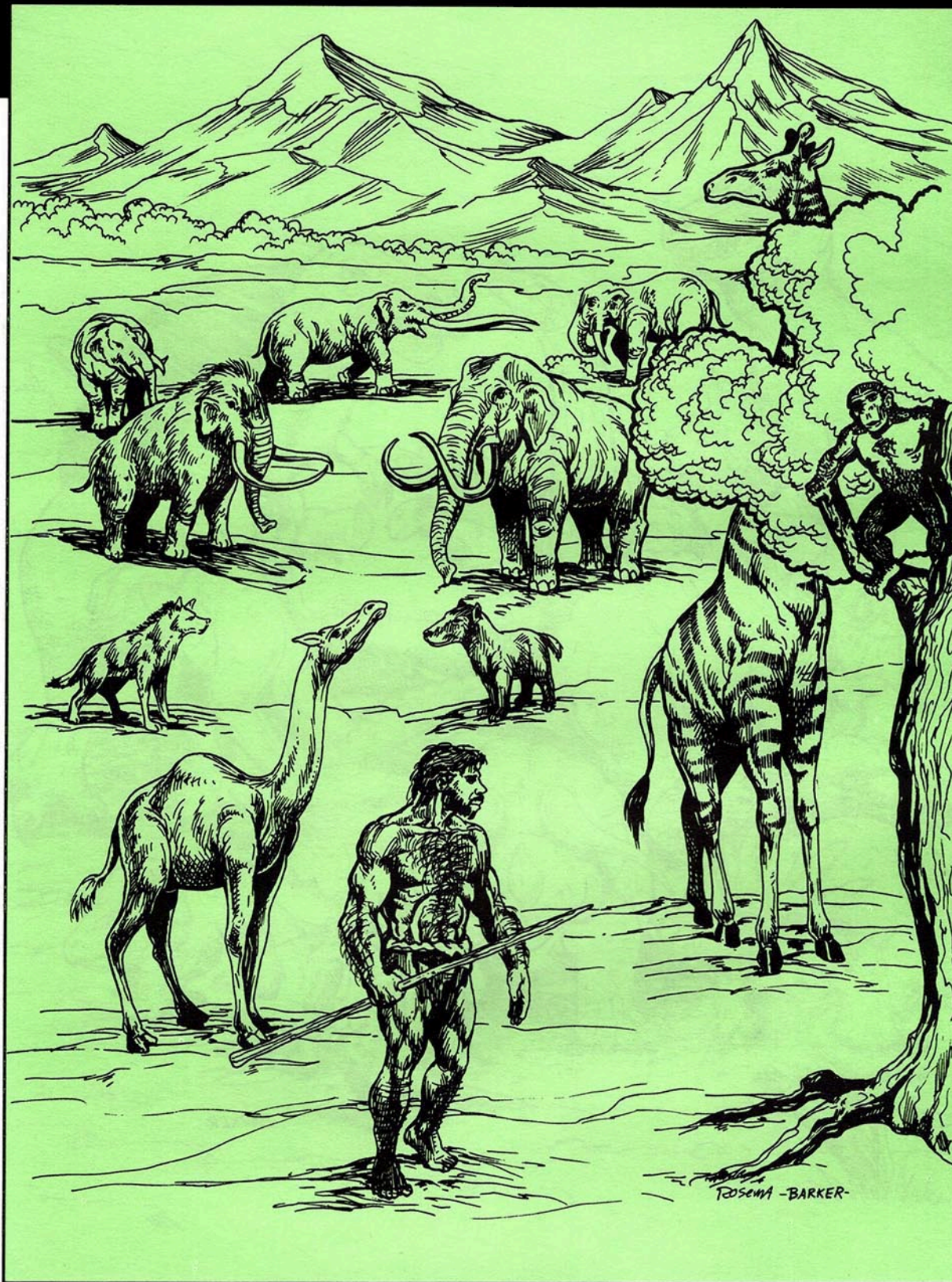


- 1 Death Archer
- 2 Hippocorn
- 3 Burrowing Toad
- 4 Crocodragon
- 5 Gallopogator
- 6 Giant Beaver
- 7 King Croc
- 8 Serpent Turtle
- 9 Giant Turtle
- 10 Spiked Croc
- 11 Legged Whale



Rosem A

BESTIARY



- 1 Four-Tusker Elephant
- 2 Mammoth Elephant
- 3 Pike-Tusker Elephant
- 4 Emperor
(Imperial Mammoth)
Elephant
- 5 Down-Tusker Elephant
- 6 Streaked Giraffe
- 7 Pithicanthropoid
Human
- 8 Houndbear
- 9 Giant Hyena
- 10 Giraffamel
- 11 Neanderthal Human

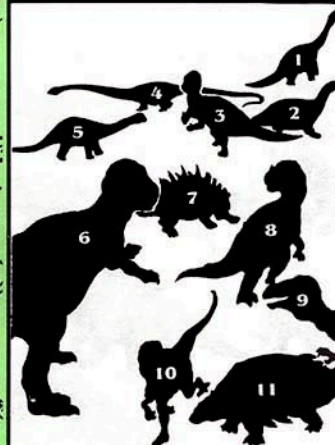
MYTHUS™



- 1 Tyrannosaurus
- 2 Saltasaurus
- 3 Pachycephalosaurus
- 4 Spinosaurus
- 5 Parasaurolophus
- 6 Triceratops
- 7 Styracosaurus
- 8 Torosaurus
- 9 Stegoceras
- 10 Psittacosaurus
- 11 Silvisaurus



BESTIARY



- 1 Brachiosaurus
- 2 Camarasaurus
- 3 Iguanodon
- 4 Diplodocus
- 5 Baraposaurus
- 6 Allosaurus
- 7 Kentrosaurus
- 8 Ceratosaurus
- 9 Megalosaurus
- 10 Deinonychus
- 11 Hylæosaurus

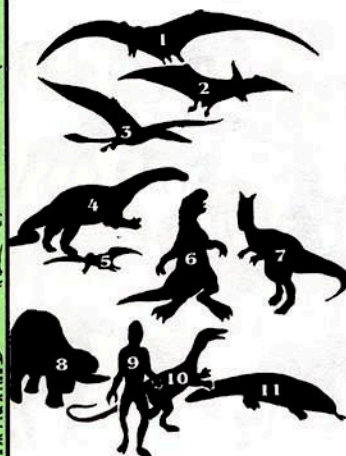
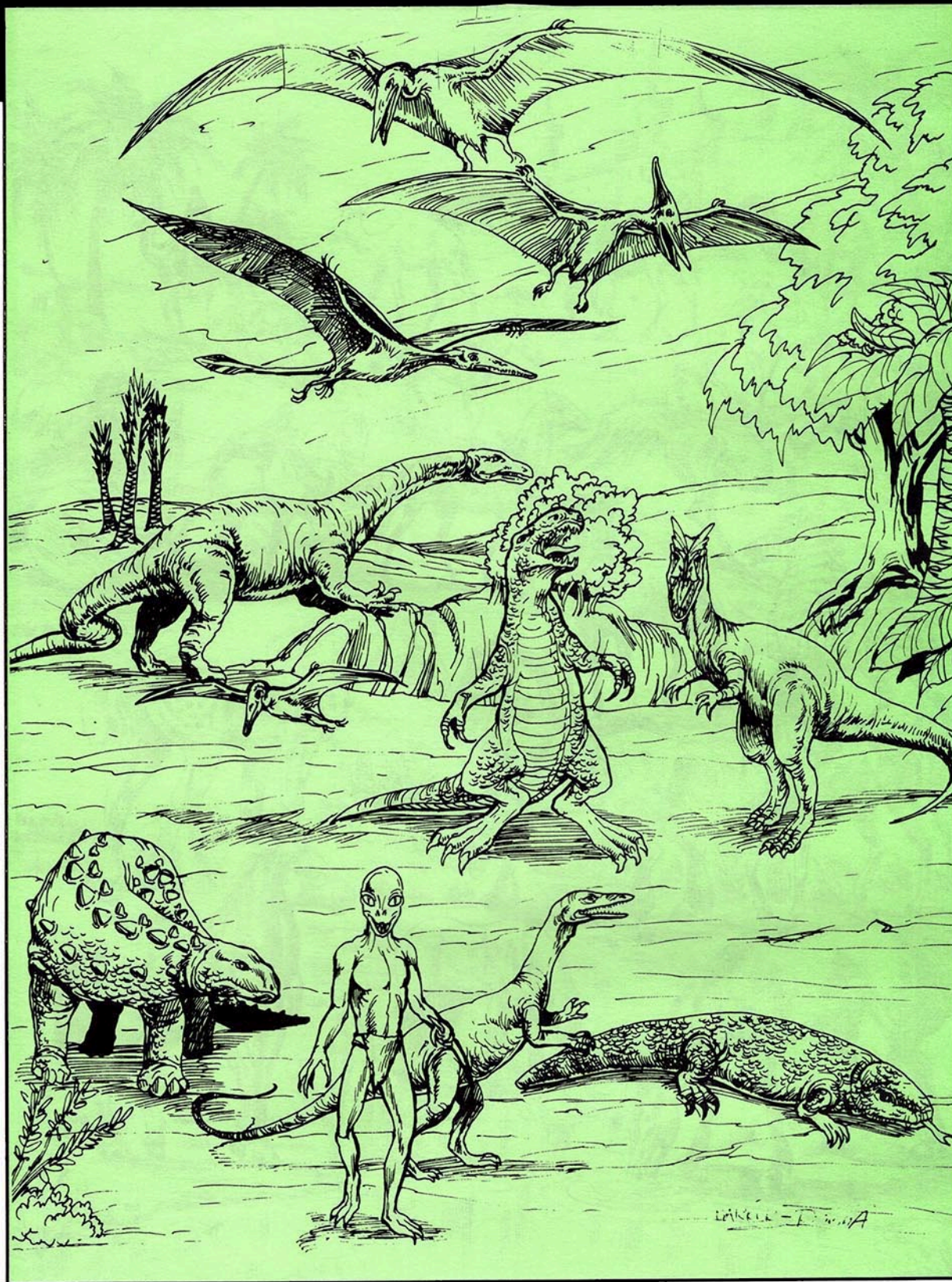
MYTHUS™



- 1 Nemegtosaurus
- 2 Ouranosaurus
- 3 Alamosaurus
- 4 Albertosaurus
- 5 Carnotaurus
- 6 Dromæosaurus
- 7 Ornithomimus
- 8 Anatosaurus
- 9 Centrosaurus
- 10 Chasmosaurus
- 11 Dravidosaurus

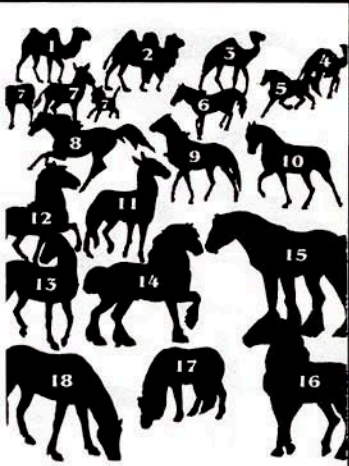


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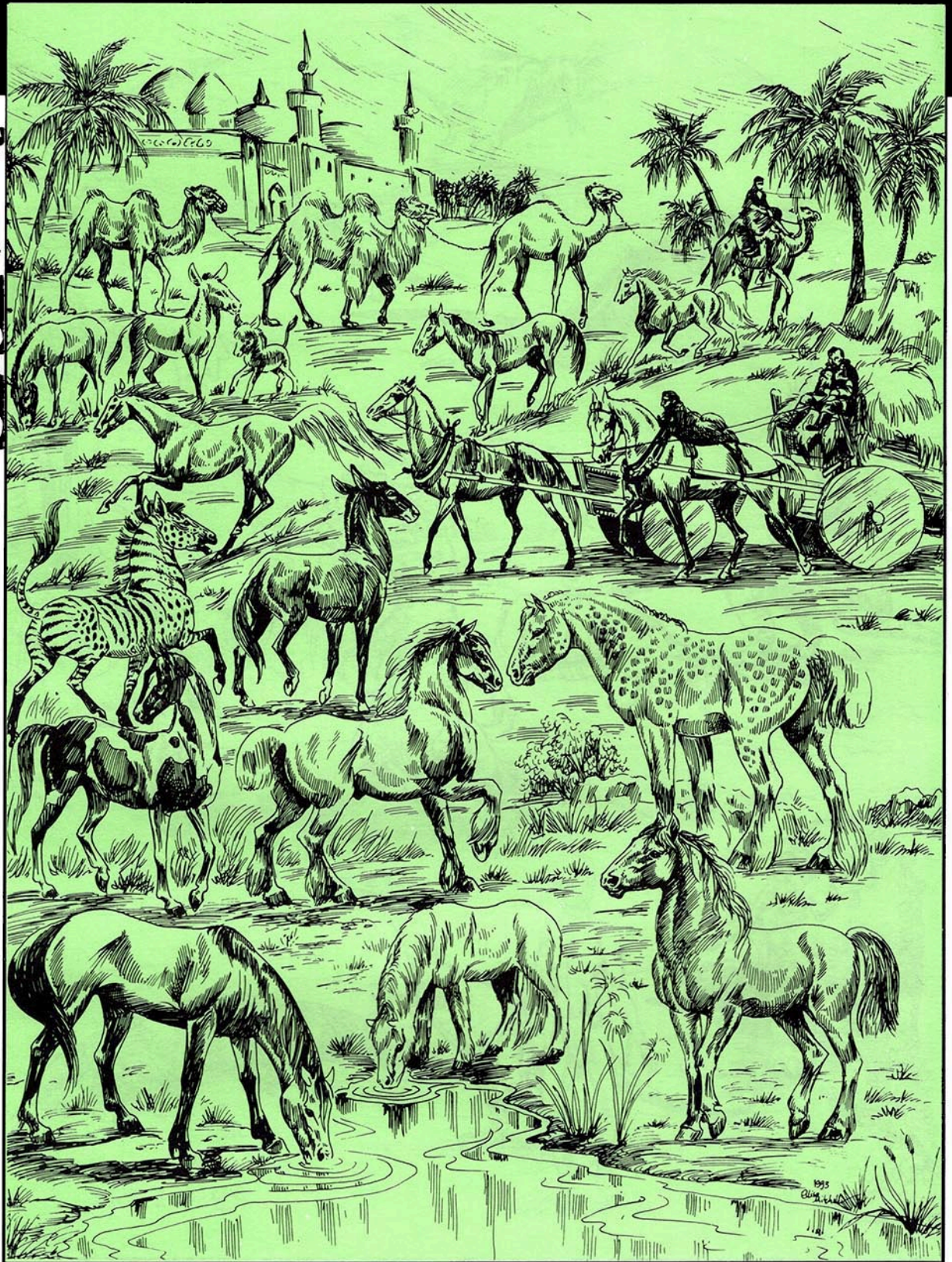


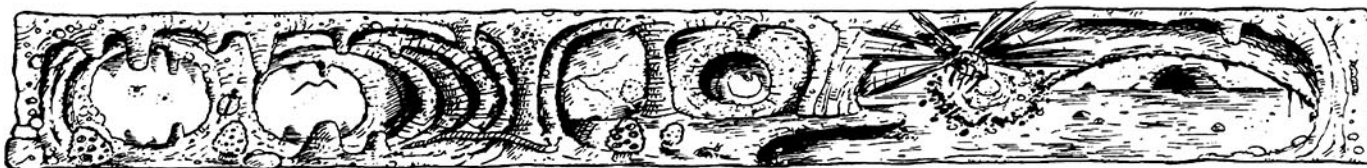
- 1 Quetzalcoatlus
- 2 Pteranodon
- 3 Rhamphorhynchus
- 4 Plateosaurus
- 5 Pterodactyl
- 6 Mauler
- 7 Dilophosaurus
- 8 Scelidosaurus
- 9 Theriopodid
- 10 Coelophysis
- 11 Gila Monstrous

MYTHUS™



- 1 Bactro-Dromedary
- 2 Bactrian Camel
- 3 Dromedary Camel
- 4 Dromedary Camel
- 5 Pony (True)
- 6 Jade
- 7 Ass/Donkey
- 8 Racer
- 9 Cart Horse
- 10 Dray
- 11 Mule
- 12 Zebromega/Xaquagl
- 13 Garron
- 14 Genet
- 15 Destrier
- 16 Charger
- 17 Pony
- 18 Courser





Salamander, Spined

Illustration: Page 168

Identifier: Animal, Amphibia, Caudate, Salamandrine

Habitat: Subterranean Ærth (Aquatic)

Size: 3xhuman-size

(7'-10' L)

Number Appearing: 1 or 10-60 (10D6)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	2D6+Poison*	5
Spines	10	P	3D3+Poison*	5

* Poison: STR 40 (damage of 40/40/20 in 5 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 120, WL: 90, CL: 108

MM: 0

MR: 0

PM: 60

PN: 60

MMCap: 0

MRCap: 0

PMCap: 22

PNCap: 22

MMPow: 0

MRPow: 0

PMPow: 17

PNPow: 17

MMSpd: 0

MRSpd: 0

PMSpd: 21*

PNSpd: 21*

* Divide by 3 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	*	0	8	0
Super	3	3	6	*	0	6	0
Vital	2	2	4	*	0	4	0
Non	1	1	2	*	0	2	0
Average	2	2	5	*	0	5	0

* Animal in water = invulnerable

Commentary & Description:

Spined salamanders dwell at the bottom of underground rivers. They range from 7' to 10' in length and have short, poisonous spines running down their backs and wide, bone-ridged jaws. In addition, their moist, scaleless skin provides complete resistance to fire damage and exudes a deadly poison that enables the spined salamanders to kill their prey by touch. The toxin on their skin and spines has a STR rating of 40, and affects any creature who so much as touches the amphibian.

Sensory abilities: FP, HH, SX, TN, XX.

Scavenger Worm

Illustration: Page 176

Identifier: Animal, Annelid, Polychaeta, Errantia

Habitat: Subterranean Ærth

Size: 2-24xhuman-size

(10'-80' L; 2'-16' diameter)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Crawl: 40 yds/BT

Burrow: 2 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/15/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	C	1D6	2

Powers: Nil

Statistical Detail (Smallest form):

Base Scheme (+/- D3)

M (Cunning): 7

P: 120, WL: 90, CL: 108

MM: 5

MR: 2

PM: 70

PN: 50

MMCap: 3

MRCap: 1

PMCap: 29

PNCap: 21

MMPow: 1

MRPow: 1

PMPow: 14

PNPow: 11

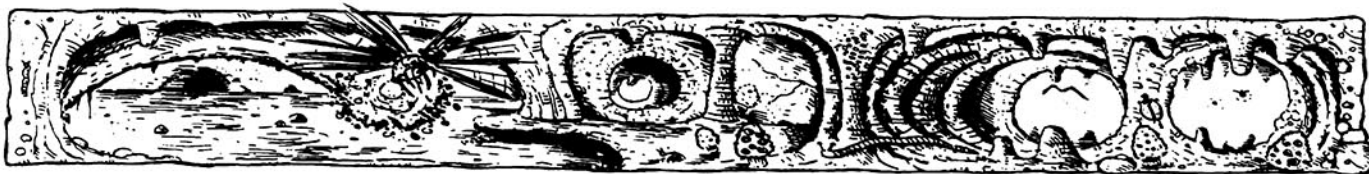
MMSpd: 1

MRSpd: 0

PMSpd: 27*

PNSpd: 18*

* Divide by 3 for effective PMSpd of 9 and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	8	0
Super	3	3	3	0	0	6	0
Vital	2	2	2	0	0	4	0
Non	1	1	1	0	0	2	0
Average	2	2	2	0	0	5	0

Commentary & Description:

The scavenger worm is a true worm that inhabits refuse dumps and other areas where there are large quantities of garbage. It has developed massive shearing and grinding teeth for feeding on all manner of such waste products, including wood, bone, etc.

Typical specimens range from 10' in length and 2' in diameter all the way up to 80' in length and 16' in diameter. Because such a wide variation in size is possible, the statistics above are presented to show specimens which are the smallest. Add the following to obtain larger-size worm statistics:

Length & Diameter	PD Bonus	P TRAIT Total	Effective PMSpd	Effective PNSpd
20' & 4'	5	140	8	6
30' & 6'	9	190	7	5
40' & 8'	14	230	6	4
50' & 10'	20	280	5	3
60' & 13'	27	340	4	2
70' & 16'	35	400	3	1

Shockshrub

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Electrophyta

Habitat: Subterranean Ærth

Size: 1xhuman-size
(2'-6' T; 3'-8' diameter)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks

Leaves

BAC

Touch

Damage Type

Electrical

Base

See below

Bonus

0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 40, WL: 30, CL: 36

MM: 0

MR: 0

PM: 19

PN: 21

MMCap: 0

MRCap: 0

PMCap: 8

PNCap: 8

MMPow: 0

MRPow: 0

PMPow: 3

PNPow: 5

MMSpd: 0

MRSpd: 0

PMSpd: 8

PNSpd: 8

Armor Scheme:

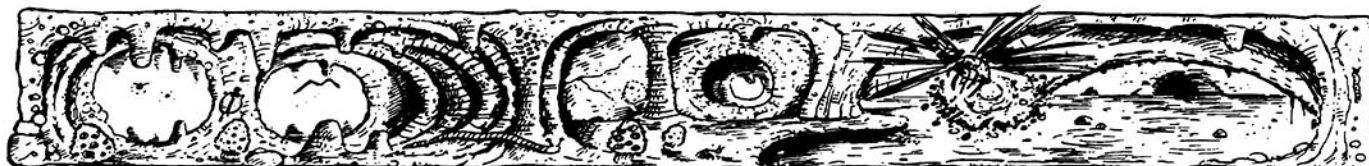
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	*
Super	*	6	6	0	0	*	*
Vital	*	4	4	0	0	*	*
Non	*	2	2	0	0	*	*
Average	*	5	5	0	0	*	*

* Invulnerable

Commentary & Description:

This species of plant is brownish-black and has thick clusters of spiky leaves that point toward the ground. The shockshrub grows in isolated areas, and generates a natural charge of high-voltage electricity. This charge is released whenever contact is made with a specimen. Victims slain thus become fertilizer to sustain the plant, which otherwise ekes out survival through *ultralucidsynthesis*.

The shock from small specimens is sufficient to stun a person; large ones are capable of killing a dozen people. To determine the amount of damage generated by a shockshrub multiply 10D6 times the plant's height in feet. Thus, a 1' tall plant is capable of delivering 10-60 points of Stunning Physical damage, and a 5' tall specimen could cause 50-300 points of Stunning damage, with a Strike Location multiplier for contact used to determine actual damage sustained by an individual. Personas striking these plants with metal weapons are just as vulnerable to the electrical attack as if they had touched the plants themselves, of course. Nothing needs be said regarding conducting metallic armor. Note that if a person is grounded when touching a shockshrub the damage becomes regular rather than Stunning, i.e., instead of a mere 10% of points accruing to the P TRAIT loss, all damage is counted.



Shrewwolf

Illustration: Page 167

Identifier: Animal, Mammalia, Insectivora, Lipotyphla

Habitat: Subterranean /Erth

Size: 0.5xhuman-size

(3'-4' L; 35-45#)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement:

Walk/Trot: 45 yds/BT and 90 yds/BT

Run/Charge: 180 yds/BT and 270 yds/BT (1 BT only)

Burrow: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1 point	0
Bite	50	P	1D3	0 (2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 40, WL: 30, CL: 36

MM: 10

MR: 10

PM: 18

PN: 22

MMCap: 4

MRCap: 4

PMCap: 6

PNCap: 8

MMPow: 3

MRPow: 3

PMPow: 6

PNPow: 7

MMSpd: 3

MRSpd: 3

PMSpd: 6*

PNSpd: 7*

* Multiply by 2 for effective PMSpd of 12 and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These carnivorous, rat-like animals are subterranean shrews that are the size of coyotes. They have adapted to hunting in family packs, and are ferocious predators. Once on the track of prey, the pack will continue for hours if their intended victim still leaves a strong scent.

Sensory abilities: FH, FV, HH, SX, TD, XX.

Silent Whistler

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Erth

Size: 0.5xhuman-size

(2' T; 3'-5' diameter)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Nil				

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 30, WL: 22, CL: 27

MM: 0

MR: 0

PM: 13

PN: 17

MMCap: 0

MRCap: 0

PMCap: 5

PNCap: 6

MMPow: 0

MRPow: 0

PMPow: 3

PNPow: 5

MMSpd: 0

MRSpd: 0

PMSpd: 5*

PNSpd: 6*

* Multiply by 2 for effective PMSpd of 10 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

The silent whistler is a variety of plant that drives off many forms of predators by emitting ultrasonic sound when approached within a range of about 30' (base range is 25', and D10 is rolled to find actual range of emission of from 26'-35'). For creatures able to hear this range of the audible spectrum, these plants also work well as 'silent' alarms. The silent whistler frequently grows in conjunction with whistler plants (q.v.).



Slapstick

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 3xhuman-size

(10'-12' T; 3' diameter)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Branches (x2D3)	20	P	2D6	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 0

MM: 0

MR: 0

MMCap: 0

MRCap: 0

MMPow: 0

MRPow: 0

MMSpd: 0

MRSpd: 0

P: 210, WL: 157, CL: 189

PM: 110

PN: 100

PMCap: 50

PNCap: 40

PMPow: 18

PNPow: 24

PMSpd: 42*

PNSpd: 36*

* Divide by 3 for effective PMSpd of 14 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	8	0	0	*	0
Super	*	3	6	0	0	*	0
Vital	*	2	4	0	0	*	0
Non	*	1	2	0	0	*	0
Average	*	2	5	0	0	*	0

* Invulnerable

Commentary & Description:

This is a very dangerous form of plant, with low-growing, dangerously spiked branches radiating outward from the central trunk. Above, at 3' to 5' height are thick, succulent fruits and fresh foliage. Any creature near the trunk of a slapstick will be attacked as these plants release their lower limbs. The projections spring up and in to pierce and trap the victim for digestion. The fruit is, however, both spectacular in taste and high in complete nutritional value.

Slime Creeper

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean Ærth

Size: 0.25xhuman-size

Number Appearing: 2-20 (2D10)

Modes & Rates of Movement:

Crawl: 26 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 1 and —/32/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Filaments (20)	10	Chem	2D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MR: 0

MMCap: 0

MRCap: 0

MMPow: 0

MRPow: 0

MMSpd: 0

MRSpd: 0

P: 26, WL: 19, CL: 23

PM: 10

PN: 16

PMCap: 4

PNCap: 6

PMPow: 3

PNPow: 5

PMSpd: 3*

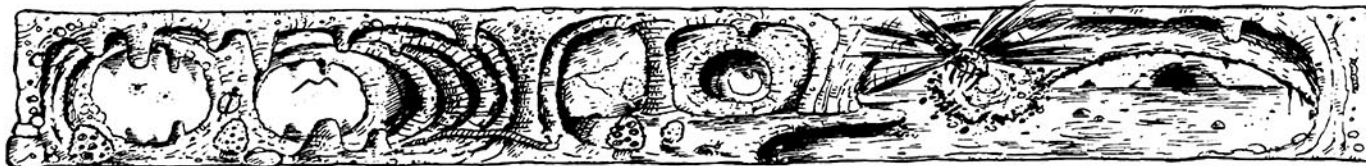
PNSpd: 5*

* Multiply by 4 for effective PMSpd of 12 and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable



Commentary & Description:

Slime creepers are a mobile form of predatory plant life. The species imitates normal plants and then strikes at prey as it comes within range (approximately 6' radius). Microscopic filaments (which negate normal armor) from the attacking tendrils of the slime penetrate the victim's body, begin digesting it, and grow with such rapidity that they literally change the subject to a slime creeper in seconds—a few minutes in the case of resistant or large victims such as humanoids.

Sensory abilities: FV and FE(?), HX, SX, TX, XX. The principal sense of this plant seems to be the ability to feel vibrations in the ground made by nearby movement, although there is speculation it might also be able to detect magnetic fields.

Slimeworm

Illustration: See right

Identifier: Animal, Aschelminthes, Metanematomorpha, Metanectonematoid

Habitat: Subterranean /Ærth (Aquatic)

Size: 3xhuman-size
(12'-14' L)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 90 yds/BT

Swim: 120 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

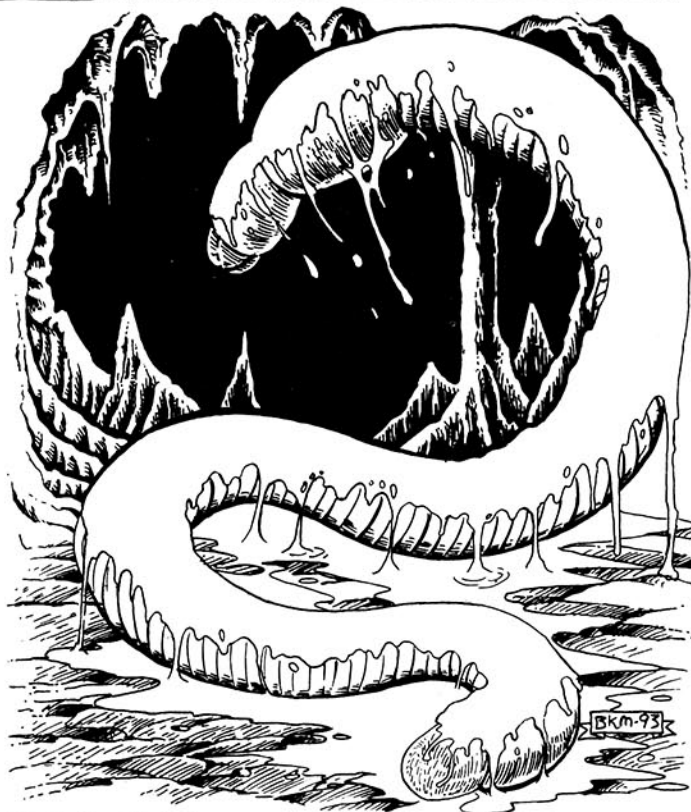
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 160, WL: 120, CL: 144

PM: 80 PN: 80

PMCap: 32 PNCap: 32

PMPow: 24 PNPow: 24

PMSpd: 24* PNSpd: 24*

* Divide by 3 for effective PMSpd and PNSpd of 8.

Attacks	BAC	Damage Type	Base	Bonus
Entwine/Secretion	25	Chem, Acid	Special*	12**

*Poison STR 30 (30/30/15 1 BT delay) and Acid, 2D6 PD per CT (1 AT duration once contact broken).

** Basic constricting damage. A constricting attack will inflict normal, Blunt damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These creatures are giant worms with a poisonous, acidic secretion. They will attack and entwine, thus causing damage or death to their victims. Omnivorous, these creatures are either semi-aquatic or aquatic and are seldom encountered far from water.

The poison from their secretion is only 30 STR, but the acid component is (as usual) Continuing damage, causing 2D6 PD points per Critical Turn for 1 AT after contact is broken. Also note that slimeworms will continue to secrete even after they are dead, so killing them does not stop the effects of the acid or poison damage!

Sensory abilities: FE, HX, SX, TD, XX.



Slugbellie/Devole ("Noblest")

Illustration: Page 167

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(4'-4.5' T; 100-150#)

Number Appearing: 10-30 (5D5+5) or 150-450 in community

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 42-60 (2D10+40)

Combat, Hand Weapons, Missile at 32-50 (2D10+30)

Dweomercraft, Black at 35-60 (5D6+30)

Magick at Dweomercraft STEEP

Influence at 42-60 (2D10+40)

Language: Rattle at 70

Language: Trade Phonician at 43-70 (3D10+30)

Joss Factors: 1D3

Dodging/Avoidance: Nil and 22/18/17

Attractiveness: Human norm scale, 4D3-3 to find individual score

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Hand Weapon	51	By weapon	By weapon	0 (3)*
Missile Weapon	41	By weapon	By weapon	0 (1)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, +1 M bonus, -2 PM penalty, +1 PN bonus, -1 SM penalty, +3 SP bonus)

M: 68, EL: 54 P: 56, WL: 42, CL: 50 S: 57, EL: 45
MM: 34 MR: 34 PM: 22 PN: 34 SM: 22 SP: 35
MMCap: 12 MRCap: 12 PMCap: 8 PNCap: 12 SMCap: 8 SPCap: 13
MMPow: 11 MRPow: 11 PMPow: 7 PNPow: 11 SMPow: 7 SPPow: 12
MMSpd: 11 MRSpd: 11 PMSpd: 7 PNSpd: 11 SMSpd: 7 SPSpd: 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

In the pidgin Trade Phonician, these humanoids claim that their racial name translates to the "Noblest" or "Best of Mankind." They are anything but. Slugbellies, as they are called by those dwelling on the world's surface, are humans who reentered caves and began dwelling in the subterranean realms only a few centuries ago. They quickly adapted, and now they are amongst the most successful inhabitants of the place. Most do not like any other form of humans, even those who also dwell below ground, save as slaves or worse. There is considerable interaction and cooperation between these people and the Rattles, and most intermediaries for the latter are mercenary Slugbellies. They are found in all three regions of Subterranean Ærth, but their strongholds are said to be in the lower *Midgloom* and immediately below in the *Deepdark*, because others from above (Albies and Troggs in combination) have had some considerable success warring upon the Slugbellies of late.

Unfortunately, despite their subterranean existence, this race has the full Heka-channeling potential of normal humans. Thus they are dangerous indeed, for the vast majority of them have nothing but enmity for mankind.

Slugbellies tend to be endomorphic, with grayish complexions and wide-set, goggling eyes.

Sensory abilities: FN, HN-U, SN-R, TN, SA, X?.

Slugbug

Illustration: Page 197

Identifier: Animal, Arthropoda, Insecta, Proturid

Habitat: Subterranean Ærth

Size: 6xhuman-size
(6'-8' L; 3'-4' diameter)

Number Appearing: 4-9 (1D6+3)

Modes & Rates of Movement:

Crawl: 24 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

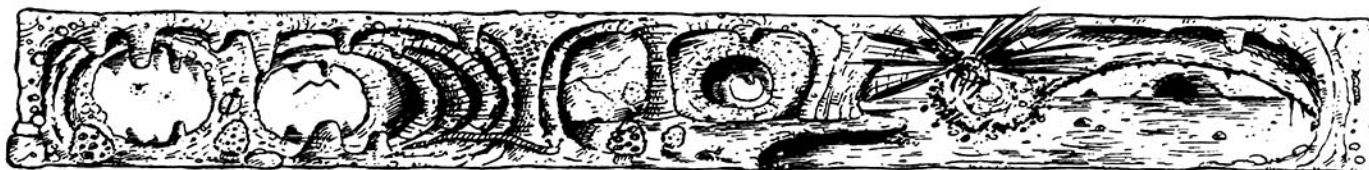
Susceptibilities: Nil

Average Armor Protection: 9

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Pincers (x2)	20	C	2D6	12

Powers: Nil



Smotherslug

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCup: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCup: 2

MRPow: 1

MRSpd: 2

P: 200, WL: 150, CL: 180

PM: 100

PMCup: 40

PMPow: 24

PMSpd: 36*

PN: 100

PNCup: 40

PNPow: 24

PNSpd: 36*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	16	0	12	28	0
Super	6	6	12	0	9	21	0
Vital	4	4	8	0	6	14	0
Non	2	2	4	0	3	7	0
Average	5	5	10	0	7	17	0

Commentary & Description:

These are monstrous, herbivorous insects which resemble slugs bloated to the size of the largest of bears. Their legs are vestigial, and only the foremost set, pincer-equipped, is used for feeding. Movement is by a creeping flow resembling that of an actual slug, although no slime trail is laid down. Because they are herbivorous, they will leave personas alone unless molested in some way. It is noteworthy that these common creatures, despite their defensive weapons, are a food source to many of the predators of the underground labyrinth.

Sensory abilities: FH, HX, SX, TD, XX.

Illustration: Page 167

Identifier: Animal, Mollusca, Gastropoda, Prosobranchid

Habitat: Subterranean Ærth

Size: 24xhuman-size

(40'-60' L; 10'-30' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

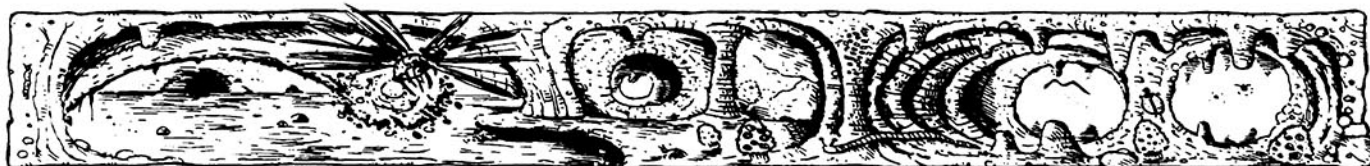
Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Smother/Constrict	30	B/I*	4D6	38

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 560, WL: 420, CL: 504

PM: 300 PN: 260

PMCap: 130 PNCap: 138

PMPow: 50 PNPow: 50

PMSpd: 120* PNSpd: 72*

* Divide by 24 for effective PMSpd of 5 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	4	12	16	12	28	0
Super	0	3	9	12	9	21	0
Vital	0	2	6	8	6	14	0
Non	0	1	3	4	3	7	0
Average	0	2	7	10	7	17	0

Commentary & Description:

Smother-slugs are gigantic omnivores that search throughout the subterranean world for food. Any active prey is overcome by these creatures through a rising up and falling down attack. Any victim trapped under the slug is suffocated by the slime and weight of the thing.

Sensory abilities: FP, HX, SX, TD, XX.

Snail, Cave, Giant Coneshell

Illustration: Page 168

Identifier: Animal, Mollusca, Gastropoda, Prosobranchid

Habitat: Subterranean Ærth (Aquatic)

Size: 1xhuman-size
(4'6"L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 10 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 17

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tentacle	40	P+Poison*	4D6	0
Bite	25	C/P	3D3	0

* Poison STR 70 (delivered 70/70/35 in 2BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 60, WL: 45, CL: 54

PM: 30 PN: 30

PMCap: 13 PNCap: 13

PMPow: 12 PNPow: 12

PMSpd: 5 PNSpd: 5

Armor Scheme:

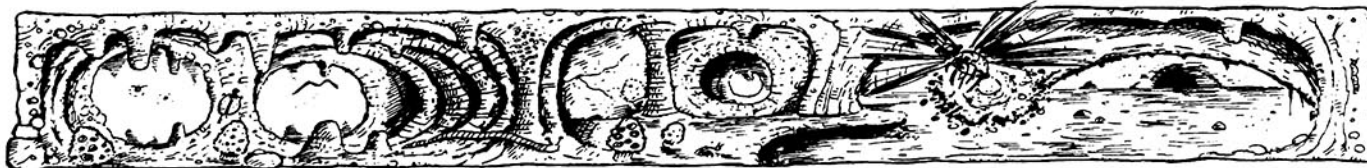
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	40	12	16	12	20	0
Super	30	30	9	12	9	15	0
Vital	20	20	6	8	6	10	0
Non	10	10	3	4	3	5	0
Average	25	25	7	10	7	12	0

Commentary & Description:

The marine coneshell snail has existed for many millennia in the underground waters of Ærth. It has developed now into a man-sized killer which can and does leave the waters of the subterranean realm to hunt on land. The giant cave coneshell snail crawls silently along in or out of the water, seeking prey with its questing sensory tentacle, an organ which uses odor to discern the location of food. This creature is stealthy in the extreme! Once located the snail extrudes its attack tentacle, a six-foot-long member tipped with a barbed lance-like head. In conjunction with the sensory tentacle, the creature then seeks any opening in the prey's armor through which to drive its weapon and stab and poison the victim to death. Once done, it sends forth its expandable tubed mouth to begin devouring its prey.

Note that there are two varieties of this creature, and one preys exclusively on the other! Telling which is which, however, is very difficult however. (Biology K/S check, DR "Very Difficult.")

Sensory abilities: FN, HX, SX, TH-D, XX.



Snake, Arrowsnake

Illustration: Page 167

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Subterranean Ærth

Size: 0.1xhuman-size

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Slither: 200 yds/BT (see also Commentary below)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 24 and —/60/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 40 (delivered 40/40/20 in 5 BT intervals)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 30, WL: 22, CL: 27

MM: 10

MR: 10

PM: 15

PN: 15

MMCap: 4

MRCap: 4

PMCap: 7

PNCap: 7

MMPow: 3

MRPow: 3

PMPow: 5

PNPow: 5

MMSpd: 3

MRSpd: 3

PMSpd: 3*

PNSpd: 3*

* Multiply by 10 for effective PMSpd of 30 and PNSpd of 30 applicable only when uncoiling and attacking.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These small, highly poisonous snakes are found in warmer places of the subterranean realms. They hunt prey by lying coiled in wait, then springing out, flying through up to 20' of air to strike. While they normally attack only animals small enough for them to devour, they will strike at any passing creature which they believe is a threat. Note that the attack of an arrowsnake, like many other small, poisonous snakes, is treated as an Exceptional Attack, as covered in the introduction to this book.

Sensory abilities: FN, HX, SR, TT-H, XX.

Snake, Caveasp

Illustration: Page 167

Identifier: Animal, Reptilia, Squamata, Serpentes (Viper)

Habitat: Subterranean Ærth

Size: 0.25xhuman-size

(2'-3' L)

Number Appearing: 1 or 3-9

Modes & Rates of Movement:

Slither: 200 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Poison*	0 (1)**

* Poison: STR 80 (delivered 80/80/40 in 6 BT intervals).

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 28, WL: 21, CL: 25

MM: 10

MR: 10

PM: 14

PN: 14

MMCap: 4

MRCap: 4

PMCap: 5

PNCap: 5

MMPow: 3

MRPow: 3

PMPow: 4

PNPow: 4

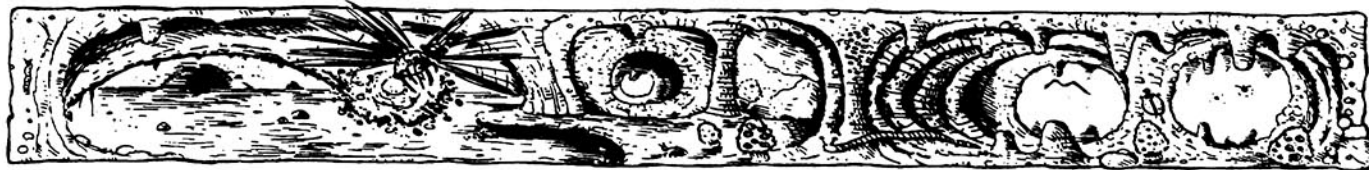
MMSpd: 3

MRSpd: 3

PMSpd: 5*

PNSpd: 5*

* Multiply by 4 for effective PMSpd and PNSpd of 20.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	4	0
Super	0	0	0	0	0	3	0
Vital	0	0	0	0	0	2	0
Non	0	0	0	0	0	1	0
Average	0	0	0	0	0	2	0

Commentary & Description:

Although small and relatively weak, the caveasp is a deadly danger in the underground, for it is a very poisonous adder common to all regions of Subterranean Ærth. While they prey mainly on small mammals, insects, and the like, to come near one of these snakes is to invite a strike and almost certain death if the fangs of the reptile sink into flesh, for the toxin of the caveasp, like that of the Gaboon viper, is one which works both on the blood and nerves of the victim.

Sensory abilities: FH, HX, SH-I, TO-H, XX.

Snake, Dropsnake

Illustration: See below

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Subterranean Ærth

Size: 1-3xhuman-size
(6' or 10-18'L.)

Number Appearing: 1 or 5-10 (1D6+4)

Modes & Rates of Movement:

Slither: 75 yds/BT

Climb: 5 yds/BT

Swim: 50 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/23/—

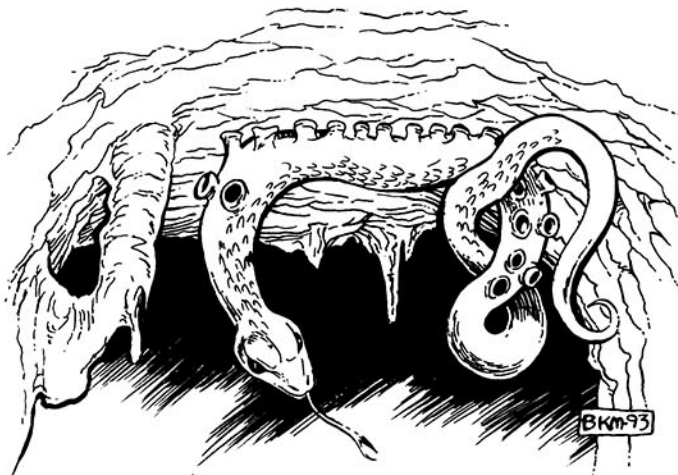
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	1D2+Poison*	1 (3)†
Constrict	30	B/I**	1D3	1
Bite	40	P	2D3	5
Constrict	40	B/I**	3D3	5

* Poison: STR 30 (delivered 30/30/15 in 7 BT intervals)

** A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 75, WL: 56, CL: 67

MM: 10

MR: 10

PM: 35

PN: 40

MMCap: 4

MRCap: 4

PMCap: 13

PNCap: 14

MMPow: 3

MRPow: 3

PMPow: 13

PNPow: 12

MMSpd: 3

MRSpd: 3

PMSpd: 9

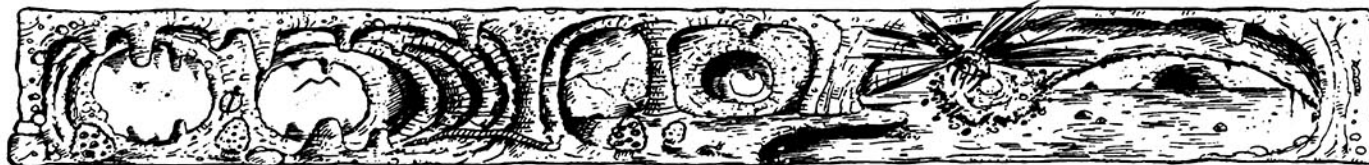
PNSpd: 14

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

As the name implies, these are large snakes which lurk overhead and drop upon prey. They stay on ceilings through use of suction cups on their backs, similar to those of remoras. The poisonous variety of this reptile is mainly considered. The second species, that which relies upon constriction and non-venomous fangs to take prey, is much larger but can be treated the same as the poisonous sort except as regards its attack, noted in italics, and a higher P TRAIT. In this regard, double the total to 150, and assume a PMPow of 18.



Snakevine

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean Ærth

Size: 3xhuman-size

(10'-20' L; 3'-5' T)

Number Appearing: 1

Modes & Rates of Movement:

Slither: 50 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Vines (x6)	30	B/I*	2D3	3

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 100, WL: 75, CL: 90

MM: 0

MR: 0

PM: 50

PN: 50

MMCap: 0

MRCap: 0

PMCap: 20

PNCap: 20

MMPow: 0

MRPow: 0

PMPow: 15

PNPow: 15

MMSpd: 0

MRSpd: 0

PMSpd: 15*

PNSpd: 15*

* Divide by 3 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	8	0	0	*	0
Super	*	6	6	0	0	*	0
Vital	*	4	4	0	0	*	0
Non	*	2	2	0	0	*	0
Average	*	5	5	0	0	*	0

* Invulnerable

Commentary & Description:

The snakevine is a mobile form of plant which attacks by constriction as does a python. These plants are as large as the largest of ordinary constricting snakes, and their hard, fibrous trunks are very difficult to remove once entwined and constricting.

Sensory abilities: FV and FT (thermal sensitivity), HX, SX, TX, XX.

Snapper

Illustration: Page 167

Identifier: Plant, Tracheophyta, Angiospermae, Ambulophyta

Habitat: Subterranean Ærth

Size: 6xhuman-size

(10' L; 6' T)

Number Appearing: 1

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Jaws (see text)	30	C/P	3D6	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 200, WL: 150, CL: 180

MM: 0

MR: 0

PM: 100

PN: 100

MMCap: 0

MRCap: 0

PMCap: 46

PNCap: 46

MMPow: 0

MRPow: 0

PMPow: 24

PNPow: 24

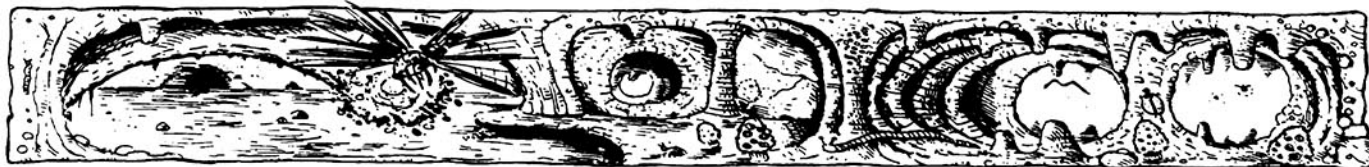
MMSpd: 0

MRSpd: 0

PMSpd: 30*

PNSpd: 30*

* Divide by 6 for effective PMSpd and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	16	0	0	*	0
Super	*	6	12	0	0	*	0
Vital	*	4	8	0	0	*	0
Non	*	2	4	0	0	*	0
Average	*	5	10	0	0	*	0

* Invulnerable

Commentary & Description:

This thing is a form of vegetable predator which has developed jaw-like growths at the ends of main roots in one species, at vine-like branch ends in a second form. When prey contacts the fronds hiding the jaw-like portions, the plant responds by snapping them shut, the serrated edges thus either severing nutrient material or holding the whole life form fast. In the latter case, other portions of a specimen will be moved so as to be able to also snap upon the victim. Thus, within 5D3 CTs time after being held fast, a victim will begin to be assailed by other jaw-like portions, the third and subsequent attacks, up to 2D3+1 in number, coming at 5D3 CT intervals.

The snapper will root just about anywhere it can manage, as long as there is moisture and some form of ultralucidity available for it to maintain itself until it captures prey.

Sensory abilities: FH, HX, SX, TX, XX.

Spitslug

Illustration: Page 175

Identifier: Animal, Mollusca, Gastropoda, Nudibranchid

Habitat: Subterranean /Ærth

Size: 24×human-size

(30'-45' L; 15' diameter)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Salt: 1 oz. = 1 point Physical damage. Full sunlight inflicts 1D3/CT Physical damage

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spit acid	35	Chem	6D6	0
Bite	25	C	5D6	33

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 5

MM: 3

MMCap: 1

MMPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 480, WL: 360, CL: 436

PM: 300 PN: 180

PMCap: 135 PNCap: 72

PMPow: 45 PNPow: 36

PMSpd: 120* PNSpd: 72*

* Divide by 24 for effective PMSpd of 5 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	4	12	0	12	28	0
Super	0	3	9	0	9	21	0
Vital	0	2	6	0	6	14	0
Non	0	1	3	0	3	7	0
Average	0	2	7	0	7	17	0

Commentary & Description:

Corpse-white spitslugs are another species of subterranean giant slug which utilize their digestive acids as a weapon of predation. A typical specimen can release a stream of juice from its stomach which will reach 30' to 45', depending on the size of the individual, i.e., range equals body length. Prey killed thus is then slurped up or else bitten into digestible pieces and swallowed. Fortunately, being large, slow, and not very numerous, these monstrous creatures aren't a constant menace. In fact, some other underground life forms hunt these things and find them delicious.

Starweed

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Monocotyledonae

Habitat: Subterranean /Ærth

Size: 2×human-size

(4'-6' T; 3' diameter)

Number Appearing: 3-5 (1D3+2)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

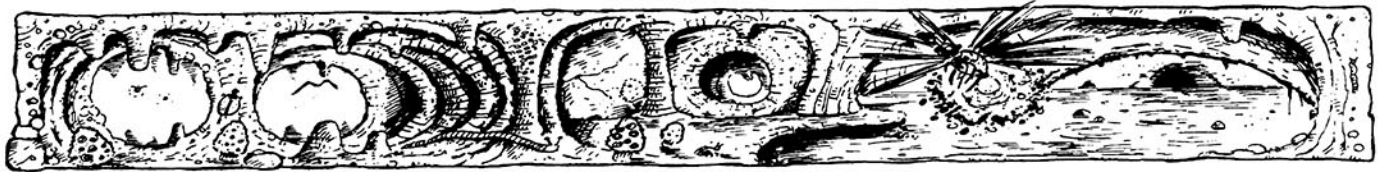
Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Seed Case	40	P	3D3 in 30' radius	9

(12-24 per volley)

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MR: 0

MMCap: 0

MRCap: 0

MMPow: 0

MRPow: 0

MMSpd: 0

MRSpd: 0

P: 130, WL: 97, CL: 117

PM: 65

PN: 65

PMCap: 24

PNCap: 24

PMPow: 21

PNPow: 21

PMSpd: 20*

PNSpd: 20*

* Divide by 2 to find effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Starweed grows just about anywhere it can put down roots, get moisture, and there is some source of ultralucidity available to it for growth. This tree-like plant species is dangerous when it has seeds ripening, for it is sensitive to movement within a range of about 30' from its trunk. It will blast a dozen or two (3D5+9) sharp-edged seed cases at anything moving in that 30' radius. The missile-like seeds often inflict sufficient injury to kill, and they then grow in the rotting remains of the victim.

Sensory ability: FV to 1D10+24 feet diameter.

Steelback

Illustration: See right

Identifier: Animal, Arthropoda, Chilopoda, Lithobiomorph

Habitat: Subterranean Ærth

Size: 1xhuman-size

(6' + L; 2' diameter)

Number Appearing: 3-5 (1D3+2)

Modes & Rates of Movement:

Crawl: up to 210 yds/BT

Burrow: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	1D6+Poison*	1

* Poison: STR 50 (Physical damage of 50/50/25 in 5 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 70, WL: 52, CL: 63

PM: 40

PN: 30

PMCap: 14

PNCap: 12

PMPow: 13

PNPow: 9

PMSpd: 13

PNSpd: 9

Armor Scheme:

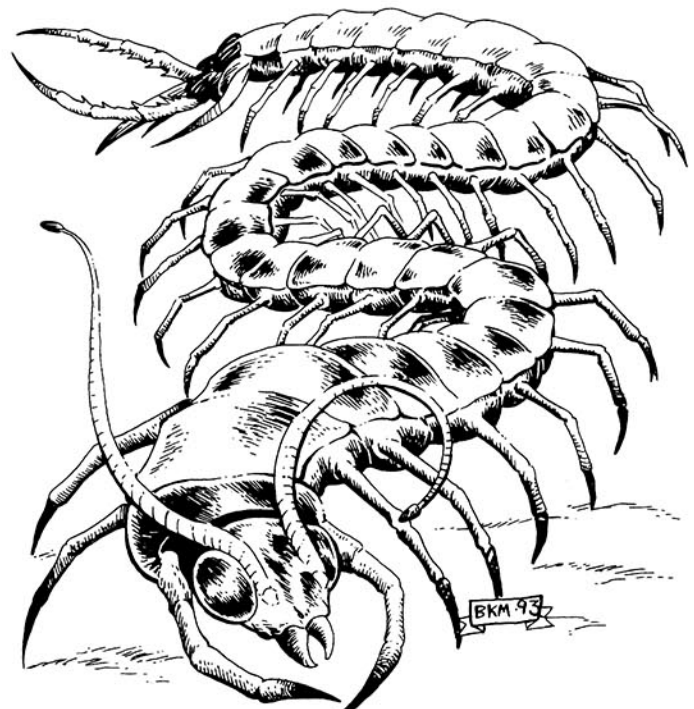
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	40	16	16	40	16
Super	15	15	30	12	12	30	12
Vital	10	10	20	8	8	20	8
Non	5	5	10	4	4	10	4
Average	12	12	25	10	10	25	10

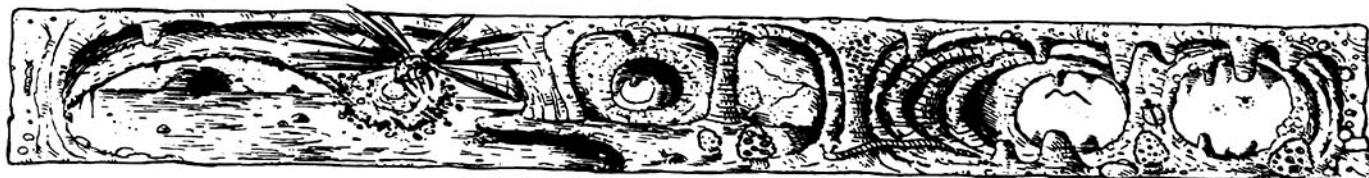
Commentary & Description:

The steelback is a species of huge centipede which grows up to at least 6' long. They are extremely poisonous and actively hunt all regions of Subterranean Ærth. They are called steelbacks because of their metallic color and exceptionally tough exoskeleton.

Like other centipedes, they are segmented. Each segment has a pair of legs (15-170 pairs total). There is one pair of antennae on the head and two pair on the jaws. The first pair of legs behind the head have claws and are used for fighting, not walking. These are called "poison claws" because there is a gland in the head that fills the claws with poison (STR rating: 50).

Sensory abilities: FH, HX, SI, TH, XX.





Stickycloak

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Erth

Size: 12xhuman-size
(15' T; 25' diameter)

Number Appearing: 1

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Leaves (x3D3)	20	B/I*	3D6	18
Resin	50**	Chem	6D6+Special	0

* A constricting attack (leaves) will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

** Automatic hit on trapped victim.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 0

P: 360, WL: 270, CL: 324

MM: 0 MR: 0 PM: 180 PN: 180

MMCap: 0 MRCap: 0 PMCap: 78 PNCap: 78

MMPow: 0 MRPow: 0 PMPow: 30 PNPow: 30

MMSpd: 0 MRSpd: 0 PMSpd: 72* PNSpd: 72*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Stickycloaks are a form of omnivorous plant which use their blanket-sized leaves to attack and smother prey. The leathery leaves have a resinous exudation which both holds fast and dissolves the victim for digestion. They grow in locations which are well-watered, whether from condensation or a still or flowing body nearby. Once rooted, they can employ chemosynthesis or *ultralucidisynthesis* to survive until more direct sources of proteins are available.

Sensory abilities: FH-P, HX, SX, TX, XX.

Stinkplant

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean /Erth

Size: 1xhuman-size
(3' T; 2' diameter)

Number Appearing: 3-30 (3D10)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

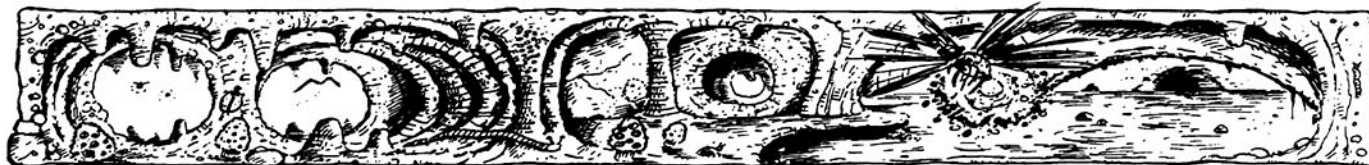
Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Seeds	100	Special, see text	Special	0

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 90, WL: 67, CL: 81

PM: 45

PMCap: 16

PMPow: 13

PMSpd: 16

PN: 45

PNCap: 16

PNPow: 13

PNSpd: 16

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	0	0	*	0
Super	*	3	3	0	0	*	0
Vital	*	2	2	0	0	*	0
Non	*	1	1	0	0	*	0
Average	*	2	2	0	0	*	0

* Invulnerable

Commentary & Description:

Stinkplants are a variety of plant which has a foul odor. When contacted, a specimen will exude even more of the sap with the repellant odor. When in seed, these plants will cause their limbs to move so as to toss their seed pods short distances away. The pods are full of the stench-emitting stuff, and burst upon falling, spreading a stink in a 5' radius. Natives call them "stink-throwers" at such time in the growth cycle. This smell causes nausea, effectively "Dazing" personas in the area of the stench, unless a successful roll is made vs. PNPow (at DR "Hard").

Stoatie/Ferretfolk

Illustration: See right

Identifier: Animal, Mammalia, Carnivora, Mustelid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size

(5' T; 125#)

(6' T; 175#)

Number Appearing: 3-9 (3D3) or 50-150 in communities

Modes & Rates of Movement:

Walk: 70 yds/BT

Lope: 210 yds/BT

Run: 350 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Criminal Activities, Mental at 32-50 (2D10+30), Stoaties only

Criminal Activities, Physical at 34-70 (4D10+30)

Ambush

Hiding

Sneaking

Combat, Hand Weapons at 32-50 (2D10+30) (Stoaties) and 33-60 (3D10+30) (Ferretfolk)

Combat, Hand Weapons, Missile at 26-35 (2D10+25) (Stoaties) and 28-55 (3D10+25) (Ferretfolk)

Escape at 56-65 (1D10+55)

Hunting & Tracking at 38-65 (3D10+35)

Subterranean Orientation at 71-80 (1D10+70)

(Dweomercraft, Gray at 20-45 (5D6+15))

(Magick at Dweomercraft STEEP)

Joss Factors: 1D3 (Stoaties) and 1D6 (Ferretfolk)

Dodging/Avoidance: 3 and 17/22/13 or by individual

Attractiveness: Human standard with 3D3+2, -4 (and -2)

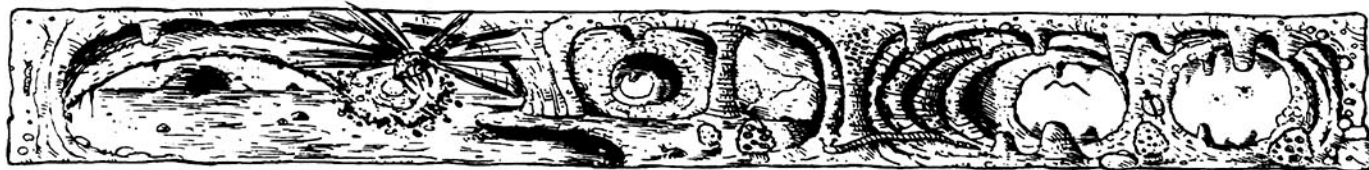
Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil





Attacks	Ave. BAC	Damage Type	Base	Bonus
Bite	50	P	1D3	by individual
by weapon	41/			
(spear)	/46	P	3D6	by individual
(lasso)	/60	See below	Special	by individual

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3 [+D3 P ATTRIBUTES for Ferretfolk], -1 MM penalty, +1 PM bonus, +3 PN bonus, -3 SM penalty, -1 SP penalty)

M: 53, EL: 42 P: 69, WL: 51, CL: 62 S: 41, EL: 32
 MM: 25 MR: 28 PM: 31 PN: 38 SM: 19 SP: 22
 MMCap: 9 MRCap: 10 PMCap: 11 PNCap: 14 SMCap: 7 SPCap: 8
 MMPow: 8 MRPow: 9 PMPow: 10 PNPow: 12 SMPow: 6 SPPow: 7
 MMSpd: 8 MRSpd: 9 PMSpd: 10 PNSpd: 12 SMSpd: 6 SPSpd: 7

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The language of the Stoaties names their kind as the "Yeor Rurr"—"Yeor Thurr" in the dialect of the Ferretfolk.

Although from a common ancestral stock, certain divergence is evident amongst the Stoaties, and the sub-species which is both larger and friendlier is known as Ferretfolk. Both are bipedal and have a distinctly weasel-like appearance, but Ferretfolk tend to appear "cute" in the way a friendly, tame ferret does, while the more common Stoaties are feral and aggressive towards humans. In fact, they are very fond of dining on humans raw or cooked, after drinking their blood. The Ferretfolk are not so given to manslaughter. Stoaties inhabit all three regions of the underground labyrinth, warring continually with the human-humanoid populations and the Ratties indiscriminately.

Stoaties often equip themselves with light leather armor and small shields, favoring javelins propelled by a throwing stick (atlatl) and short swords as weapons.

The Ferretfolk usually dwell in the *Shallowshadow*, although some few groups are known to inhabit the *Midgloom*. A typical Ferretfolk warrior employs a spear of 7' or so length and a harness which can be quickly undone to serve as a lasso of some 36' or so length. While worn as a harness, it crosses the back and chest in an X pattern and wraps several times around the waist. Thus the lariat serves to hold pouches and so forth. The lasso's range is about 30' (short range to 15', long thereafter) and the target encircled is strangled, held fast, hampered, or possibly upset. As a guide, a U-V Strike Location means a neck/strangulation hit, an SV location indicates held fast, a V location indicates possible position to be upset, and N-V indicates probable hampering of movement/attack.

Sensory: FH, HU, SU, TH, XX.

Stonespear

Illustration: Page 175

Identifier: Animal, Mollusca, Scaphopoda, Morsabaltoid

Habitat: Subterranean /Erth

Size: 1xhuman-size

(4'-5' L; 100#)

Number Appearing: 10-30 (10D3)

Modes & Rates of Movement:

Crawl: 1 yd/BT

Initiative Modifiers: -15 to Surprise roll.

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tentacles (Bite x10)	20	P	1D3	1
Drop	25	P	4D3	1/1' fallen

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 80, WL: 60, CL: 72

MM: 0

MR: 0

PM: 40

PN: 40

MMCap: 0

MRCap: 0

PMCap: 14

PNCap: 14

MMPow: 0

MRPow: 0

PMPow: 13

PNPow: 13

MMSpd: 0

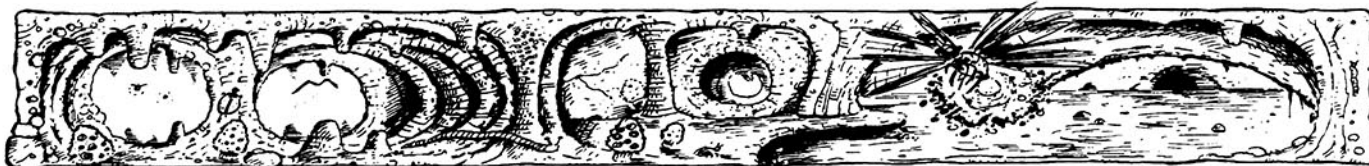
MRSpd: 0

PMSpd: 13

PNSpd: 13

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	40	16	16	40	16
Super	15	15	30	12	12	30	12
Vital	10	10	20	8	8	20	8
Non	5	5	10	4	4	10	4
Average	12	12	25	10	10	25	10



Commentary & Description:

Whether these predatory creatures are snails with tentacles or some strange form of cephalopod is not certain. They resemble long, thin cones (as do ammonites), and they attach themselves to the ceilings of underground spaces. When they sense prey passing beneath, they lose their sucker-grip and drop. Their weight is great, so the pointed end of their shell impales their victims. Lodged thus, the Stonespears then send forth mouthed tentacles to bite the prey to pieces and swallow it. A miss is unlikely to do more than chip the hard calcium point of the shell's end, although a Special Failure means the creature has fractured its shell and will die in due course. Unharmd stonespears having missed their prey will seek to attack any living thing, save others of their kind within reach, for such are typically wounded victims of other stonespear's assaults.

Sensory abilities: FP and FV, HN, SI, TX, XX.

Stoolie/Shrooman ("Hoo-voor-shush")

Illustration: See right

Identifier: Animal/Plant/Fungi, classification undetermined

Habitat: Subterranean Ærth (Sapient)

Size: 1-2xhuman-size
(5'-10' T; 100-600#)

Number Appearing: 7-12 (1D6+6)

Modes & Rates of Movement:

Walk: 15 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Agriculture at 75 (disregard M TRAIT limit to STEEP)

Botany at 75 (disregard M TRAIT limit to STEEP)

Nature Attunement at 52-70 (2D10+50)

(Dweomercraft, Green at 16-25 (1D10+15))

(Herbalism at 58-85 (3D10+55))

(Magick at Dweomercraft STEEP)

(Mysticism 28-55 (3D10+25))

Joss Factors: 1D3

Dodging/Avoidance: Nil and 12/14/23 or by individual

Attractiveness: 4

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Nil				



Powers:

Telepathy

Area of Effect: 1 subject

Delivered by: Thought

Range: M TRAIT in feet

Time: Instantaneous

Duration: While concentrating

Frequency: At will

Description: This power functions as the Dweomercraft *White Charm* of the same name.

Vegetation Growth Stimulation

Area of Effect: 1 Living plant/patch

Delivered by: Thought

Range: Touch

Time: 1 CT

Duration: Permanent

Frequency: 3/week

Description: The function of this power causes accelerated growth in the subject plant. It somewhat resembles the *Florachange Pastoral Spell*, though only the size may be altered, however.

Vegetation Volition

Area of Effect: 1 living plant/patch

Delivered by: Thought

Range: Touch

Time: 5 CTs

Duration: 5 ATs

Frequency: 1/week

Description: Similar in nature to the Heka Forging Ritual of the same name, this power enables the subject to move at the mental direction of the possessor.



Statistical Detail:

Base Scheme (+/-D3, -3 M penalty, -2 PM penalty, -3 PN penalty, +4 S bonus)

M: 38, EL: 30 P: 42, WL: 31, CL: 37 S: 71, EL: 56
 MM: 19 MR: 19 PM: 22 PN: 20 SM: 37 SP: 34
 MMCap: 7 MRCap: 7 PMCap: 8 PNCap: 7 SMCap: 13 SPCap: 12
 MMPow: 6 MRPow: 6 PMPow: 7 PNPow: 6 SMPow: 12 SPPow: 11
 MMSpd: 6 MRSpd: 6 PMSpd: 7 PNSpd: 7 SMSpd: 12 SPSpd: 11

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	16	0	0	*	0
Super	*	3	12	0	0	*	0
Vital	*	2	8	0	0	*	0
Non	*	1	4	0	0	*	0
Average	*	2	10	0	0	*	0

* Invulnerable

Commentary & Description:

In their own speech, the "Stoolies" or "Shroo(m)men" name themselves the "Hoo-voo-shush." Humans ignore that preferring to call these intelligent creatures by appellations more suited to appearances. There can be no doubt that Stoolies look like slender, broad-capped toadstools or mushrooms with a spray of short tentacles radiating from the base of their stem.

These appendages are both their means of locomotion and the means for their feeding on composted vegetable and mineral nutrients. Stoolies are found only in cool, damp regions of Subterranean Earth, but these are plentiful, so it is common in any considerable sojourn below ground to encounter a community of small to moderate size. This sapient life form seems to be fascinated with humans—interested in everything about them—and because they are themselves fatally toxic to humans if ingested, humans seem prone to be kindly disposed to these Miconidian folk.

Originally an upper species, the Shroomen have spread downwards in the underworld as more and more oases have been established there, thus providing them with means of sustenance. It seems that they tend to prefer the depths but remain in the *Shallowshadow* and *Midglooms* regions because of their fascination with humanity, for more encounters are to be had in such places. Speculation as to the motive for such contact might be in order.

Fortunately for this sentient species, their flesh contains a substance which is highly toxic to humans, so the Shroomen aren't taken and slaughtered by hungry humans. However, some unscrupulous people have discovered that if properly treated, the flesh of these creatures can be dried and used as a powerful hallucinatory drug which is popular in certain large cities amongst wicked folk patronizing dens of iniquity there which provide illicit pleasures and addicting substances.

Sensory abilities: FE-P-V, HH, SX, TO-D (TT-X), XD.



Stranglevine

Illustration: See above

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Earth

Size: 6xhuman-size (1xhuman-size vine only)
(10' L; 15' T)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

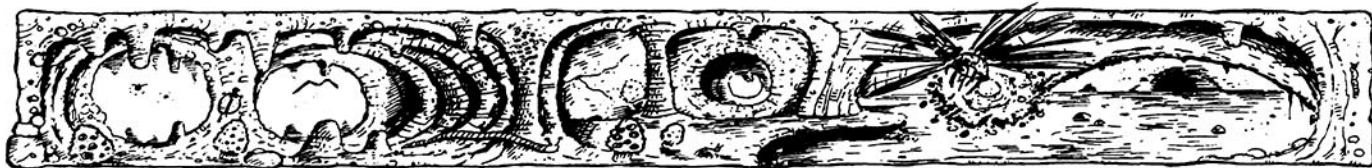
Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Constrict (x2D3)	25	B/I*	2D3	4

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3) (single vine, total multiply by 4 for main plant)

M (Cunning): 0 P: 96, WL: 72, CL: 86
 MM: 0 MR: 0 PM: 48 PN: 48
 MMCap: 0 MRCap: 0 PMCap: 16 PNCap: 16
 MMPow: 0 MRPow: 0 PMPow: 16 PNPow: 16
 MMSpd: 0 MRSpd: 0 PMSpd: 16 PNSpd: 16

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	8	20	0	0	*	0
Super	*	6	15	0	0	*	0
Vital	*	4	10	0	0	*	0
Non	*	2	5	0	0	*	0
Average	*	5	12	0	0	*	0

* Invulnerable

Commentary & Description:

This thing is a rooting, tree-like vine which utilizes mobile vine branches to attack anything contacted—whether prey contacts it or vice versa. The very tough, elastic creepers then wrap tightly around the victim and crush it. Dead material is then dragged to the main stem for digestion. Note that the Physical statistics above are for contact with a single vine, and when one has received PD totaling 86 or more points, it is inoperative. To kill the main stem of the vine requires in excess of 420 points damage.

Sensory ability: FH.

Sweetend

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 12xhuman-size

(40' L; 10' T)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement: Nil

Initiative Modifiers: Nil

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Roots (x3D3)	30	B/I*	3D6	18
Scent	Special	Special	Special	0

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 0 P: 400, WL: 300, CL: 360
 MM: 0 MR: 0 PM: 200 PN: 200
 MMCap: 0 MRCap: 0 PMCap: 90 PNCap: 110
 MMPow: 0 MRPow: 0 PMPow: 30 PNPow: 30
 MMSpd: 0 MRSpd: 0 PMSpd: 80* PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

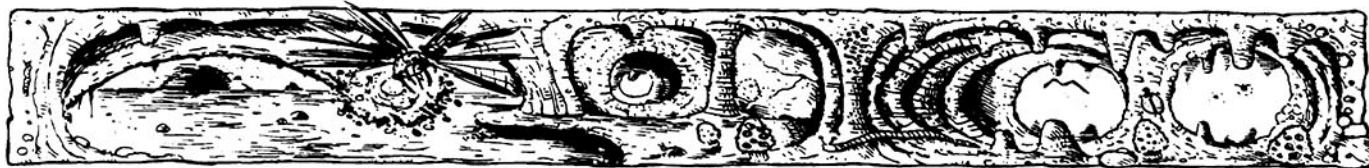
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	20	0	0	*	0
Super	*	3	15	0	0	*	0
Vital	*	2	10	0	0	*	0
Non	*	1	5	0	0	*	0
Average	*	2	12	0	0	*	0

* Invulnerable

Commentary & Description:

Sweetend is a rooting form of plant life which exhales a very alluring scent from its large, flower-like growths. It also emits a potent narcotic which poisons any creature close enough to breathe the stuff (5-10 feet). The scent causes affected creatures to become "Dazed" or unconscious if they fail a K/S roll versus their PNPow at DR "Moderate." A check must be made each time one enters odor range and for each BT's time one remains therein. Shallow roots then move upwards, cut the victim to shreds, and drag the morsels down to fertilize the soil and feed the plant.



Toppler

Illustration: Page 175

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 6xhuman-size

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Crawl: 10 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Smash	30	B/I*	5D6	20
Digestive Sap	Auto	Chem./Contin.	2D6	0

* Impact damage cannot be absorbed by any type of armor except plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 260, WL: 195, CL: 234

PM: 160

PMCap: 96

PMPow: 32

PMSpd: 32*

PN: 100

PNCap: 60

PNPow: 20

PNSpd: 20*

* Divide by 6 for effective PMSpd of 5 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	16	0	0	*	0
Super	6	6	12	0	0	*	0
Vital	4	4	8	0	0	*	0
Non	2	2	4	0	0	*	0
Average	5	5	10	0	0	*	0

* Invulnerable

Commentary & Description:

This heavy, woody plant has only thick, short roots which serve as both its means of slow locomotion and braces to hold itself upright at a slight angle. Then, when prey passes within range, the plant topples over as would a deadfall, crushing the victim and pinning it beneath the toppler's weight. Openings then appear in the trunk for digestive sap to seep forth and break the material down into digestible form, then hollow tubules suck the resulting ooze. The specimen then grows a branch which gradually rights it. The main trunk then separates itself, and the branch becomes a new, young toppler, which must move away from the parent within a few hours or else be cannibalized.

Sensory abilities: FP and FVHX, SX, TX, XX.

Trapbeetle

Illustration: Page 176

Identifier: Animal, Arthropoda, Insecta, Coleoptera

Habitat: Subterranean Ærth

Size: 1xhuman-size

(4'-6' L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 60 yds/BT

Burrow: 2 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite (Mandibles)	60	C/P	4D6	8 (12)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 80, WL: 60, CL: 72

PM: 50

PMCap: 21

PMPow: 18

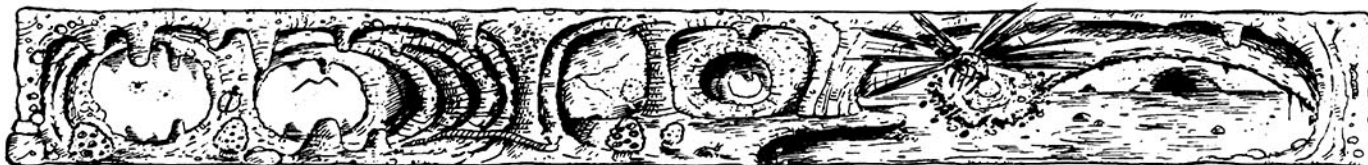
PMSpd: 11

PN: 30

PNCap: 12

PNPow: 9

PNSpd: 9



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	16	4	4	20	4
Super	15	15	12	3	3	15	3
Vital	10	10	8	2	2	10	2
Non	5	5	4	1	1	5	1
Average	12	12	10	2	2	12	2

Commentary & Description:

The trapbeetle is a barrel-like insect which grows up to 6' length. It has a huge head armed with double mandibles set at right angles to each other. A giant beetle of this sort will work its way down so as to be in a position as near to perpendicular as possible, and, hidden thus, open its jaws and wait for unwary prey to blunder into this mandibular deathtrap. Once successfully fastened, the trapbeetle's mandibles remained locked to the victim and inflict automatic damage each Critical Turn thereafter until the prey is dead or the trapbeetle itself is slain.

Trog

Illustration: Page 175

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(4.5' T; 150#)

Number Appearing: 5-15 (5D3) or 200-600 in communities

Modes & Rates of Movement:

Walk: 65 yds/BT

Trot: 130 yds/BT

Run: 195 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Agriculture at 41-50 (1D10+40)

Combat, Hand Weapons at 42-60 (2D10+40)

Combat, Hand Weapons, Missile at 37-55 (2D10+35)

Hunting/Tracking at 61-70 (1D10+60)

Influence at 36-45 (1D10+35)

Subterranean Orientation at 60

Joss Factors: 1D3

Dodging/Avoidance: 2 and 16/21/16 or by individual

Attractiveness: -3 but no Extreme Attractiveness roll required

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Hand Weapon	51	By weapon	By weapon	0 (3)*
Missile Weapon	46	By weapon	By weapon	0 (2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers:

Sense Danger

Area of Effect: 20-120' radius

Delivered by: Thought

Range: Centered on subject

Time: Instantaneous

Duration: Instantaneous

Frequency: At will

Description: When the subject concentrates on this power, he or she is able to detect the presence of danger in any form per the XD Sensory ability, at base 50 STEEP.

Statistical Detail:

Base Scheme (+/- D3, +1 MM bonus, -3 MR penalty, +2 PM bonus, +1 PN bonus, -3 SM penalty, +2 SP bonus)

M: 50, EL: 40 P: 65, WL: 48, CL: 58 S: 50, EL: 40

MM: 31 MR: 19 PM: 34 PN: 31 SM: 19 SP: 31

MMCap: 11 MRCap: 7 PMCap: 12 PNCap: 11 SMCap: 7 SPCap: 11

MMPow: 10 MRPow: 6 PMPow: 11 PNPow: 10 SMPow: 6 SPPow: 10

MMSpd: 10 MRSpd: 6 PMSpd: 11 PNSpd: 10 SMSpd: 6 SPSpd: 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	4	0	0	4	8
Super	0	0	3	0	0	3	6
Vital	0	0	2	0	0	2	4
Non	0	0	1	0	0	1	2
Average	0	0	2	0	0	2	5

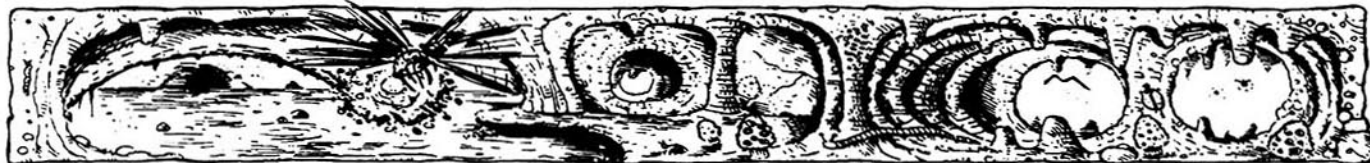
Commentary & Description:

This sub-species of humans happily accept the name "Trog" for their kind, wearing it, as it were, as a badge of honor, for they seem to have contempt for mankind dwelling on the outer surface.

It is probable that, due to survival needs, ancient Neanderthals retreated further into the caves which are the exits from the subterranean complex. Adapting gradually, they established themselves tenuously in a handful of oasis areas, but as the oases developed, the Trogs began to flourish in the *Shallowshadow*. They are now numerous there and in the middle region (*Midglooms*) as well. The Trogs are quite similar to humans of subterranean sort, more like Albies than Sluggbellies. They tend to be on good terms with the former and very much opposed to the latter, for the Devoles often raid Trogs for slaves and loot. Trog villages are most frequently found in the *Shallowshadow* portion of Subterranean Ærth. There are some in the upper *Midglooms*, but it is doubtful that any dwell or even venture into areas below there.

Villages are crude affairs, and the Trogs have few practitioners of any sort, save a few shaman and an occasional individual with some limited power.

Sensory abilities: FN, HH, SN-U, TH, XD.



Unlife

Illustration: Page 175

Identifier: Fungi, Gymnomycota, Acrasiomycetes, Morimycetid

Habitat: Subterranean /Earth

Size: Miniscule individual, 24xhuman-size in colony
(200-400 square foot colony)

Number Appearing: Colony

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: Nil

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spores	Automatic	Chemical	2D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10) assumes colony of 400 square feet*

M (Cunning): 0

P: 400, WL: 300, CL: 360

MM: 0

MR: 0

PM: 200

PN: 200

MMCap: 0

MRCap: 0

PMCap: 140

PNCap: 140

MMPow: 0

MRPow: 0

PMPow: 30

PNPow: 30

MMSpd: 0

MRSpd: 0

PMSpd: 30

PNSpd: 30

* Each 1 point of Physical damage delivered destroys 1 square foot of the colony.

A armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	*	*	0	0	*	0
Super	*	*	*	0	0	*	0
Vital	*	*	*	0	0	*	0
Non	*	*	*	0	0	*	0
Average	*	*	*	0	0	*	0

* Invulnerable

Commentary & Description:

Unlife is a species of mold growing in any damp place which seems not to be alive as we think of the term. In any event, if unlife contacts any form of living flora or fauna, it withers and kills it, growing to an obscene mass of worm-like stuff even as the host shrivels and turns into powder. This process takes only a few minutes (5D3 BTs time). The mass of unlife "wormlets" then breaks apart, and each little segment wiggles off to lie dormant somewhere for an indeterminate period of time.

Anyone contacting the stuff will suffer 2D6 PD per Critical Turn as long as contact continues. Such damage causes permanent injury and scarring. Fire is the best way to kill or purge it.

Vampbug

Illustration: Page 176

Identifier: Animal, Arthropod, Arachnid, Acarid

Habitat: Subterranean /Earth

Size: 0.1xhuman-size
(1"-12"+ L)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Crawl: 2 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	Nil	0
Blood Drain	Automatic	Special	Special	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

P: 16, WL: 12, CL: 14

MM: 3

MR: 2

PM: 8

PN: 8

MMCap: 1

MRCap: 1

PMCap: 3

PNCap: 3

MMPow: 1

MRPow: 1

PMPow: 3

PNPow: 3

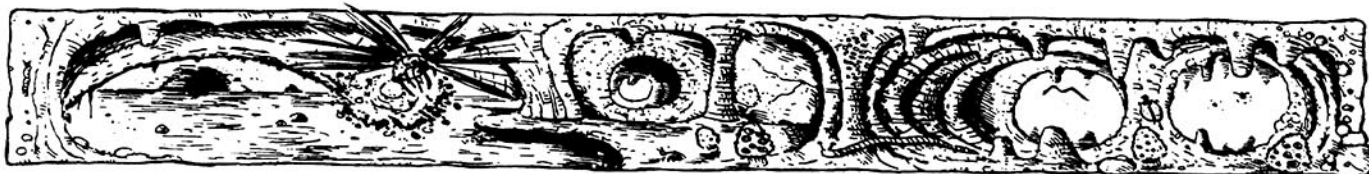
MMSpd: 1

MRSpd: 0

PMSpd: 2*

PNSpd: 2*

* Multiply by 10 for effective PMSpd and PNSpd of 20.



Warhill

Illustration: Page 175

Identifier: Animal, Amphibia, Anura, Bufonid

Habitat: Subterranean /Erth

Size: 6xhuman-size
(12'-15'L., legs extended)

Number Appearing: 1

Modes & Rates of Movement:

Hop: 80 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	3D6+3	8
or				
Bite	40	P	3D3+Poison*	8

* Poison: STR 20 (damage of 20/20/10 in 4 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 180, WL: 135, CL: 162

MM: 10

MR: 10

PM: 90

PN: 90

MMCap: 4

MRCap: 4

PMCap: 40

PNCap: 40

MMPow: 3

MRPow: 3

PMPow: 20

PNPow: 20

MMSpd: 3

MRSpd: 3

PMSpd: 30*

PNSpd: 30*

* Divide by 6 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	12	0
Super	6	6	9	0	0	9	0
Vital	4	4	6	0	0	6	0
Non	2	2	3	0	0	3	0
Average	5	5	7	0	0	7	0

Commentary & Description:

These monstrous toads are called warhills because of their exceptionally warty skin and great size. They have small, backward-pointing teeth, and some varieties are poisonous. The nonpoisonous variety have somewhat longer teeth and greater jaw strength, as noted above. All varieties of these toads feed on steelbacks, scorpions, spiders, and insects, and just about any other form of live prey they encounter and can eat. A good-sized warhill can swallow prey up to about two-thirds its own body size, i.e., 9' long/tall and up to about 600 or so pounds! Although dangerous in the extreme, these giant batrachians are seldom molested by sapient races of Subterranean /Erth because of the number of other even more deadly life forms they prey upon.

Webber

Illustration: Page 176

Identifier: Animal, Arthropoda, Arachnida, Araneid

Habitat: Subterranean /Erth

Size: 6xhuman-size
(12' 14' (noosing) L. or 16' 24' (netting) L.)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Crawl: 90 or 60 yds/BT

Run: 270 or 180 yds/BT

Run in webs: 36 or 24 yds/CT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

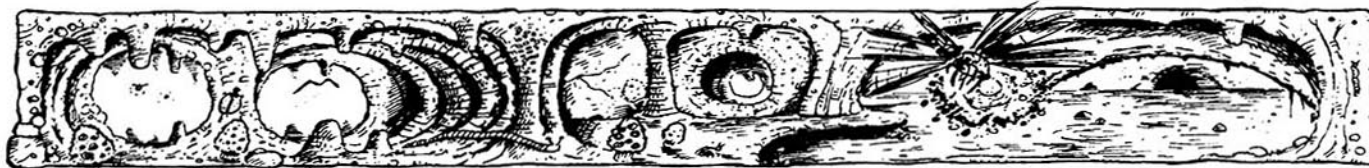
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	3D6+Poison*	8 (10)**
Webs	30	Nil	Nil	0

* Poison: STR 30, 40, or 50 (damage of 30/30/15 in 2 BT delays, 40/40/20 in 5 BT delays, or 50/50/25 in 8 BT delays)

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 64

MM: 30

MMCap: 13

MMPow: 9

MMSpd: 8

MR: 34

MRCap: 16

MRPow: 10

MRSpd: 8

P: 240, WL: 180, CL: 216

PM: 100

PMCap: 40

PMPow: 20

PMSpd: 40*

PN: 140

PNCap: 64

PNPow: 28

PNSpd: 48*

* Divide by 6 for effective PMSpd of 6 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Certain large, semi-intelligent arachnids evolved in the underworld utilize their web-making ability to literally net or lasso prey. The smaller noosing webbers are up 12' or more long and shoot out their sticky strands to lasso prey at ranges as great as 60'. The larger, heavier netting Webbers use their huge spinnerettes to send a mesh of webs of as much as 30' diameter out and/or down to trap victims as far distant as 30' (vertical distance not a factor). Reports of netting webbers as large as 24' have been made, but typical specimens range from 16' to 20' long. All species tend to either build nests of webs or else huge webs in which they live when not out seeking prey.

Welcome Lamp

Illustration: See right

Identifier: Plant and/or Fungi, classification uncertain

Habitat: Subterranean Ærth

Size: 0.1xhuman-size

(8-12" diameter)

Number Appearing: 4-40 (4D10)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks

Nil

BAC

Damage Type

Base

Bonus

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

MM: 0

MMCap: 0

MMPow: 0

MMSpd: 0

MR: 0

MRCap: 0

MRPow: 0

MRSpd: 0

P: 20, WL: 15, CL: 18

PM: 15

PMCap: 0

PMPow: 0

PMSpd: 0

PN: 5

PNCap: 0

PNPow: 0

PNSpd: 0

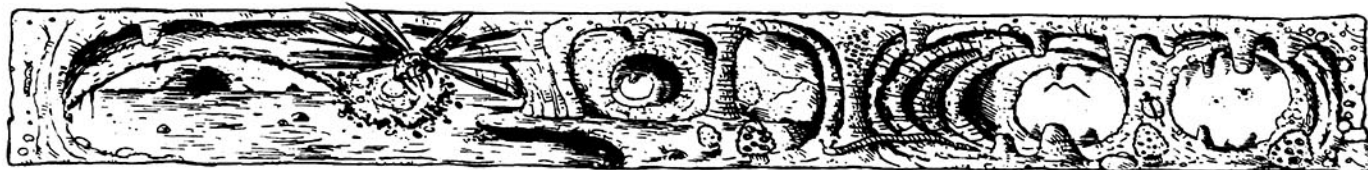
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

There are several forms of phosphorescent plants called welcome lamps. All are cultivated by the various subterranean races able to see light in human-normal visible spectrum, in order to add these plants' light to their dwelling and working areas, and to disturb the sight sense of those enemies to whom such radiation is a detriment to vision. In some places welcome lamps are grown along frequently travelled passages. The most common varieties of these plants are of *ultralucidisynthetic* plant, fungoid types, and lichen.





Whipslime

Illustration: Page 175

Identifier: Animal, Protozoa, Amoebidae, Flagellamoebid

Habitat: Subterranean Ærth

Size: 1xhuman-size
(6'-8'T)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Crawl: 20 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tentacle (x1D6)	15	Chemical	2D6+Poison*	0

* Poison: STR 30 (damage of 30/30/15 in 2 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 0

P: 100, WL: 75, CL: 90

MM: 0

MR: 0

PM: 50

PN: 50

MMCap: 0

MRCap: 0

PMCap: 20

PNCap: 20

MMPow: 0

MRPow: 0

PMPow: 10

PNPow: 10

MMSpd: 0

MRSpd: 0

PMSpd: 20

PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	4	4	0	*	0
Super	*	3	3	3	0	*	0
Vital	*	2	2	2	0	*	0
Non	*	1	1	1	0	*	0
Average	*	2	2	2	0	*	0

* Invulnerable

Commentary & Description:

This deadly predator has both considerable sensory ability and mobility. If movement within a radius of 10' to 12' (1D3+9) is detected by a whipslime growth, it lashes out from one to six tentacle-like strands of its main body. The slime strands are acidic and poisonous; they break off upon contact, adhere to the victim, and enter the body through the openings caused by their acid. Even if the initial wounding and poison fails to kill a victim, the slime's growth and production of digestive enzymes (acidic and poisonous) will kill an afflicted life form in 6 to 60 minutes' time.

Sensory abilities: FH-V, HX, SI, TX, XX.

Whistler

Illustration: See Silent Whistler illustration, page 167

Identifier: Plant, Tracheophyta, Angiospermae, Dicotyledonae

Habitat: Subterranean Ærth

Size: 1xhuman-size

(2' T; 3'-5' diameter)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement: Nil

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Nil				

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 0

P: 36, WL: 27, CL: 32

MM: 0

MR: 0

PM: 14

PN: 22

MMCap: 0

MRCap: 0

PMCap: 0

PNCap: 0

MMPow: 0

MRPow: 0

PMPow: 0

PNPow: 0

MMSpd: 0

MRSpd: 0

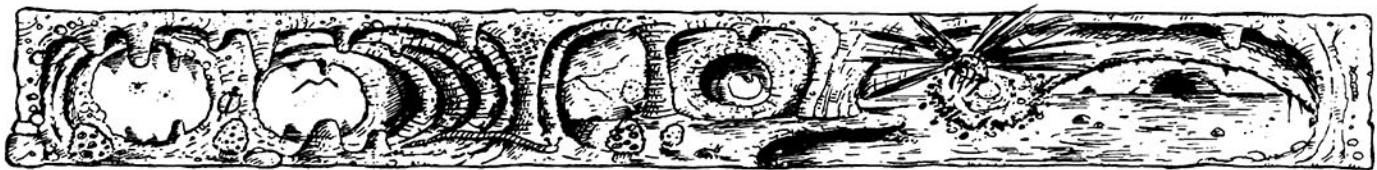
PMSpd: 0

PNSpd: 0

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	4	8	0	0	*	0
Super	*	3	6	0	0	*	0
Vital	*	2	4	0	0	*	0
Non	*	1	2	0	0	*	0
Average	*	2	5	0	0	*	0

* Invulnerable



Commentary & Description:

Similar to silent whistlers (q.v.), this larger, branching plant species has developed sensory organs. If there is movement within 30' to 60' of whistlers, they usually emit a loud whistling noise in the human-norm range. This sound tends to drive off many sorts of predators, as the noise is painful to their hearing organs. Although they have no intelligence, it has been noted that whistlers will not react to movement of a sort familiar to them and which has proven, over a long period of time, to be non-harmful to them. Thus, certain subterranean sapient races cultivate them, and silent whistlers, too, as a defense and warning system for cultivated areas and domiciles alike.

Sensory ability: FE.

Wigglehead ("Yilyissith")

Illustration: See right

Identifier: Animal, Mollusca, Cephalopoda, Decopoda

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size

(6' T; 175#)

Number Appearing: 2-4 (1D3+1) or 50-150 in communities

Modes & Rates of Movement:

Walk: 45 yds/BT

Swim: 135 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Construction at 51-60 (1D10+50)

Combat, Hand Weapons at 15-40 (5D6+10)

Combat, Hand Weapons, Missile at 5-50 (5D10)

Criminal Activities, Mental at 38-65 (3D10+35)

Engineering at 51-60 (1D10+50)

Influence at 48-85 (4D10+45)

Multiversal Planes & Spheres at 41-50 (1D10+40)

Phæree Flora & Fauna at 31-40 (1D10+30)

Subterranean Ærth at 42-60 (2D10+40)

Subterranean Orientation at 80

(Dweomercraft, Black at 28-75 (5D10+25))

(Magick at Dweomercraft STEEP)

(Priestcraft, Gloomy Darkness at 28-55 (3D10+25))

(Religion at Priestcraft STEEP)

Joss Factors: 1D3

Dodging/Avoidance: 0 and 25/14/16 or by individual

Attractiveness: -3 but no Extreme Attractiveness roll required

Invulnerabilities: Nil

Susceptibilities:

Exposure:

Cold (x2)

Average Armor Protection: 0

Quirks: Nil

Attacks	Ave. BAC	DT	Base	Bonus
Hand	35	By weapon	By weapon	By individual
Missile	27	By weapon	By weapon	By individual



Powers:

Affect Sensory Organs

Area of Effect: 1 subject

Delivered by: Word and gesture

Range: 100 yards

Time: 1 CT

Duration: 5 ATs

Frequency: 1/day

Description: This power affects the subject's natural sensory abilities, reducing them to minimal range.

Note, however, that this power only affects Physical senses, and not those of extra-sensory nature.

Forcefield

Area of Effect: 5 cubic yards

Delivered by: Word

Range: 100 yards

Time: 1 CT

Duration: 5-10 ATs

Frequency: 1/week

Description: This power is otherwise the same as the *Forcewall Cantrip*.

Create Gate

Area of Effect: 5-10 square yards

Delivered by: Word and gesture

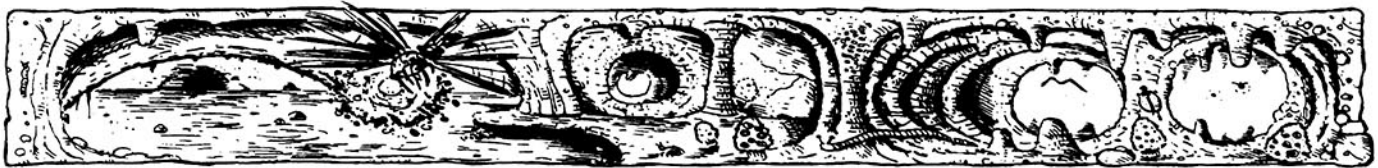
Range: 10 yards

Time: 1 BT

Duration: 10-30 ATs

Frequency: 1/week

Description: This power is otherwise the same as the General Dweomercraft *Create Portal Ritual*.



Illusory Form

Area of Effect: Self

Delivered by: Word

Range: N/A

Time: 1 CT

Duration: While concentrating

Frequency: At will

Description: The effects of this power mimic those of the Dweomercraft, Gray Doppelganger Cantrip.

Phase Shift

Area of Effect: Self

Delivered by: Word and gesture

Range: N/A

Time: 5 CTs

Duration: 7-12 (1D6+6) ATs

Frequency: 3/day

Description: This power duplicates the effects of the General Dweomercraft casting *Phase Shifting Spell*.

Thought Reading

Area of Effect: 1 Subject

Delivered by: Thought

Range: M TRAIT in feet

Time: Instantaneous

Duration: 2-6 (2D3) BTs

Frequency: 1/day

Description: This power operates like the Priestcraft, Shadowy Darkness *Mind Reading Spell*.

Statistical Detail:

Base Scheme (+/- D3, +2 MM bonus, +5 MR bonus, -3 PM penalty, -1 PN penalty, +2 SM bonus, -1 SP penalty)

M: 77, EL: 61 P: 44, WL: 33, CL: 39 S: 50, EL: 40
MM: 34 MR: 43 PM: 19 PN: 25 SM: 31 SP: 19
MMCap: 12 MRCap: 15 PMCap: 7 PNCap: 9 SMCap: 11 SPCap: 7
MMPow: 11 MRPow: 14 PMPow: 6 PNPow: 8 SMPow: 10 SPPow: 6
MMSpd: 11 MRSpd: 14 PMSpd: 6 PNSpd: 8 SMSpd: 10 SPSPd: 6

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

Although this intelligent race of subterranean creatures refer to themselves as "Yilyissith," humanity has named them Wiggleheads because of the many small tentacles which sprout from their humanoid heads.

The bipedal race of Wiggleheads seems to have developed from cephalopods, possibly some species of squid, aeons ago. They walk on two tentacle-like limbs, use a shorter pair with branched ends for manipulation, and have a cluster of smaller ones still sprouting from the front of their head. These appendages surmount the large beaked and toothed mouth. The race is highly intelligent, organized, and advanced in some aspects as compared to the highest of exterior civilizations. Its members are as likely to be practitioners as are humans. Fortunately the wiggleheads are relatively few in number and inhabit the lowest regions of the underworld, the *Deepdark*. They hate humans (and most other forms of life as well), considering them as fit only for work and to be eaten.

Sensory abilities: FE-P, HX, SN-U, TN, XH. Base Heka (before K/S calculation): 200 points

Wolfspider, Subterranean

Illustration: Page 219

Identifier: Animal, Arthropoda, Arachnida, Araneid

Habitat: Subterranean Ærth

Size: 1xhuman-size

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 60 yds/BT

Run: 180 yds/BT (1 BT only)

Jump: 20 yds

Initiative Modifiers: -10 on attack actions

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

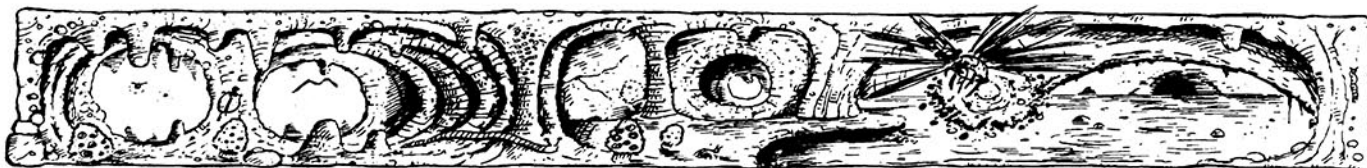
Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	2D3+Poison*	3

* Poison: STR 20 (damage of 20/20/10 in 1 BT delays)

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 90, WL: 67, CL: 81

PM: 45

PMCap: 15

PMPow: 15

PMSpd: 15

PN: 45

PNCap: 15

PNPow: 15

PNSpd: 15

Wolfspider, Large Subterranean

Illustration: See below

Identifier: Animal, Arthropoda, Arachnida, Araneid

Habitat: Subterranean Ærth

Size: 3xhuman-size

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 90 yds/BT

Run: 270 yds/BT (1 BT only)

Jump: 15 yds

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

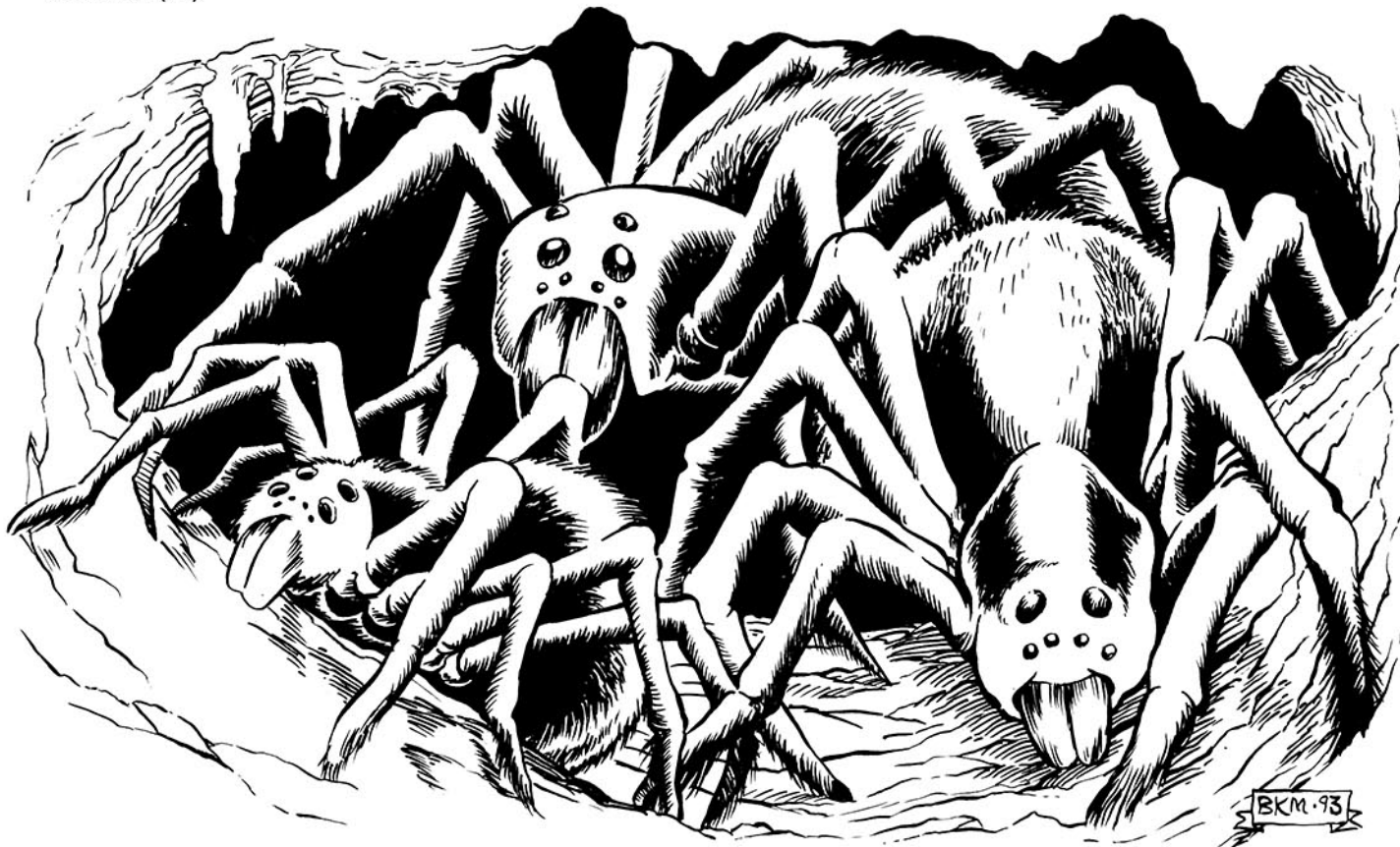
This subterranean species of common wolfspider has grown to gigantic size and terrible poison virulency in the sunless realms. This is the smallest variety, roughly as large as a big dog.

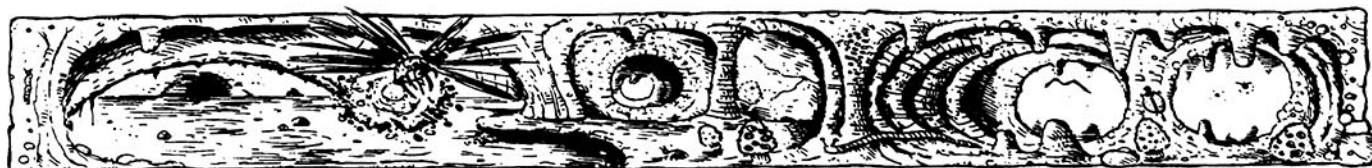
All forms are deadly hunters, lurking on floors, walls, and ceilings awaiting unsuspecting prey. These arachnids are able to jump forward in an arc with an apogee of 10' and a distance of 30'. Reduce height of arc as distance covered is diminished, i.e., 27' = 9' apogee, 24' = 8' apogee, etc. They hunt primarily by sight (SE-N-U) and touch (FV).

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	2D5+Poison*	12

* Poison: STR 30 (damage of 30/30/15 in 1 BT delays)

Powers: Nil





Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 224, WL: 168, CL: 201

PM: 112 PN: 112

PMCap: 49 PNCap: 49

PMPow: 24 PNPow: 24

PMSpd: 39* PNSpd: 39*

* Divide by 3 for effective PMSpd and PNSpd of 13.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	8	0
Super	3	3	3	0	0	6	0
Vital	2	2	2	0	0	4	0
Non	1	1	1	0	0	2	0
Average	2	2	2	0	0	5	0

Commentary & Description:

This subterranean species of common wolfspider has grown to gigantic size and terrible poison virulency in the sunless realms. This variety is the size of a tiger.

All forms are deadly hunters, lurking on floors, walls, and ceilings awaiting unsuspecting prey. They are able to jump forward in an arc with an apogee of 10' and a distance of 30'. Reduce height of arc as distance covered is diminished, i.e., 27' = 9' apogee, 24' = 8' apogee, etc. They hunt primarily by sight (SE-N-U) and touch (FV).

Wolfspider, Great Subterranean

Illustration: Page 219

Identifier: Animal, Arthropoda, Arachnida, Araneid

Habitat: Subterranean /Earth

Size: 6xhuman-size

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 60 yds/BT

Run: 180 yds/BT (1 BT only)

Jump: 10 yds

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	2D10+Poison*	22

* Poison: STR 40 (damage of 40/40/20 in 1 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 308, WL: 231, CL: 277

PM: 154 PN: 154

PMCap: 60 PNCap: 60

PMPow: 34 PNPow: 34

PMSpd: 60* PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

This subterranean species of common wolfspider has grown to gigantic size and terrible poison virulency in the sunless realms. The great wolfspider attains a size slightly larger than a brown bear.

All forms are deadly hunters, lurking on floors, walls, and ceilings awaiting unsuspecting prey. They are able to jump forward in an arc with an apogee of 10' and a distance of 30'. Reduce height of arc as distance covered is diminished, i.e., 27' = 9' apogee, 24' = 8' apogee, etc. They hunt primarily by sight (SE-N-U) and touch (FV).



Bear, Ape

Illustration: Page 181

Identifier: Animal, Mammalia, Perissodactyla, Chalicothera

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(10' L; 850-1100#)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Walk: 40 yds/BT

Run/Charge: 120 yds/BT

Climb: 20 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	15	C	3D3	16
Bite	20	P	2D6	16
Smash	30	I*	3D6	16

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 220, WL: 165, CL: 198

PM: 110 PN: 110

PMCap: 46 PNCap: 46

PMPow: 28 PNPow: 28

PMSpd: 36* PNSpd: 36*

* Divide by 6 to find actual (comparative) Speeds—in this case a PMSpd and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	16	0
Super	6	6	9	0	0	12	0
Vital	4	4	6	0	0	8	0
Non	2	2	3	0	0	4	0
Average	5	5	7	0	0	10	0

Commentary & Description:

This massive creature, although herbivorous, is quite dangerous—especially if disturbed or provoked. A forest browser, the large-limbed ape bear has a strong back that slopes upward from heavy hips. Its long forelimbs end in paws with three long claws. The three toes on each hind foot have shorter claws, but these are used for climbing, not attacking.

Bear, Cave

Illustration: Page 179

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Interior /Erth, Outer Band, Northern Region

Size: 6xhuman-size

(7'-12+' L; 4'-5' T; 500-1800#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 240 yds/BT and 42/CT 1 CT maximum

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	4D3	30
Bite	30	P	4D6	30
Smash	35	I*	4D6	30
Hug	40	B/I**	3D6	30

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** A hug (constricting attack) will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10 MR: 10

MMCap: 4 MRCap: 4

MMPow: 3 MRPow: 3

MMSpd: 3 MRSpd: 3

P: 340, WL: 255, CL: 306

PM: 190 PN: 150

PMCap: 88 PNCap: 80

PMPow: 42 PNPow: 34

PMSpd: 60* PNSpd: 36*

* Divide by 6 for effective Speeds—a PMSpd of 10 and a PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

The cave bear is the largest and most aggressive of the ursine family. Being mostly carnivorous, the cave bear is a powerful creature. A cave bear is one of the few animals capable of going toe to toe with an adult bull aurochs, and they occasionally do so when driven by extreme hunger.

Cave bears inhabit cold mountainous regions where suitable lairs can be found. Unlike other bears, cave bears need not hibernate during the winter, and if the fall hunting was poor, they will remain awake and hungry during the winter. They are very territorial about their lair—Intruders who encounter this bear in its cave will be attacked as soon as the bear senses they have entered.

Males and females do not stay together after mating. Females bear 1-3 live young once per year. The cubs are usually able to fend for themselves between 6 months to 1 year after birth and leave at that point. Young bears are at half P TRAIT until 2 years old, when they reach sexual maturity.

Bear, Dog

Illustration: Page 179

Identifier: Animal, Mammalia, Tillodont, Esthonychid

Habitat: Interior /Erth, Outer Band, Northern Region

Size: 3xhuman-size

(4' L; 3' T; 200-400#)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	2D3	10
Bite	50	P	4D3	10 (12)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 100 PN: 100

PMCap: 45 PNCap: 45

PMPow: 22 PNPow: 22

PMSpd: 33* PNSpd: 33*

* Divide by 3 to find effective Speeds—PMSpd and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The Trogosus, or dog bear, has a squat body and short head. An herbivore, it has chisel-like incisors, adapted for gnawing. The chief diet consists of abrasive plant materials like roots and tubers. Dog bears are found in family groups—a mated pair, and any cubs. While not normally aggressive, the dog bear is easily disturbed, and may attack any creature foolish enough to wander too close, especially if cubs are present.

Bear, Tiger

Illustration: Page 179

Identifier: Animal, Mammalia, Carnivora, Amphicyonid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(6.5' L; 400-600#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 270 yds/BT and 360 (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D3	24
Bite	40	P	2D6	24

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 310, WL: 232, CL: 279

PM: 180 PN: 140

PMCap: 74 PNCap: 50

PMPow: 36 PNPow: 42

PMSpd: 60* PNSpd: 48*

* Divide by 3 to find effective Speeds—a PMSpd of 20 and a PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The Amphicyon, or tiger bear, is an omnivore with strong, sharp teeth, a thick neck, and heavy tail, resembling a cross between a bear and a tiger (thus the name). The creature has very strong legs, enabling lengthy pursuit and massive damage; it is capable of killing very large prey with blows from its forepaws.

Beaver, Giant

Illustration: Page 184

Identifier: Animal, Mammalia, Rodentia, Castorid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 2xhuman-size

(7.5' L; c. 400#)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk: 35 yds/BT

Run: 105 yds/BT (1 BT only)

Swim: 140 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D6	8
Tail Smash	20	B	2D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 130, WL: 97, CL: 117

PM: 62

PMCap: 22

PMPow: 20

PMSpd: 20*

PN: 68

PNCap: 24

PNPow: 20

PNSpd: 24*

* Divide by 2 for effective PMSpd of 10 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

Like its smaller relative, the giant beaver's coat is long and thick, ranging from black to yellowish-brown. The wide tail is almost hairless, and is covered with scales. The hind feet are webbed, while the front feet are relatively small, with all of the front toes clawed.

A giant beaver colony has 4-12 individuals who build massive, elaborate dams and houses out of mud, tree trunks, and branches. There are two or more entrances below the water level, and an internal chamber above the water level.

Giant beavers are herbivorous, feeding on aquatic plants or leaves and bark from trees on the nearby banks. Females typically bear 2-4 young, who will remain with their parents for a year or more.

Bison, Giant

Illustration: Page 179

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size

(12' L; 8' T; 1-2 tons)

Number Appearing: 10-100 (10D10) (see below)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 270 yds/BT and 360 yds BT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	4D3	30
Horns (x2)	20	P*	2D6	30
Trample**	10	1†	4D6	30

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the bison's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 410, WL: 307, CL: 369

PM: 210

PMCap: 84

PMPow: 42

PMSpd: 84*

PN: 200

PNCap: 84

PNPow: 32

PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	16	4	4	16	4
Super	9	9	12	3	3	12	3
Vital	6	6	8	2	2	8	2
Non	3	3	4	1	1	4	1
Average	7	7	10	2	2	10	2

Commentary & Description:

These animals (*Bison latifrons*) are ponderously huge (6-8' at the shoulder, 1-2 tons) herbivores distantly related to their smaller brethren, the Æropan and Vargaardian bison, as well as more distantly still to all cattle in general.

Giant bison travel in herds of 10-100 adults, with calves and immature young totaling an additional 25% of that number. They are generally docile unless provoked, the exception being during their rutting season. If either is the case, they will attack intruders with very little provocation. As with most cattle, when threatened, they form a circle, with adults in the outer ring, and bulls aggressively attacking foes who approach within about 30 yards or so.



Camel Giant

Illustration: Page 179

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size

(11.5' T at shoulder; 2200-2700#)

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Pace: 200 yds/BT

Run/Charge: 300 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	4D6	21
Spit	65	Chemical	Special	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

P: 420, WL: 315, CL: 378

MM: 5

MR: 5

PM: 210

PN: 210

MMCap: 2

MRCap: 2

PMCap: 93

PNCap: 93

MMPow: 1

MRPow: 1

PMPow: 33

PNPow: 33

MMSpd: 2

MRSpd: 2

PMSpd: 84*

PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

This giant specimen is the ancestor of the camels of Ærth's exterior surface. The giant camels of the northern region need no hump to store fat, for the climate is colder than the deserts on the outer world. They are, however, easily distinguished as camels by their narrow snouts, long necks, and splayed, two-toed feet. As with others of their kind, giant camels have highly flexible upper lips, and can (and do!) spit a foul-smelling glob at any who annoy them within 10 feet. Such expectoration causes blindness and nausea for 2D3 CTs. They are easily annoyed.

Camelephant

Illustration: Page 181

Identifier: Animal, Mammalia, Litopternia, Macrauchenid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(10' L; 800-1000#)

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 75 yds/BT

Run/Charge: 150 yds/BT and 225 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	3D6	24
Spit	80	Chemical	Special	0
Trample	15	B/I*	1D6	24

* Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 300, WL: 225, CL: 270

MM: 5

MR: 5

PM: 180

PN: 120

MMCap: 2

MRCap: 2

PMCap: 108

PNCap: 72

MMPow: 1

MRPow: 1

PMPow: 36

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 36*

PNSpd: 24*

* Divide by 6 for effective PMSpd of 6 and PNSpd of 4.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	12	0
Super	6	6	9	0	0	9	0
Vital	4	4	6	0	0	6	0
Non	2	2	3	0	0	3	0
Average	5	5	7	0	0	7	0

Commentary & Description:

The camelephant is an herbivore of camel-like body with a long, elephant-like proboscis. It has a long neck topped with a small head, making the "trunk" look all the more ridiculous. Large, three-toed, hoofed feet at the end of the creature's long legs provide very good balance, although this is at the expense of gracefulness. Because the animal's front legs are longer below the knees, and its hind legs are the opposite, the camelephant is not a fast runner, although it can manage a higher rate of movement for a short time.

The trunk is prehensile, and the animal can use it to spit like a camel with great accuracy. Spit from a camelephant is capable of causing blindness and nausea for 2D3 CTs.

Centipede, Giant

Illustration: Page 180

Identifier: Animal, Arthropoda, Chilopoda, Scolopendromorphid

Habitat: Interior Ærth, Intermediate Band

Size: 1xhuman-size

(6' + L; 2' diameter)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Crawl: up to 210 yds/BT

Burrow: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	2D3+Poison*	1
Claws (†2)	30	C	1D3+Poison*	1

* Poison: STR 40 (Physical damage of 40/40/20 in 1 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 70, WL: 52, CL: 63

PM: 40 PN: 30

PMCap: 14 PNCap: 12

PMPow: 13 PNPow: 9

PMSpd: 13 PNSpd: 9

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	40	16	16	40	16
Super	15	15	30	12	12	30	12
Vital	10	10	20	8	8	20	8
Non	5	5	10	4	4	10	4
Average	12	12	25	10	10	25	10

Commentary & Description:

The giant centipede of Interior Ærth grows to a length of 6'. They are very poisonous and forage throughout the forests and woodlands of the Intermediate Band. They are thought to be a species similar to the steelbacks found in the lightless realms of the subterranean world.

Like all centipedes, their bodies are segmented. Each segment has a pair of legs (15-170 pairs total). There is one pair of antennae on the head and two pair on the jaws. The first pair of legs behind the head have claws and are used for fighting. These are called "poison claws" because there is a gland in the head that fills the claws with poison (STR rating: 40).

Cougar, Dirk-Toothed

Illustration: Page 179

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 2xhuman-size

(3'-5' L; up to 300#)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Stalk: 40 yds/BT*

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Climb: 20 yds/BT

Swim: 40 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	1D6	15
Bite	60	P	2D6+2	15 (19)**
Rake	*	C	2D6	15

* Automatic, but only if both claw attacks succeed.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 180, WL: 135, CL: 162

MM: 10

MR: 10

PM: 90

PN: 90

MMCap: 4

MRCap: 4

PMCap: 33

PNCap: 33

MMPow: 3

MRPow: 3

PMPow: 27

PNPow: 27

MMSpd: 3

MRSpd: 3

PMSpd: 30*

PNSpd: 30*

* Divide by 2 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Dirk-toothed cougars (*Megantherion*) are prehistoric versions of the cougar, differing primarily in their manner of bringing down prey.

The typical prey of these beasts are thick-skinned grazing animals. These predators usually leap from above, using the weight of their bodies to drive their long teeth deep into their prey. They then dislodge themselves and wait for their prey to die of blood loss.

Crocodile, King Croc

Illustration: Page 184

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(up to 50' L; 2500-5500#)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 70 yds/BT

Charge/Rush: 210 yds/BT (1 BT only) and 28 yds/CT (1 CT only)

Swim: 280 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	4D6*	28
Tail Smash	35	B/I**	3D6†	28

* Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 4D3 PD until the crocodile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack if knocked down and must spend next CT getting back up and can't do anything other than that.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 500, WL: 375, CL: 450

MM: 10

MR: 10

PM: 260

PN: 240

MMCap: 4

MRCap: 4

PMCap: 148

PNCap: 132

MMPow: 3

MRPow: 3

PMPow: 40

PNPow: 36

MMSpd: 3

MRSpd: 3

PMSpd: 72*

PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	28	32	8	8	32	12
Super	18	21	24	6	6	24	9
Vital	12	14	16	4	4	16	6
Non	6	7	8	2	2	8	3
Average	15	17	20	5	5	20	7

Commentary & Description:

This massive 50' long carnivore is semi-aquatic, and is capable of rushing its prey on land. The thick hide of a king croc is near to plate mail in strength, making this monstrous predator one of the most dangerous creatures in the Intermediate Band. The species preys on any living thing, including unwary saurians which approach too close to where these huge reptiles lurk in waiting. Once the jaws clamp shut, prey is not released until it, or the crocodile, is dead.



Crocodile, Spiked Croc

Illustration: Page 184

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Interior Ærth, Intermediate Band (Aquatic)

Size: 12xhuman-size

(30' L, 2500+)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Crawl: 50 yds/BT

Walk/Rush: 150 yds/BT (1 BT only) and 30 yds/CT (1 CT only)

Swim: 200 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	3D6*	18
Tail Smash	20	B/I**	2D6†	18

* Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast and each CT thereafter he suffers an automatic 3D3 PD until the crocodile is slain or the subject is dead.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

† Anyone hit by this attack is knocked down and must spend the next CT getting back up and can't do anything other than that.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 400, WL: 300, CL: 360

PM: 200

PMCap: 98

PMPow: 30

PMSpd: 72*

PN: 200

PNCap: 98

PNPow: 30

PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	40	8	8	40	8
Super	15	15	30	6	6	30	6
Vital	10	10	20	4	4	20	4
Non	5	5	10	2	2	10	2
Average	12	12	25	5	5	25	5

Commentary & Description:

This 30' long carnivore is an aquatic, swamp-dwelling nightmare. Lurking in the boggy, rush-filled water, it waits for its prey to get close enough before rushing forth. It is armored and spiked, and able to take prey twice its own size within instants. Once the jaws clamp shut, prey is not released until it, or the crocodile, is dead.

Crocodylian

See Exterior Ærth section

Crocodragon

Illustration: Page 184

Identifier: Animal, Reptilia, Crocodylia, Crocodylid

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(40'+L)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Rush: 240 yds/BT and 30 yds/CT (1 CT only)

Swim: 90 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	35	C	3D6	20
Bite*	50	P	4D6	20

* Any successful strike indicates the crocodilian has closed its jaws on the subject: The victim is then held fast, and each CT thereafter he suffers an automatic 3D3 PD until the crocodragon is slain or the subject is dead.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 460, WL: 345, CL: 414

PM: 230

PMCap: 114

PMPow: 32

PMSpd: 84*

PN: 230

PNCap: 114

PNPow: 32

PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	8	8	20	12
Super	9	12	15	6	6	15	9
Vital	6	8	10	4	4	10	6
Non	3	4	5	2	2	5	3
Average	7	10	12	5	5	12	7

Commentary & Description:

This savage carnivore is a swift runner, and is only partially aquatic by nature. The crocodragon is short-tailed, and has strong legs capable of extended chase. Coupled with its tough hide and fierce teeth, it is a terror within its habitat. It is another ferocious hunter of all living things, and as with others of its kind once the jaws clamp shut, prey is not released until it, or the Crocodragon, is dead.

Demonbear

Illustration: See above

Identifier: Animal, Mammalia, Pantodont, Coryphodont

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(7-9' L; 4-5' T; 500-1000#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 90 yds/BT

Run/Charge: 120 yds/BT and 180 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	2D3	24
Bite	45	P	3D6	24 (25)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 280, WL: 210, CL: 252

PM: 130

PMCap: 70

PMPow: 36

PMSpd: 24* PNSpd: 33*

* Divide by 3 for effective PMSpd of 8 and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

Demonbears are very large carnivores that dwell in swamps and marshes. These predators have canine tusks similar to hippos (which are larger in males). The upper portion of a demonbear's leg is longer than the lower section, and there is little flexibility. This results in a fairly slow running speed, but these beasts seem to do quite well in their hunting in spite of this fact. This is probably because they are very clever at hiding to attack from ambush.

Demon Lion

Illustration: Page 179

Identifier: Animal, Mammalia, Acreodi, Mesonychid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(13' L, 800-1200#)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1 BT only)



Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	2D3+2	12
Bite	50	P	4D3+4	12 (14)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 300, WL: 225, CL: 270

MM: 10

MR: 10

PM: 150

PN: 150

MMCap: 4

MRCap: 4

PMCap: 66

PNCap: 66

MMPow: 3

MRPow: 3

PMPow: 24

PNPow: 24

MMSpd: 3

MRSpd: 3

PMSpd: 60*

PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This ferocious-looking creature is principally a scavenger, but is also a predator when given the opportunity. It has a gigantic, elongated skull, and very large teeth for crushing and tearing, like the hyena. Although this carnivore prefers fresh meat, it typically has to settle for carrion because of its slow speed. Its size and aggressiveness allow it to take prey away from many other predators, including even the giant hyena.

Devil Wolf

Illustration: Page 179

Identifier: Animal, Mammalia, Carnivora, Canid

Habitat: Interior /Earth, Outer Band, Northern Region

Size: 2xhuman-size

(6'-8' L)

Number Appearing: 4-9 (1D6+3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	1D2	8
Bite	60	P	2D6+4	8 (12)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 240, WL: 180, CL: 216

MM: 10

MR: 10

PM: 120

PN: 120

MMCap: 4

MRCap: 4

PMCap: 64

PNCap: 58

MMPow: 3

MRPow: 3

PMPow: 20

PNPow: 26

MMSpd: 3

MRSpd: 3

PMSpd: 36*

PNSpd: 36*

* Divide by 2 for effective PMSpd and PNSpd of 18.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This form of wolf is often referred to as a "dire wolf," and its size, power, and pack hunting technique enable it to fight with even the larger Smilodons, or sabre-toothed cats. The heavy devil wolf is not very bright, much to its misfortune. Driven by hunger and hearing the strident trumpeting of mammoths mired in tar pits, it will track such prey until it too is caught in the morass.



Dragon, Finback

Illustration: Page 180

Identifier: Animal, Reptilia, Thecodontid

Habitat: Interior Ærth, Intermediate Band

Size: 24xhuman-size

(50' L)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 50 yds/BT

Trot: 100 yds/BT

Run/Charge: 150 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	25	C	3D3	28
Bite	45	P	6D6	28

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 20

P: 740, WL: 555, CL: 666

MM: 10

MR: 10

PM: 370

PN: 370

MMCap: 4

MRCap: 4

PMCap: 170

PNCap: 170

MMPow: 3

MRPow: 3

PMPow: 40

PNPow: 40

MMSpd: 3

MRSpd: 3

PMSpd: 160*

PNSpd: 160*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	32	8	8	32	8
Super	12	15	24	6	6	24	6
Vital	8	10	16	4	4	16	4
Non	4	5	8	2	2	8	2
Average	10	12	20	5	5	20	5

Commentary & Description:

These semi-sailbacked, barrel-bodied reptiles are vicious carnivores that can attain lengths of 50 or more feet. They have huge heads and incredibly large, toothed jaws capable of killing adversaries in a single bite. Finback dragons have leg structure between that of a sprawling reptile such as a crocodile and a saurian. This limits their running speed somewhat, but their massive size tends to overcome the clumsy, semi-erect gait.

Dragon, Sea

Illustration: Page 182

Identifier: Animal, Reptilia, Plesiosaur, Pliosaur

Habitat: Interior Ærth, Intermediate Band, Marine, Tropical Waters

Size: 12xhuman-size

(42' L)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 440 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	4D6	27
Capsize	Special*			

* Chance to capsize boat by size: Large—30%; Medium—50%; Small—70%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 520, WL: 390, CL: 468

MM: 10

MR: 10

PM: 260

PN: 260

MMCap: 4

MRCap: 4

PMCap: 113

PNCap: 113

MMPow: 3

MRPow: 3

PMPow: 39

PNPow: 39

MMSpd: 3

MRSpd: 3

PMSpd: 108*

PNSpd: 108*

* Divide by 12 for effective PMSpd and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	32	0*	0	40	4
Super	15	15	24	0*	0	30	3
Vital	10	10	16	0*	0	20	2
Non	5	5	8	0*	0	10	1
Average	12	12	20	0*	0	25	2

* Animal in water = invulnerable.

Commentary & Description:

Also known as a Kronosaurus, the sea dragon has a large (9') head and a body which is streamlined for speed. This creature is a highly maneuverable swimmer, with the bulk to capsize even large vessels. Once this has been accomplished, the sea dragon snaps up prey easily with its massive jaws filled with strong teeth.



Dullhead

Illustration: Page 181

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Exterior Ærth, Magnur

Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(10' L, 6' T; 1500#)

Number Appearing: 12-30 (2D10+10)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run/Charge: 225 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D3	16
Forehoof	20	B/I*	2D6	16
Trample**	10	I*	3D6	16

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 260, WL: 195, CL: 234

PM: 140

PN: 120

PMCap: 84

PNCap: 72

PMPow: 28

PNPow: 24

PMSpd: 28*

PNSpd: 24*

* Divide by 6 for effective PMSpd of 4 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This buffalo-sized herbivore gathers in groups of 12 to 30 to graze. It has a small, oddly shaped head, similar to a kangaroo. While these beasts tend to have a moderate disposition, they dislike interruption, and might attack any smaller creatures that provoke them sufficiently.

Eel Whale

Illustration: Page 182

Identifier: Animal, Mammalia, Cetacean, Basilosaurid

Habitat: Interior Ærth, Outer Band, Marine Fauna, Cold Waters

Size: 24xhuman-size

(up to 82' L)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	8D6	26 (28)**
Capsize	Special*			

* Chance to capsize boat by size: Large—50%; Medium—70%; Small—90%.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 680, WL: 510, CL: 612

PM: 340

PN: 340

PMCap: 170

PNCap: 170

PMPow: 38

PNPow: 38

PMSpd: 132*

PNSpd: 132*

* Divide by 24 for effective PMSpd and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0*	0	12	4
Super	6	6	9	0*	0	9	3
Vital	4	4	6	0*	0	6	2
Non	2	2	3	0*	0	3	1
Average	5	5	7	0*	0	7	2

* Animal in water = invulnerable.

Commentary & Description:

These gigantic aquatic predators have snakelike bodies and swim in a sweeping, undulating motion. They are usually found hunting fish and squid in deep water, though they have been seen near the surface after shoals of large fish and like prey. One of these creatures could capsize a moderate-sized ship without great difficulty.

Elephant Bird

Illustration: Page 181

Identifier: Animal, Aves, Aepyornithiformes, Aepyornithid

Habitat: Interior AErth, Outer Band, Southern Region

Size: 6xhuman-size

(up to 12' T; 1000#)

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite (beak)	15	P	2D6	27
Kick	20	I*	3D6	27

* Impact damage may not be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 280, WL: 210, CL: 252

PM: 150 PN: 130

PMCap: 63 PNCap: 49

PMPow: 39 PNPow: 33

PMSpd: 48* PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This massive bird has elephantine legs with three stumpy toes and thick elongated thighs. Despite this, the animal is not a runner (although its strong legs give it an incredibly powerful kick). The female elephant bird lays huge eggs that are 1' long, 19 pints in capacity, and weigh 20 pounds. These are prized by egg-stealing predators, and require constant vigilance by the mother. The avian has no special defenses other than size and strength.

Elephant Big-Tusker

Illustration: Page 234

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Interior AErth, Outer Band, Southern Region

Size: 24xhuman-size

(12' high, 4+ tons)

Number Appearing: 13-24 (1D12+12)

Modes & Rates of Movement:

Walk: 130 yds/BT

Trot: 260 yds/BT

Run/Charge: 390 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	35	P*	8D6*	24
Trunk	35	B	2D6**	0
Trample***	20	I†	3D6	24

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 780, WL: 585, CL: 702

PM: 390

PMCap: 186

PMPow: 36

PMSpd: 168*

PN: 390

PNCap: 186

PNPow: 36

PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

These long-legged elephants (*Elphas antiquus*) inhabit woodland regions in the Southern Outer Band. Their long tusks are straight, with steeply curved tips that hook forward and thus extend some six feet before them.

Elephant, Down-Tusker

Illustration: Page 185

Identifier: Animal, Mammalia, Proboscidea, Deinotherid

Habitat: Interior Earth, Outer Band, Northern Region

Size: 24xhuman-size

(13' T, 4+ tons)

Number Appearing: 11-20 (1D10+10)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

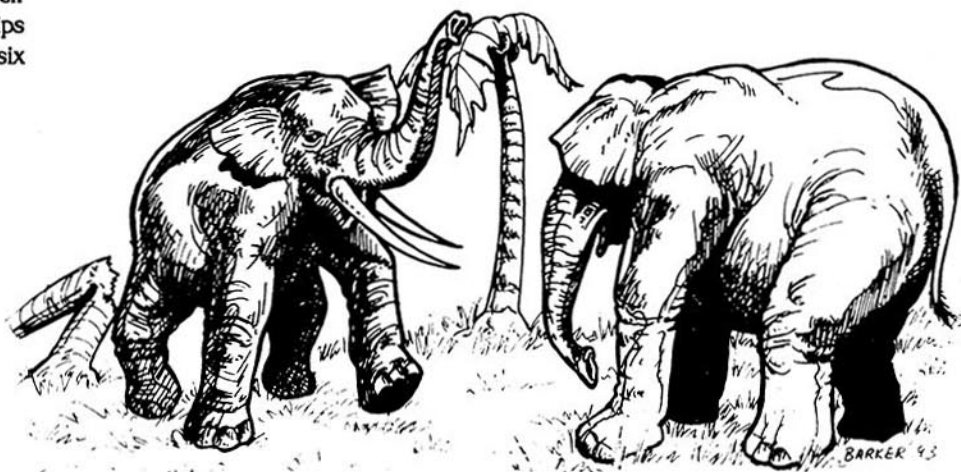
Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	4D6*	20
Trunk	30	B	2D6**	0
Trample***	20	I†	3D6	20

* Plus 6D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.





Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 660, WL: 495, CL: 594

PM: 330

PN: 330

PMCap: 154

PNCap: 154

PMPow: 32

PNPow: 32

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Down-tuskers are amongst the smaller elephants of the interior. The tusks on the lower jaw of these animals have a downward curve, and are used to strip bark from trees and dig succulent tubers from the ground.

Elephant Emperor (Imperial Mammoth)

Illustration: Page 185

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

Height at shoulder 14-16'

Weight 5-6+ tons

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 150 yds/BT

Trot: 300 yds/BT

Run/Charge: 450 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	8D6*	58
Trunk	35	B	3D6**	0
Trample***	25	I†	10D10	58

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting 1 CT. An opponent up to 4xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the mammoth's feet for trampling!

*** Applicable only when opponent is at the mammoth's feet and is under 6 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 24

MM: 12

MR: 12

MMCap: 4

MRCap: 4

MMPow: 4

MRPow: 4

MMSpd: 4

MRSpd: 4

P: 860, WL: 645, CL: 774

PM: 430 PN: 430

PMCap: 180 PNCap: 180

PMPow: 70 PNPow: 70

PMSpd: 180* PNSpd: 180*

* Divide by 24 for actual Speed, i.e., PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

The largest of all elephants (*Mammuthus Imperator*), these pachyderms are protected by both thick hair and heavy hide. They are found singly only in the case of a bull, and even then it is more likely that 1-6 such will be encountered. Herds of cows and calves number 4-12 adults and 2-6 sub-adults. When the herd is threatened, the lead members will charge; sometimes the whole herd will in a panic situation. If charging is not useful because of an opponent's threat or capacity for evasion, the herd will form a defensive ring.



Elephant Four-Tusker

Illustration: Page 185

Identifier: Animal, Mammalia, Proboscidea, Gomphotherid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(8-10' tall at the shoulder)

Number Appearing: 35-60 (5D6+30)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2/target)	25	P*	2D6*	20
Trunk	35	B	2D6**	0
Trample***	20	I†	2D6	20

* Plus 4D6 Impact damage/attack if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 740, WL: 555, CL: 666

PM: 370 PN: 370

PMCap: 170 PNCap: 170

PMPow: 32 PNPOw: 32

PMSpd: 168* PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Also known as a Gomphotherium, this elephant has a long lower jaw with short (2'3) tusks as well as longer (3'4) upper ones. Like all other elephants, it is herbivorous, and prefers browsing leaves from bushes.

Elephant Hairy Mammoth

Illustration: See below

Identifier: Animal, Mammalia, Proboscidea, Mammutid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(10' tall at shoulder)

Number Appearing: 45-70 (5D6+40)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

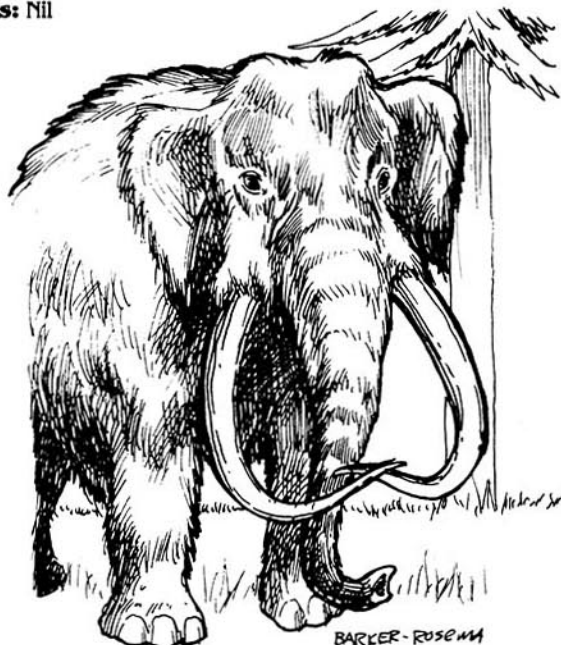
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil





Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	30	P*	8D6*	32
Trunk	35	B	2D6**	0
Trample***	25	I†	2D6	32

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the mammoth's feet for trampling!

*** Applicable only when opponent is at the mammoth's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCup: 2

MRCup: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 760, WL: 570, CL: 684

PM: 380 PN: 380

PMCup: 168 PNCup: 168

PMPow: 44 PNPow: 44

PMSpd: 168* PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

The hairy mammoth (*Mammuthus americanus*) inhabits spruce woodlands in the cold climate of the Northern Region of the Outer Band. This species is marked by its long, shaggy hair and massive, upward-curving tusks. The sight of a herd of these animals is impressive indeed, and they are quite adept at driving predators away.

Elephant, Hook-Tusker

Illustration: See right

Identifier: Animal, Mammalia, Proboscidea, Gomphotherid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(8' tall at shoulder)

Number Appearing: 35-60 (5D6+30)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/12/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	4D6*	21
Trunk	30	B	2D6**	0
Trample***	20	I†	2D6	21

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil



BARKER-ROSA



Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 680, WL: 510, CL: 612

PM: 340 PN: 340

PMCap: 163 PNCap: 163

PMPow: 33 PNPow: 33

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Hook-tuskers (*Stegodon ganeshia*) are a smallish version of the Stegomastodon. Unlike their relatives, the four-tuskers, these animals have a short lower jaw with no lower tusks. The pair of tusks are long, hook outwards at the ends, and are set so close together that there is no room for the trunk between them.

Elephant, Horned-Mouth

Illustration: Page 181

Identifier: Animal, Mammalia, Proboscidea, Mammutid

Habitat: Interior Earth, Outer Band, Southern Region

Size: 24xhuman-size

(9' T)

Number Appearing: 40-60 (1D3x10+30)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run/Charge: 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	20	P*	4D6*	23
Trunk	30	B	2D6**	0
Trample***	25	1†	2D6	23

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 640, WL: 480, CL: 576

PM: 320 PN: 320

PMCap: 165 PNCap: 165

PMPow: 35 PNPow: 35

PMSpd: 120* PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

The Cuvieronius, or horned-mouth elephant, has a single pair of spirally twisted tusks which rather resemble horns hooking outwards from its mouth, and thus its common name. It uses these to keep predators such as the dirk-toothed cats at bay.



Elephant Mammoth

Illustration: Page 185

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(13'-15' T)

Number Appearing: 40-60 (1D3x10+30)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	8D6*	44
Trunk	35	B	2D6**	0
Trample***	25	I†	2D6	44

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 4xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the mammoth's feet for trampling!

*** Applicable only when opponent is at the mammoth's feet and is under 6 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 820, WL: 615, CL: 738

PM: 410 PN: 410

PMCap: 186 PNCap: 186

PMPow: 56 PNPow: 56

PMSpd: 168* PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Travelling in herds of 40 to 60, these mammoths (*Mammuthus trogemtherii*) live on the steppes. Their tusks are spiral-shaped, and grow as long as 17'. Only the emperor elephant is larger and more fearsome.

Elephant Pike-Tusker

Illustration: Page 185

Identifier: Animal, Mammalia, Proboscidea, Gomphotherid

Anancus arvernensis

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size

(10' T)

Number Appearing: 10-30 (1D3x10 or 10D3)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run/Charge: 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tusks (x2)	25	P*	8D6*	25
Trunk	35	B	2D6**	0
Trample***	20	I†	2D6	25

* Plus 8D6 Impact damage if charging.

** Constricting PD lasting only 1 CT. An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the elephant's feet for trampling!

*** Applicable only when opponent is at the elephant's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 440, WL: 330, CL: 396

PM: 210

PM: 210

PMCap: 111 PNCap: 111

PMPow: 37 PNPow: 37

PMSpd: 72* PNSpd: 72*

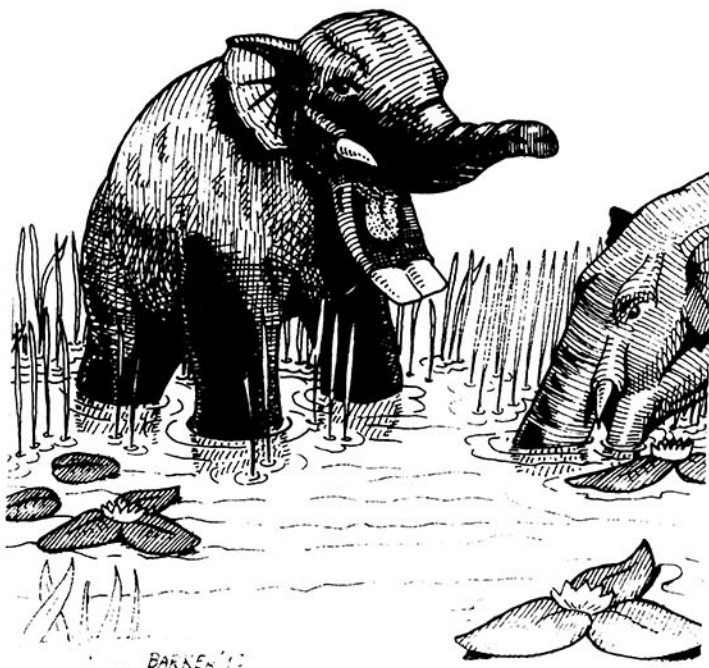
* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

The pike-tusker (*Anacus*) has a pair of exceptionally long tusks on its upper jaw and a short lower jaw. The twin tusks are 10' to 13' long and almost straight, with only some slight curve at the along their length or at the tips. In typical fashion, it uses its long prehensile trunk to strip the leaves from trees in the woodland regions where it dwells.



Elephant Shovel-Tusker

Illustration: See right

Identifier: Animal, Mammalia, Proboscidea, Gomphotherid

Habitat: Interior /Erth, Outer Band, Northern Region

Size: 24xhuman-size

(7+ T)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horn/Tusk (lower)	25	P*	4D3	18
Horn/Tusk (upper)	20	P**	2D6	18
(x2)				
Trample***	20	I†	2D6	18
Trunk	25	B	2D6	0

* Plus 6D6 Impact Physical damage if charging

** Cannot be used when charging

*** Applicable only when opponent is at the elephant's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 560, WL: 420, CL: 504

PM: 280

PM: 280

PMCap: 130 PNCap: 130

PMPow: 30 PNPow: 30

PMSpd: 120* PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 260, WL: 195, CL: 234

PM: 130 PN: 130

PMCap: 64 PNCap: 64

PMPow: 24 PNPow: 24

PMSpd: 42* PNSSpd: 42*

Commentary & Description:

The shovel-tusker (*Platybelodon*) is almost comical in appearance, with its elongated lower jaw and flattened side by side lower-jaw tusks. Together, the tusks form a trough three feet long, with a spade-like cutting edge. The shovel-tusker uses its trunk to grip water plants as it pulls them up with its tusks. Small, fang-like tusks also protrude from its upper jaw.

Elk, Giant

Illustration: See below

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(12' L, 10' T; 1600#)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 360 yds/BT and 42 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -1/4/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns (x2)	30	P*	4D3	12
Front Hoof	20	B	2D3	12
Trample**	10	I†	3D6	12

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the elk's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Also known as the Irish deer (*Megaloceros*), this giant species of elk is typically found in herds numbering 5 to 30. The male has moose-like (elk-like in Æropan parlance) antlers that span 10 to 16 feet and weigh over 100 pounds. These are shed and regrown annually.





Fish, Sword-Mouthed

Illustration: Page 182

Identifier: Animal, Reptilia, Ichthyosaur, Ichthyosaurid

Habitat: Interior /Earth, Outer Band, Marine, Temperate Waters

Size: 1xhuman-size

(up to 6.5' L)

Number Appearing: 1 or 3-5 (1D3+2)

Modes & Rates of Movement:

Swim: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Bite	60	C/P	1D6	0

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 5

MM: 3

MMCap: 1

MPow: 1

MMSpd: 1

MR: 2

MRCap: 1

MRPow: 1

MRSpd: 0

P: 45, WL: 33, CL: 40

PM: 20 PN: 25

PMCap: 7 PNCap: 10

PMPow: 6 PNPow: 8

PMSpd: 7 PNSpd: 7

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	4	0*	0	0	0
Super	6	6	3	0*	0	0	0
Vital	4	4	2	0*	0	0	0
Non	2	2	1	0*	0	0	0
Average	5	5	2	0*	0	0	0

* Animal in water = invulnerable.

Commentary & Description:

These elongated predators have a long, sword-like beak with many small teeth for grabbing and cutting their prey. Dark reddish brown in color, sword-mouthed fish have a high, stiff dorsal fin and a half-moon tail capable of propelling them with great speed through the water. These fish are solitary for the most part, but sometimes collect in small groups, especially when spawning.

Sword-mouthed fish have very keen hearing and sight for locating their prey in even murky or cloudy water.

Gallopogator

Illustration: Page 184

Identifier: Animal, Reptilia, Thecodonta, Rausuchianid

Habitat: Interior /Earth, Intermediate Band

Size: 6xhuman-size

(15'-18' L, 1500-2000#)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT and 48 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D3+1	8
Bite	50	C/P	4D3+4	8 (10)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 220, WL: 165, CL: 198

PM: 110 PN: 110

PMCap: 48 PNCap: 48

PMPow: 20 PNPow: 20

PMSpd: 42* PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	16	16	20	4
Super	3	9	12	12	12	15	3
Vital	2	6	8	8	8	10	2
Non	1	3	4	4	4	5	1
Average	2	7	10	10	10	12	2

Commentary & Description:

This aggressive quadrupedal rausuchianid (*Neorestosuchus*) is a savage carnivore able to move into a bipedal stance for running, rushing, and attacking. Balanced with its tail held behind, the creature resembles a weird alligator suddenly having longer hind legs, an upright stance, and speed. Gallopogators hunt in small groups, prowling the interior world seeking fresh meat. This species is in principal competition with the related rausuchid, the juggler (q.v.).



Giraffamel

Illustration: Page 185

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(10' T)

Number Appearing: 6-24 (2D10+4)

Modes & Rates of Movement:

Walk: 90 yds/BT

Pacing: 180 yds/BT

Run/Charge: 360 yds/BT and 450 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D3	20
Hind Kick	20	B	2D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 320, WL: 240, CL: 288

MM: 5

MR: 5

PM: 160

PN: 160

MMCap: 2

MRCap: 2

PMCap: 92

PNCap: 92

MMPow: 1

MRPow: 1

PMPow: 32

PNPow: 32

MMSpd: 2

MRSpd: 2

PMSpd: 36*

PNSpd: 36*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This giraffe-like camel stands an amazing 10' high at the head. Its legs are long and still-like and end in very small running hooves instead of the broad pads of the mundane camel. Able to reach a very fast running speed because of this, the giraffamel is also capable of covering great distances across open terrain using a method of travel known as pacing. This method is unique to camels and giraffes and is performed by moving both legs on one side in sequence.

Giraffe, Streaked

Illustration: Page 185

Identifier: Animal, Mammalia, Artiodactyla, Giraffid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size

(12' T at shoulder; up to 24' T to head; 1800-4800#)

Number Appearing: 4-40 (4D10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Pacing: 200 yds/BT

Run/Charge: 400 yds/BT and 500 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D3+1	16
Smash/Kick	25	I*	3D6+1	16

* Impact damage may not be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 320, WL: 240, CL: 288

MM: 5

MR: 5

PM: 150

PN: 170

MMCap: 2

MRCap: 2

PMCap: 62

PNCap: 78

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 32

MMSpd: 2

MRSpd: 2

PMSpd: 60*

PNSpd: 60*

* Divide by 12 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

This uncommon species of giraffe is much the same as its more common cousin found on the outer surface of Ærth, except it is larger and has a coat pattern made up of wide dark stripes that become lighter on its underside.



Glutton Devil

Illustration: See below

Identifier: Animal, Mammalia, Acreodi, Mesonychid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 2xhuman-size

(12' L)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 35 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage	Base	Bonus
Bite	45	P	4D3	10 (11)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 35

P: 140, WL: 105, CL: 126

MM: 15

MR: 20

PM: 70

PN: 70

MMCap: 8

MRCap: 12

PMCap: 24

PNCap: 29

MMPow: 4

MRPow: 5

PMPow: 22

PNPow: 17

MMSpd: 3

MRSpd: 3

PMSpd: 24*

PNSpd: 24*

* Divide by 2 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The omnivorous glutton devils are principally scavengers and carrion-eaters with savage fangs and irritable temperament, much like the wolverine they vaguely resemble. They are often encountered feasting on the remains of another predator's kill, having driven the competition off. While not particularly brave when alone or in groups under five or six, this hyena-like animal gains a pack mentality when gathered in greater numbers (add +10 to Aggressiveness for every 10 glutton devils present). Groups of 20 or more have even been known to actively hunt live prey of formidable size.

Gorgonophant

Illustration: Page 180

Identifier: Animal, Reptilia, Dicynodonta, Kannemeyeriid

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(7' T)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 180 yds/BT and 24 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/6/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite (beak)	15	C	2D6	18
Tusks	20	P*	2D6*	18
Trample***	20	B/I**	3D6	18

* +4D6 Impact Physical damage if charging and striking

** Impact damage cannot be absorbed by any type of armor.

*** Applicable only when opponent is at the animal's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.





Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 240, WL: 180, CL: 216

PM: 140

PN: 100

PMCap: 74

PNCap: 36

PMPow: 30

PNPow: 28

PMSpd: 36*

PNSpd: 36*

* Divide by 12 for effective PMSpd and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

The gorgonophant is a rather bulbous-shaped evolution of the therapsids of the era we know as the Triassic. It is a herbivore. The creature has a huge body which is actually more hippo-like than elephantine, and a massive head with a slight shield. Both males and females have a pair of tusks some two to three feet in length projecting outwards and angled forward somewhat from their upper jaw, and heavy, flat beaks for grazing. These creatures are not normally aggressive, but they are easily disturbed by anything that comes too close, and females are very protective of their young.

Gray Streaker

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 2xhuman-size

(5' T)

Number Appearing: 15-40 (5D6+10)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run/Charge: 300 yds/BT and 375 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D6	3
Tusks (x2)	25	P	2D6*	3
Trample	10	B	2D6	3

* Double PD if charging and striking

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height. Impact damage cannot be absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 160, WL: 120, CL: 144

MM: 5

MR: 5

PM: 80

PN: 80

MMCap: 2

MRCap: 2

PMCap: 35

PNCap: 35

MMPow: 1

MRPow: 1

PMPow: 15

PNPow: 15

MMSpd: 2

MRSpd: 2

PMSpd: 30*

PNSpd: 30*

* Divide by 2 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

The short striped and mottled gray coat of this 5' high herbivore provides excellent camouflage against predators. Gray streakers are very fast, boar-like quadrupeds with large tusks. They are excitable, though not necessarily aggressive. If given the chance, the group will scatter in the face of predators, especially when there is more than one. If however, a lone attacker fails to kill one of the group immediately, there is a 70% chance that the entire group will attempt to drive it away in a combined counterattack of vicious sort.

Green Racer

Illustration: Page 246

Identifier: Animal, Archosauria, Oviraptoridae, Oviraptorid

Habitat: Interior Ærth, Intermediate Band

Size: 1xhuman-size

(6' T)

Number Appearing: 1-6 (1D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run/Charge: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil



Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	1D3	2 (3)*
Bite	35	P	1D6	2

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCup: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 100, WL: 75, CL: 90

PM: 50

PMCup: 18

PMPow: 14

PMSpd: 18

PN: 50

PNCap: 18

PNPow: 14

PNSpd: 18

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	0	0	0	0	0
Super	3	3	0	0	0	0	0
Vital	2	2	0	0	0	0	0
Non	1	1	0	0	0	0	0
Average	2	2	0	0	0	0	0

Commentary & Description:

Green racers are bipedal, egg-stealing reptiles of gracile sort reminiscent of saurian oviraptors. These 6' tall creatures are quick as well as fast-running, and they have prehensile foreclaws. They are furtive, but can be aggressive if they are hungry, and are apt to attack larger prey if such is the case. Green racers range in coloration from dark to bright green, and females tend to be darker and slightly smaller than males. Some have chameleon-like color alteration ability.

Hairy Hippoceros

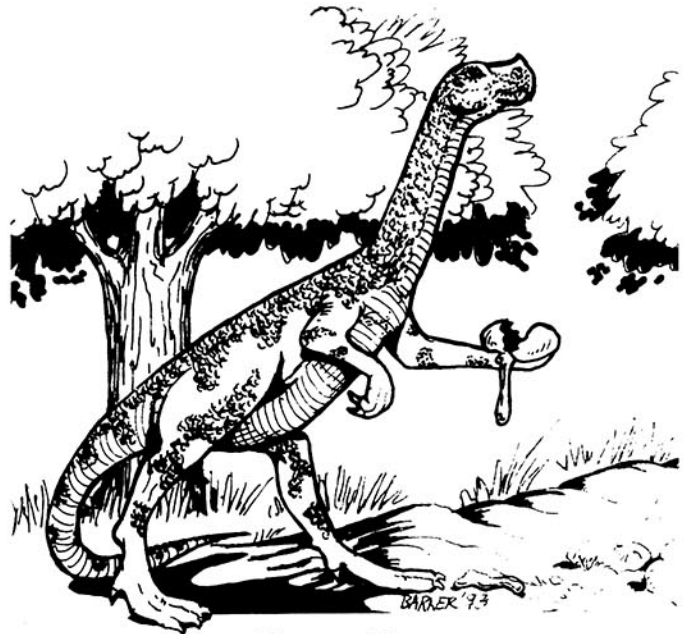
See Exterior Ærth section

Herd Animals

See Exterior Ærth section

Hippophant

See Exterior Ærth section



Hippo, King

Illustration: Page 247

Identifier: Animal, Mammalia, Artiodactyla, Hippopotamid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(20'-30' L)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 220 yds/BT and 33 yds/CT (1 CT only)

Swim/Bottom Walk: 60 yds/BT and 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/7/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	55	P	4D6	30 (33)†
Smash/Trample*	20	B/I*	2D6	30
Capsize	**			

* If the attacker charges and strikes the opponent, then Blunt Physical damage accrues to the target subject; and if that subject is under 3' in height or is knocked prone, then damage is Impact. Impact damage cannot be absorbed by any type of armor.

** Chance to capsize boat by size: Large—15%; Medium—50%; Small—80%.

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 440, WL: 330, CL: 396

PM: 240

PMCap: 102

PMPow: 42

PMSpd: 96*

PN: 200

PNCap: 96

PNPow: 32

PNSpd: 72*

* Divide by 24 for effective PMSpd 4 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8*	8	24	8
Super	9	9	18	6*	6	18	6
Vital	6	6	12	4*	4	12	4
Non	3	3	6	2*	2	6	2
Average	7	7	15	5*	5	15	5

* Animal in water = invulnerable.

Commentary & Description:

The king hippo (*Hippopotamus gorgops*) is similar in form to the smaller version except for its eyes, which stick up above the skull on short stalks. These provide the animal with a very panoramic view of the surroundings while it is immersed in its aquatic habitat. Wise navigators will always steer well clear of these incredibly large beasts, as they are easily disturbed, and will capsize any vessel that draws near enough. Otherwise, treat these creatures as normal hippopotami.

Horned Hunter

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size
(10' T)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	4D3	9
Bite	20	P	4D6	9
Horn (x4)	20	P	2D6*	9

* Double PD if charging to strike.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 120

PMCap: 51

PMPow: 21

PMSpd: 48*

PN: 120

PNCap: 51

PNPow: 21

PNSpd: 48*

* Divide by 12 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	8	8	20	12
Super	9	12	15	6	6	15	9
Vital	6	8	10	4	4	10	6
Non	3	4	5	2	2	5	3
Average	7	10	12	5	5	12	7

Commentary & Description:

This vicious quadruped is an aggressive carnivore who will eat any form of meat, alive or dead. If, during a hunting foray, it comes across other predators with their kill, it will attack, attempting to take the carcass for itself. Horned hunters have a set of four sharp horns on their heads, which they use in a ferocious charge, followed by a standing, side-to-side slashing attack.





Homtooth

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(15' T)

Number Appearing: 5-10 (1D6+4)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D6	12
Bite	30	P	4D6	12
Tusks (x2)	35	P*	2D6*	12

* 2D6+12 Impact damage if charging. Impact damage cannot be absorbed by any kind of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 300, WL: 225, CL: 270

PM: 150

PN: 150

PMCap: 66

PNCap: 66

PMPow: 24

PNPow: 24

PMSpd: 60*

PNSpd: 60*

* Divide by 12 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	8	8	20	12
Super	9	12	15	6	6	15	9
Vital	6	8	10	4	4	10	6
Non	3	4	5	2	2	5	3
Average	7	10	12	5	5	12	7

Commentary & Description:

The hornetooth is a 15' tall omnivore that is closely related to the horned hunter, but it is differentiated by its size, massive head, and tusks instead of head horns. Luckily, this larger creature is slightly less aggressive, and will consume vegetation if prey is not available.

Houndbear

Illustration: Page 185

Identifier: Animal, Mammalia, Carnivora, Ursid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 1xhuman-size

(5' L; 3'-4' T; 200-250#)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 280 yds/BT and 350 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 4 and —/35/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	2D6	3

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 130, WL: 97, CL: 117

MM: 10

MR: 10

PM: 70

PN: 60

MMCap: 4

MRCap: 4

PMCap: 36

PNCap: 29

MMPow: 3

MRPow: 3

PMPow: 15

PNPow: 15

MMSpd: 3

MRSpd: 3

PMSpd: 19

PNSpd: 16

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Houndbears (*Hemicyon*) are active hunters of the open plains. Built more like a heavy dog than a bear, they are relatively fast runners. They are tan to brown in color, with a darker face and paws. These successful predators are aggressive and roam in packs much as do wild dogs of the exterior.

Humanoid, Pithicanthropoid

Illustration: Page 185

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Interior Ærth, Outer Band, Northern Region (Sapient)

Size: 0.5xhuman-size

(4' T; 70#)



Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Walk: 50 yds/BT
Trot: 100 yds/BT
Run: 150 yds/BT
Climb: 10 yds/BT
Swim: 20 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 13 and 12/44/8 or by individual

Attractiveness: Human norm with 1D6

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Hands (x2)	30	B	2D3	5
Bite	45	P	1D6	5 (6)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, -3 M penalty, +5 PM bonus, +2 PN bonus, -4 SM penalty, -2 SP penalty)

M (Cunning): 38, EL: 30 P: 80, WL: 60, CL: 72 S: 36, EL: 28

MM: 19 MR: 19 PM: 46 PN: 34 SM: 16 SP: 20

MMCup: 7 MRCup: 7 PMCap: 17 PNCap: 13 SMCup: 7 SPCup: 10

MMPow: 6 MRPow: 6 PMPow: 17 PNPow: 11 SMPow: 5 SPPow: 6

MMSpd: 6 MRSpd: 6 PMSpd: 12* PNSpd: 10* SMSpd: 4 SPSpd: 4

*Multiply by 2 for effective PMSpd of 24 and PNSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	4	0	0	4	0
Super	0	0	3	0	0	3	0
Vital	0	0	2	0	0	2	0
Non	0	0	1	0	0	1	0
Average	0	0	2	0	0	2	0

Commentary & Description:

This ape-like humanoid creature is small, about the size of an Exterior human child of 10 years or so age. They are very strong, very ugly and have bad tempers. They are the most southerly of the sapient races of the interior, dwelling in the forested regions. The lengthened thumbs of the Pithicanthropoid enable them to climb easily, and they spend most of their time in the trees.

Pithicanthropoids have a loosely organized, rudimentary culture that uses cooperative hunting techniques to provide food. There is some indication that these humanoids are tool users, but this would be restricted to very basic weapons. Their communication is mostly limited to grunts and gestures, although they might be trained to speak a few words or phrases.

Human, Cro-Magnon

Illustration: Page 250

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Interior Ærth, Outer Band, Northern Region (Sapient)

Size: 1xhuman-size

(5'6"+ T; 150#+/-)

Number Appearing: 6-36 (6D6)

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run: 270 yds/BT

Climb: 20 yds/BT

Swim: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and 18/23/13 or by individual

Attractiveness: Human norm

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 0

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Hands (x2)	40	B	1D3	0
Club	60	B	2D6	0 (4)*
Spear	50	P	3D6	0 (2)*
Bow (short, self)	50	P	3D6	0 (2)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, +2 PM bonus, +3 PN bonus, -1 SM penalty)

M (Cunning): 56, EL: 44 P: 73, WL: 54, CL: 65 S: 51, EL: 40

MM: 28 MR: 28 PM: 36 PN: 37 SM: 25 SP: 26

MMCup: 10 MRCup: 10 PMCap: 13 PNCap: 13 SMCup: 10 SPCup: 12

MMPow: 9 MRPow: 9 PMPow: 12 PNPow: 12 SMPow: 8 SPPow: 8

MMSpd: 9 MRSpd: 9 PMSpd: 11 PNSpd: 12 SMSpd: 7 SPSpd: 6



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	0	0	0	0	0
Super	0	0	0	0	0	0	0
Vital	0	0	0	0	0	0	0
Non	0	0	0	0	0	0	0
Average	0	0	0	0	0	0	0

Commentary & Description:

The Cro-Magnon-like race of the interior world inhabits the southern regions of the Northern Band. There are several isolated groups that are based around a strong tribal system of clans and tribes. Together they hunt, fish, and herd animals, and there are even some limited farming communities. Fleet of foot, Cro-Magnons are able to trot and run alternately for extended periods of time so as to be able to exhaust animals hunted by chase. They also set up traps and drive quarry into them or over cliffs.

These are virtually *Homo sapiens* in an early stage of development, with large, developed brains and skulls whose cubic centimeter capacity is larger than the average of humans living on the exterior. They have a well-developed tool technology that is utilized to build shelters and manufacture clothing. They even have a beginning religious culture, which promotes the burial of their dead, and where they revere the cave bear. Similar to Earth's long-dead Cro-Magnon peoples, these folk decorate special caves with drawings and paintings.

Human, Neanderthal

Illustration: Page 185

Identifier: Animal, Mammalia, Primate, Hominid

Habitat: Interior Earth, Outer Band, Northern Region (Sapient)

Size: 1xhuman-size

(up to 5' + T; 175#)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 120 yds/BT

Run: 180 yds/BT

Climb: 5 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and 14/23/10 or by individual

Attractiveness: Human norm with 2D6-1

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Hands (x2)	35	B	2D3	7
Bite	40	P	1D6	7
Club (2-h)	50	B	4D6	7 (9)**
Spear	40	P	3D3	7
Stone	40	B	1D6	7
Large Rock*	20	I*	4D6	7

* Only when it can be hurled from above. Impact damage cannot be absorbed by any sort of armor other than Full Plate armor.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3, -2 M penalty, +4 PM bonus, +1 PN bonus, -3 SM penalty, -1 SP penalty)

M*: 44, EL: 35	P: 90, WL: 67, CL: 81	S: 42, EL: 33
MM: 22	MR: 22	PM: 54
MMCap: 8	MRCap: 8	PMCap: 22
MMPow: 7	MRPow: 7	PMPow: 19
MMSpd: 7	MRSpd: 7	PMSpd: 13
		PN: 36
		PNCap: 14
		PNPow: 12
		PNSpd: 10
		SM: 19
		SMCap: 8
		SMPow: 6
		SMSpd: 5
		SP: 23
		SPCap: 11
		SPPow: 7
		SPSpd: 5

*May be Mentally attacked.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	4	0	0	4	0
Super	0	0	3	0	0	3	0
Vital	0	0	2	0	0	2	0
Non	0	0	1	0	0	1	0
Average	0	0	2	0	0	2	0





Commentary & Description:

Interior Ærth's Neanderthaloid race is made up of large, powerfully built individuals with big hands, and broad heads with prominent occipital ridges and eyebrows. Although not fleet of foot, they are very strong and powerful, relying on surprise and brute force for success in their endeavors. They are somewhere in cultural development between the Pithicanthropoid and the Cro-Magnon species, albeit closer to the latter than the former in regards development. These people are hunters and migrants who are organized around many small family groups and clans that compete with each other in their more northerly habitat in the Northern Band. They do not build permanent shelters and typically locate in caves.

Hyena, Giant

Illustration: Page 185

Identifier: Animal, Mammalia, Carnivora, Hyaenid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 2xhuman-size

(5'-7' L; 3+ H at shoulder, 250-440#)

Number Appearing: 1-20 (1D20)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/27/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	5D3	8 (9)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 180, WL: 135, CL: 162

PM: 95

PN: 85

PMCap: 51

PNCap: 37

PMPow: 20

PNPow: 18

PMSpd: 24*

PNSpd: 30*

* Divide by 2 to find effective PMSpd of 12 and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This predator/scavenger (*Pachycrocruda*) is twice the size of a regular (spotted) hyena—nearly the size of a normal lion, in fact—but has nearly the same habits. Because it dwells in a place where there is no night, the species has adapted to hunting in the light. Here, too, there is an ongoing battle between hyena and lion, although the size of both combatants is enlarged.

Ichthyosaurus

Illustration: Page 182

Identifier: Animal, Reptilia, Ichthyosaur, Ichthyosaurid

Habitat: Interior Ærth, Equatorial Band, Marine, Tropical Waters

Size: 2xhuman-size

(9-15' L)

Number Appearing: 5-50 (5D10)

Modes & Rates of Movement:

Swim/Burst: 360 yds/BT and 44 yds/CT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	3D3	10

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 2

MRPow: 2

MMSpd: 1

MRSpd: 1

P: 220, WL: 165, CL: 198

PM: 120

PN: 100

PMCap: 53

PNCap: 44

PMPow: 22

PNPow: 17

PMSpd: 45*

PNSpd: 39*

* Divide by 3 to find effective PMSpd of 15 and PNSpd of 13



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0*	0	20	0
Super	3	6	12	0*	0	15	0
Vital	2	4	8	0*	0	10	0
Non	1	2	4	0*	0	5	0
Average	2	5	10	0*	0	12	0

* Animal in water = invulnerable

Commentary & Description:

The Ichthyosaurus is a large aquatic predator that travels the interior seas in groups of up to 50 in number. They are reddish-brown in color, and dolphin-like in form. Their elongated jaws contain sharp teeth which are used to take their normal prey of fish and cephalopods. They will not hesitate to attack humans, or any victim up to twice their size, for that matter. Their front and rear flippers are shaped like hydrofoils, enabling agile, rapid movement.

Ice Horse

See Exterior Ærth section

Juggernaut

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 24xhuman-size

(15' L; 12' T)

Number Appearing: 10-30 (5D5+5)

Modes & Rates of Movement:

Walk: 60 yds/BT

Trot: 90 yds/BT

Run/Charge: 180 yds/BT and 24 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	12
Smash/Trample*	20	B/I*	5D3*	12

* If the attacker charges and strikes the opponent, then Blunt Physical damage accrues to the target subject; and if that subject is under 3' in height or is knocked prone, then damage is Impact. Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 720, WL: 540, CL: 648

PM: 380 PN: 340

PMCap: 260 PNCap: 220

PMPow: 24 PNPow: 24

PMSpd: 96* PNSpd: 96*

* Divide by 24 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description:

Because of its slow, plodding gait, this 12' high herbivore has developed body armor to protect it from predators. This huge-bodied quadruped travels in small herds led by the largest and fastest male. When the herd is confronted with danger, this individual will face any threat head on, charging and trampling the offender beneath its immense feet.

Juggler

Illustration: Page 180

Identifier: Animal, Reptilia, Thecodonta, Rauisuchianid

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(25' L, 2500#)

Number Appearing: 1 (75%) or 2 (25%)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run/Charge: 300 yds/BT and 40 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	2D3	12
Bite	50	C/P	6D3+6	12 (14)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20 P: 400, WL: 300, CL: 360
 MM: 10 MR: 10 PM: 200 PN: 200
 MMCap: 4 MRCap: 4 PMCap: 104 PNCap: 104
 MMPow: 3 MRPow: 3 PMPow: 24 PNPow: 24
 MMSpd: 3 MRSpd: 3 PMSpd: 72* PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	8	8	20	12
Super	9	12	15	6	6	15	9
Vital	6	8	10	4	4	10	6
Non	3	4	5	2	2	5	3
Average	7	10	12	5	5	12	7

Commentary & Description:

This vicious quadrupedal rauisuchianid (*Neopostosuchus horribilis*) is a very aggressive carnivore, able to move into a bipedal stance for rushing and attacking. Balanced with its tail held behind, the so-called "juggler" uses the long, rather crocodilian jaws set in its great head to seize and toss its prey. Blood spurting, hapless victims fly about as if the reptile was, in fact, juggling. A rather grim play too on the jugular vein. Of course, larger prey is bitten and hunks torn from it thus, as the juggler's backward-curving, flattened, conical teeth have serrated cutting edges. Typically a lone hunter, pairs of these creatures will occasionally be seen seeking prey. Other than intruding saurian carnivores, the major competitor of this species is the related pack-hunting gallopgator (q.v.)

Kangaroo, Giant

Illustration: Page 181

Identifier: Animal, Mammalia, Marsupialia, Macropodid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 2xhuman-size
 (10' L; 275-450#)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Walk: 90 yds/BT
 Hop: 180 yds/BT
 Burst: 800 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 1 and —/32/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	2D3	0
Kick	30	B	4D3	10

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10 P: 174, WL: 130, CL: 156
 MM: 5 MR: 5 PM: 90 PN: 84
 MMCap: 2 MRCap: 2 PMCap: 36 PNCap: 32
 MMPow: 1 MRPow: 1 PMPow: 22 PNPow: 20
 MMSpd: 2 MRSpd: 2 PMSpd: 32* PNSpd: 32*

* Divide by 2 for effective PMSpd and PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This large creature has a shorter face and longer feet than its exterior cousin. Like the normal kangaroo, it is herbivorous, though it is primarily a browser, using its height to reach up into trees for leaves and fruit. Using its feet for its primary form of defense, this animal is capable of kicking the sense out of a normal human-sized creature.

Lion, Cave

Illustration: Page 183

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size
 (11' L, 475 - 700#)

Number Appearing: 1 or 2-10 (2D5)

Modes & Rates of Movement:

Stalk: 50 yds/BT*
 Walk: 110 yds/BT
 Trot: 165 yds/BT
 Run/Charge: 220 yds/BT and 330 yds/BT (1 BT only)
 Climb: 5 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	2D3	20 (21)**
Bite	50	P	3D3+3	20 (22)**
Smash	45	B	3D6+3	20 (21)** †

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

†Double damage if enraged. (See Lion, in the Exterior /Ærth section.)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20		P: 230, WL: 172, CL: 207
MM: 10	MR: 10	PM: 120 PN: 110
MMCap: 4	MRCap: 4	PMCap: 46 PNCap: 44
MMPow: 3	MRPow: 3	PMPow: 32 PNPow: 24
MMSpd: 3	MRSpd: 3	PMSpd: 42* PNSpd: 42*

* Divide by 3 for effective PMSpd PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	12	0
Super	3	6	6	0	0	9	0
Vital	2	4	4	0	0	6	0
Non	1	2	2	0	0	3	0
Average	2	5	5	0	0	5	0

Commentary & Description:

Probably the largest living cat, the cave lion (*Panthera spelæoid*) is also one of the most fierce. They live in rocky regions, and lair in caves and caverns where they rest when not hunting. They take their prey using their strong jaws and teeth with their powerful claws. Unlike their cousins on the exterior, cave lions have thick coats with dark brown spots and little or no mane.

Lion, Chisel-Toothed

See Exterior /Ærth section

Lion, Cutlass-Toothed

Illustration: Page 183

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Interior /Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(4'-6' L; 375-525#)

Number Appearing: 1 or 1-5 (1D5)

Modes & Rates of Movement:

Stalk: 50 yds/BT*

Walk: 110 yds/BT

Run: 165 yds/BT

Charge: 220 yds/BT and 330 yds/BT (1 BT only)

Climb: 5 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/24/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Foreclaws (x2)	45	C	2D3	18
Bite	40	P	2D6+4	18
Hindclaws rake	*	C	3D3	18
Claws (x2)	45	C	2D3	18 (19)**

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20		P: 212, WL: 159, CL: 190
MM: 10	MR: 10	PM: 100 PN: 90
MMCap: 4	MRCap: 4	PMCap: 40 PNCap: 40
MMPow: 3	MRPow: 3	PMPow: 30 PNPow: 30
MMSpd: 3	MRSpd: 3	PMSpd: 36* PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	12	0
Super	3	6	6	0	0	9	0
Vital	2	4	4	0	0	6	0
Non	1	2	2	0	0	3	0
Average	2	5	5	0	0	7	0

Commentary & Description:

The cutlass-toothed lion (*Homotherium*) is actually related to the smilodon. It too has huge upper canine teeth. It is just a bit larger than the sabre-tooths, though, and is one of the most frequently encountered great hunting cats of the inner world of /Ærth. It is a powerfully built carnivore, with a tawny coat and spotted, white underside, and a short tail. It has long, serrated teeth that are used to rip deep wounds in its prey. After the cat pounces upon its victim and drives its fangs in, it holds fast or else stalks the wounded prey until it dies of blood loss.

Lion, Pike-Toothed

See Exterior /Ærth section



Lizard, Barbface

Illustration: See below

Identifier: Animal, Reptilia, Squamata, Lacertillid

Habitat: Interior Ærth, Intermediate Band

Size: 6xhuman-size

(30' L)

Number Appearing: 1-2

Modes & Rates of Movement:

Crawl: 50 yds/BT

Run/Charge: 150 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	25	C	3D3	20
Bite*	40	P	3D6	20

* Once bite succeeds, the animal holds on until either it or the prey is dead, doing automatic damage each CT thereafter.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 300, WL: 225, CL: 270

PM: 160

PMCap: 96

PMPow: 32

PMSpd: 32*

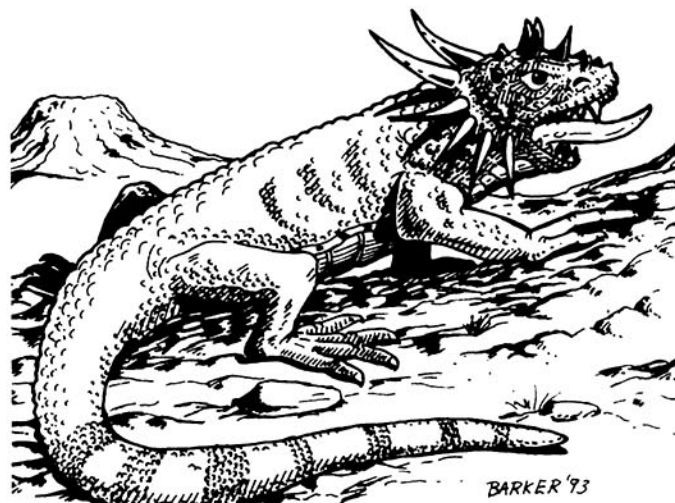
PN: 140

PNCap: 84

PNPow: 28

PNSpd: 28*

* Divide by 6 for effective PMSpd of 5 and PNSpd of 4.



BARKER '73

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	4	4	24	4
Super	12	15	18	3	3	18	3
Vital	8	10	12	2	2	12	2
Non	4	5	6	1	1	6	1
Average	10	12	15	2	2	15	2

Commentary & Description:

This long, lean, and spike-skulled reptile is an active hunter in the savage lands of Interior Ærth. The frill of spikes serves to protect these creatures when they attack prey, including any saurians who happen to enter the region inhabited by them, for they are quite stupid and tend to go after anything alive and moving. Once its jaws are locked onto prey, it hangs on until either its prey or itself is dead.

Lizard, Colositor

See Exterior Ærth section

Lizard, Gila Monstrous

Illustration: Pages 189 and 256

Identifier: Animal, Reptilia, Lacertilian, Heloderm

Habitat: Interior Ærth, Intermediate Band

Size: 2xhuman-size

(8' L)

Number Appearing: 5-7 (1D3+4)

Modes & Rates of Movement:

Crawl: 40 yds/BT

Run: 120 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	15	C	2D3	11
Bite	30	P	2D6*	11

* Plus paralytic poison always causing 10, 10, and 5 points of P damage in three immediate successive BTs. Additionally, prey not succeeding a DR "Difficult" roll against PN CATEGORY are immobilized the following CT and remain paralyzed for 6 BTs.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 180, WL: 135, CL: 162

PM: 100

PMCap: 53

PMPow: 23

PMSpd: 24*

PN: 80

PNCap: 40

PNPow: 20

PNSpd: 20*

* Divide by 2 for effective PMSpd of 12 and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	4	0	0	4	0
Super	6	9	3	0	0	3	0
Vital	4	6	2	0	0	2	0
Non	2	3	1	0	0	1	0
Average	5	7	2	0	0	2	0

Commentary & Description:

This 8-foot long lizard is a huge Gila monster. It has a large, broad head with black beady eyes, a stocky body supported by short sturdy legs with large feet, big toes and strong claws. Its tail is short and has a swollen appearance. Bead-like scales cover its body. Its muzzle is black followed by a bright orange, pink, or yellow and black swirling pattern on the body itself.

The Gila monstrous is venomous. Its venom is used primarily to immobilized prey. The venom is dangerous to humans. The Gila monstrous is also pack-hunting. Packs of 4-6 lizards will hunt the young of small to medium creatures. They also enjoy feasting on the eggs of other reptiles. They spend 95% of their time in underground lairs. When they are encountered on the surface, they are there because they are hungry, and therefore more aggressive.

Lizard, Leech

Illustration: Pages 172 and 180

Identifier: Animal, Reptilia, Squamata, Lacertillid

Habitat: Interior Ærth, Intermediate Band

Size: 1xhuman-size

(10' L)

Number Appearing: 1-10 (1D10)

Modes & Rates of Movement:

Crawl: 50 yds/BT

Run/Charge: 150 yds/BT and 25 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

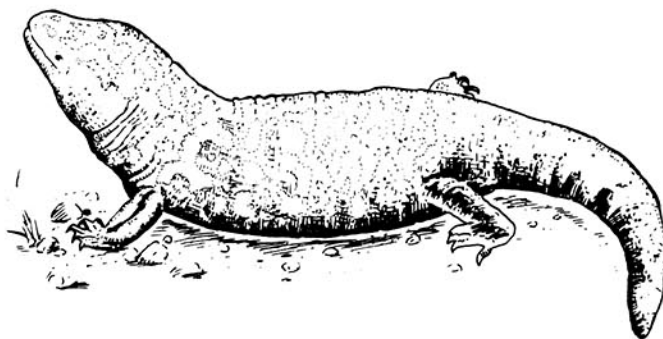
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	1D3+Special*	2 (3)**

* Injects an anesthetic chemical. Target must make a Perception (Mental) roll at DR "Extreme" to notice the attack if asleep. If awake, target must make a PNPow roll at DR "Hard" to stay awake.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 90, WL: 67, CL: 81

PM: 45

PMCap: 17

PMPow: 14

PMSpd: 14

PN: 45

PNCap: 17

PNPow: 14

PNSpd: 14

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description:

This so-called lizard is a legged snake which usually slithers, using its four short legs when it wants speed. If on the surface, it will hunt at night seeking sleeping prey. It has an anesthetic chemical in its saliva, so its bite is not noticed. The leech lizard then drinks its prey's blood, and a hungry one can drain three quarts! In a human, this is equal to sustaining Physical damage equal to the CL and results in Shock. If a large group of these attack, even gigantic animals are likely to be found as corpses in the morning.

Lizard, Megalania

See Lizard, Colositor, Exterior Ærth section



Lizard, Thug

Illustration: See right

Identifier: Animal, Reptilia, Lacertilian, Chameleon

Habitat: Interior Ærth, Intermediate Band

Size: 24xhuman-size

(60' L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 50 yds/BT

Run/Charge: 100 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: -15 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil



BARKER-ROSA

Attacks	BAC	Damage Type	Base	Bonus
Bite*	45	P	6D6	24 (25)**

*Once bite succeeds, hold is maintained until either the lizard or the target is dead, with damage being inflicted automatically.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 12

P: 460, WL: 345, CL: 414

MM: 6

MR: 6

PM: 240

PN: 220

MMCap: 3

MRCap: 3

PMCap: 108

PNCap: 103

MMPow: 2

MRPow: 2

PMPow: 36

PNPow: 33

MMSpd: 1

MRSpd: 1

PMSpd: 96*

PNSpd: 84*

* Divide by 24 for effective PMSpd of 8 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	12
Super	9	12	15	12	12	15	9
Vital	6	8	10	8	8	10	6
Non	3	4	5	4	4	5	3
Average	7	10	12	10	10	12	7

Commentary & Description:

This is one of the largest carnivores found in the interior of Ærth. The thug lizard hides itself in rocks or scrub, lying motionless, its skin color altered to match whatever the background happens to be, from dark gray to green or brown. When prey approaches close enough, the thug rushes out, bites, and holds fast, if the victim isn't slain immediately. Some titanic battles indeed occur when these monstrous lizards encounter others of like size or some wandering saurian.

Lizard, Tree-Topper

Illustration: Page 183

Identifier: Animal, Reptilia, Squamata, Lacertillid

Habitat: Interior Ærth, Intermediate Band

Size: 3xhuman-size

(15' L)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Run: 90 yds/BT

Climb: 90 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	4D3	8
Bite	20	P	2D3	8

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 180, WL: 135, CL: 162

PM: 90

PN: 90

PMCap: 34

PNCap: 34

PMPow: 20

PNPow: 20

PMSpd: 36*

PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	4	0	0	4	12
Super	6	6	3	0	0	3	9
Vital	4	4	2	0	0	2	6
Non	2	2	1	0	0	1	3
Average	5	5	2	0	0	2	7

Commentary & Description:

Roaming all manner of wooded areas of the Intermediate Band, treetoppers are known thus for two reasons. They generally dwell high up in trees, and being herbivores, they strip the foliage of the upper portions of these plants. Although not aggressive, they have very long and sharp claws for climbing and defense against predators. If they are disturbed, these lizards will certainly use their defenses to make certain they are safe, and that might mean attack.

Lope-Hound

Illustration: Page 183

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior /Earth, Intermediate Band

Size: 2xhuman-size

(6' T at the shoulder, 400+)

Number Appearing: 3-7 (1D5+2)

Modes & Rates of Movement:

Walk: 80 yds/BT

Lope: 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	3D3+3	6 (10)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 150, WL: 112, CL: 135

PM: 80

PN: 70

PMCap: 32

PNCap: 32

PMPow: 18

PNPow: 16

PMSpd: 30*

PNSpd: 22*

* Divide by 2 to find effective PMSpd of 15 and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

These creatures appear to be bristle-haired, horribly misshapen, thick-bodied hyenas from nightmare. With their heavy tails held stiffly behind, these pack-hunting predators and scavengers of the inner world move constantly about the plains of the Intermediate Band searching for food, dead or alive. They have no fear of humans, of course, and pity the poor traveller caught in the open by lope-hounds.

Mammoth Woolly

See Elephant Woolly Mammoth

Mauler

Illustration: Page 189

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior /Earth, Intermediate Band

Size: 3xhuman-size

(9' T; 600-800#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 210 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	3D3	15
Bite	40	P	2D6	15

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 200, WL: 150, CL: 180

PM: 100

PMCap: 43

PMPow: 27

PMSpd: 30*

PN: 100

PNCap: 43

PNPow: 27

PNSpd: 30*

* Divide by 3 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	8	0
Super	6	6	9	0	0	6	0
Vital	4	4	6	0	0	4	0
Non	2	2	3	0	0	2	0
Average	5	5	7	0	0	5	0

Commentary & Description:

This large omnivore is 9' tall at the shoulder, with dark black scales and reddish-amber eyes. Its long forelegs are heavily clawed with talons larger than the monster's fangs. This creature is always solitary, and it hunts in the shadows of the gloomy forests of the interior world. The mauler has a distinctive, blood-curdling growl when stalking nearby prey, causing all but the most steadfast of herbivores to bolt in fear.

Moose, Four-Homed

Illustration: Page 183

Identifier: Animal, Mammalia, Artiodactyla, Giraffid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(8' T at shoulder; 1600-2100+#)

Number Appearing: 1-2

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run/Charge: 270 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil/Base 10

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	8
Horns	25	P	2D6+2*	8*
Trample (hooves)	15	B/I**	4D3	8

* Double damage if charging and striking opponent.

** No bonus and Blunt Physical damage only unless the opponent is under 3' tall or else low/prone so as to be subject to full force and weight, in which case damage is Impact and bonus is added. Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 160 PN: 140

PMCap: 92 PNCap: 76

PMPow: 20 PNPow: 20

PMSpd: 48* PNSpd: 44*

* Divide by 6 for effective PMSpd of 8 and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

These very large animals (*Sivatherium*) have stout bodies and heavy shoulders. The male of the species has huge, branched ossicones on top of its skull, and smaller, conical ossicones near the eyes. Only the latter are present in females. In other respects, treat these creatures as if they were regular moose.

Musk Ox

See Exterior Ærth section



Nightrunner

Illustration: Page 183

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 3xhuman-size

(8' T; 500#)

Number Appearing: 6-10 (1D5+5)

Modes & Rates of Movement:

Walk: 50 yds/BT

Trot: 100 yds/BT

Run/Charge: 250 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: -10 to Surprise roll

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	16
Horns (x2)	25	P	1D6*	16*

* Double damage if charging and striking opponent.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 250, WL: 187, CL: 225

MM: 10

MR: 10

PM: 130

PN: 120

MMCap: 4

MRCap: 4

PMCap: 66

PNCap: 66

MMPow: 3

MRPow: 3

PMPow: 28

PNPow: 24

MMSpd: 3

MRSpd: 3

PMSpd: 36*

PNSpd: 30*

* Divide by 3 for effective PMSpd of 12 and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This horn-mouthed, herbivorous cynodont is 8' tall, and gathers in small herds. These herds inhabit only the depths of the gloomy inner world forests where the light is as near darkness as can be imagined there. Nightrunners have a mottled coat that provides excellent camouflage in its environs, and this helps to hide members of the herd from nearby predators. If one of these creatures detects a potential threat nearby, it will stand completely still. Because reptilian eyesight detects movement better than shapes, this will foil many of the lacertilian predators. If the threatening creature moves as if to attack, the nightrunner will immediately turn its wicked horns toward the beast and bellow a cry of challenge, joining in battle if need be. Nightrunners have a moderate disposition, and may be approached successfully in a non-hostile manner. They have even been known to have served as temporary mounts, although they will never willingly leave their forest habitat.

Ostrich, Axe-Beaked

Illustration: Page 183

Identifier: Animal, Aves, Gruiformes, Ratite

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 3xhuman-size

(5'-7' T; 150-250#)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Walk: 110 yds/BT

Trot: 330 yds/BT

Run/Charge: 580 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	4D3+4	9 (10)*
Kick	25	B	2D3	9

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 190, WL: 142, CL: 171

PM: 90

PN: 100

PMCap: 36

PNCap: 43

PMPow: 21

PNPow: 24

PMSpd: 33*

PNSpd: 33*

* Divide by 3 for effective PMSpd and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

These carnivorous birds are heavily built, with stout legs and strong, clawed feet. They are incapable of flight, due to their small, useless wings, but are capable of briefly reaching a ground speed of nearly 40 mph. The axe-beaked ostrich has a large head and massive, eagle-like hooked beak enabling it to rend its prey.

Oxchuck

See Exterior Ærth section

Pandacoon

See Exterior Ærth section

Pandapir

See Exterior Ærth section

Peccaricom

See Exterior Ærth section

Pike Squid

Illustration: Page 182

Identifier: Animal, Cephalopoda, Ammonoidea, Ammonid

Habitat: Interior Ærth, Intermediate Band, Marine, Tropical Waters

Size: 6xhuman-size

(20'-30' L)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	3D6	20
Constrict (x2-4)	30	B/I*	1D3	20
Ink Secretion	50	Special**	Special	0

* A constricting (tentacle) attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of non-enchanted armor.

** Ink blinds swimmers 11-20 (1D10+10) CTs

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

P: 320, WL: 240, CL: 288

MM: 5

MR: 5

PM: 166

PN: 154

MMCap: 2

MRCap: 2

PMCap: 74

PNCap: 68

MMPow: 1

MRPow: 1

PMPow: 32

PNPow: 32

MMSpd: 2

MRSpd: 2

PMSpd: 60*

PNSpd: 54*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	0
Super	9	12	15	12	12	15	0
Vital	6	8	10	8	8	10	0
Non	3	4	5	4	4	5	0
Average	7	10	12	10	10	12	0



Commentary & Description:

This great sea creature has an armored shell which is conical, with tentacles and a mouth equipped with a tooth-filled beak. While unable to swim at any rapid pace, it is nonetheless able to rise from underneath its prey or descend with quickness. If wounded badly, the pike squid will release a great burst of blinding ink to facilitate its escape.

Quadrilope

Illustration: Page 183

Identifier: Animal, Mammalia, Artiodactyla, Protoceratid

Habitat: Interior /Earth, Outer Band, Northern Region

Size: 0.5xhuman-size
(3' L; 35-50#)

Number Appearing: 2-20 (2D10)

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Run/Charge: 350 yds/BT and 490 yds BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 7 and —/38/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	0
Horns	20	B	4D3*	0

* Double damage if charging and striking.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 50, WL: 37, CL: 45

PM: 28

PMCap: 11

PMPow: 6

PMSpd: 11*

PN: 22

PNCap: 8

PNPow: 6

PNSpd: 8*

* Multiply by 2 for effective PMSpd of 22 and PNSpd of 16.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

A quadrilope is a small deer-like animal dwelling primarily in woodland areas. All of these animals have bony outgrowths on their face. For males, these consist of three pair of knobs: one pair behind the nostrils, one pair above the eyes, and one pair on top of the head. Females have only the top pair.

Rhinoceros, Four-Horned

Illustration: Page 263

Identifier: Animal, Mammalia, Perissodactyla, Embrithopodid

Habitat: Interior /Earth, Outer Band, Southern Region

Size: 12xhuman-size
(11' L; 6' T at shoulder)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 440 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

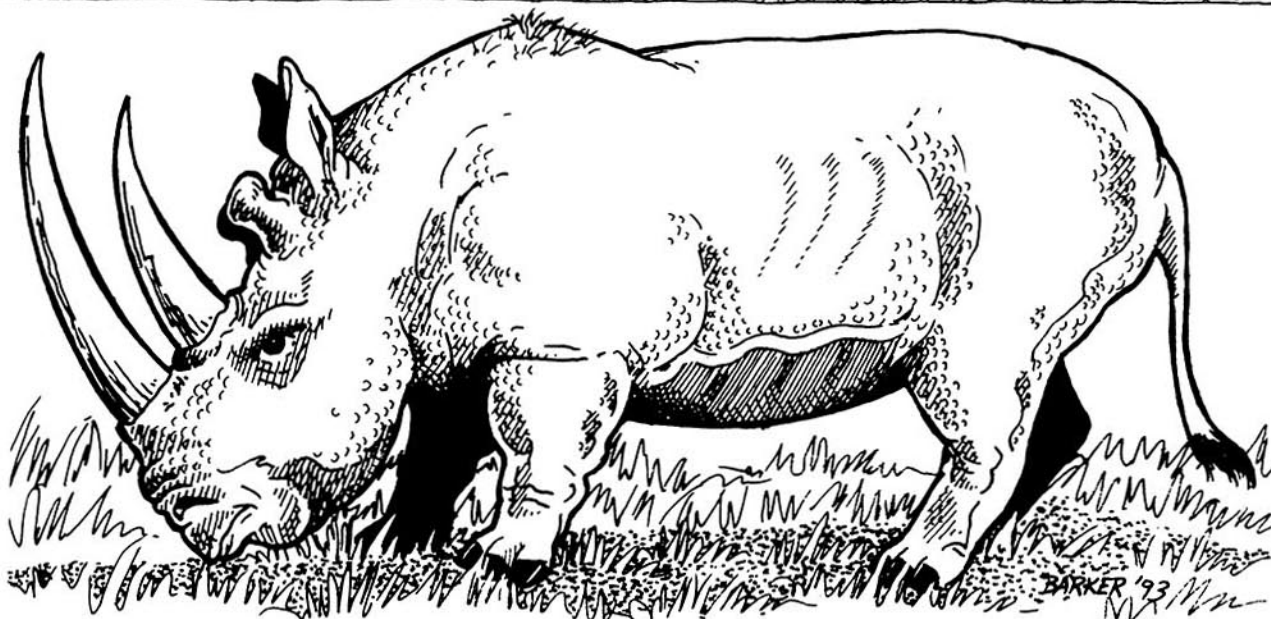
Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D3	16
Horn/Tusk	30	P	4D6*	16
Trample**	15	I†	3D6	16

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCup: 2

MRCup: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 360, WL: 270, CL: 324

PM: 190 PN: 170

PMCap: 90 PNCap: 90

PMPow: 28 PNPow: 20

PMSpd: 72* PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	12
Super	9	12	15	12	12	15	9
Vital	6	8	10	8	8	10	6
Non	3	4	5	4	4	5	3
Average	7	10	12	10	10	12	7

Commentary & Description:

The four-horned rhinoceros (*Arsinoitherium*) has two massive, cone-shaped projections set between its nostrils and ears, with another little pair of knobby ones just behind the great ones. These knobs are possibly similar to the ossicones of the giraffe and are not useful as horns for attack or defense. This creature is an herbivore which browses in riverside forests. Stupid and near-sighted, they are likely to charge anything they detect nearby and can't identify as non-harmful.

Rhinoceros, Giant Four-Horned

Illustration: Page 183

Identifier: Animal, Mammalia, Perissodactyla, Embrithopodid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 24xhuman-size

(15' L; 8' T at shoulder)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 100 yds/BT and 200 yds/BT

Run/Charge: 300 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D6	21
Horn/Tusk	30	P	2D3*	21
Trample**	20	1†	3D6	21

* Plus 6D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 480, WL: 360, CL: 432

PM: 240

PMCap: 111

PMPow: 33

PMSpd: 96*

PN: 240

PNCap: 114

PNPow: 30

PNSpd: 96*

* Divide by 24 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	12
Super	9	12	15	12	12	15	9
Vital	6	8	10	8	8	10	6
Non	3	4	5	4	4	5	3
Average	7	10	12	10	10	12	7

Commentary & Description:

This species is a larger and more aggressive variety of the four-horned rhino, listed above. It is a browser/grazer on the more open steppes.

Rhinoceros, Hippocorn

Illustration: Page 184

Identifier: Animal, Mammalia, Perissodactyla, Rhinocerotid, *Teleoceras*

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 12xhuman-size
(10' L)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 80 yds/BT and 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D6	16
Horn/Tusk	30	P*	2D3	16
Trample**	10	1†	3D6	16

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 420, WL: 315, CL: 378

PM: 220

PMCap: 120

PMPow: 28

PMSpd: 72*

PN: 200

PNCap: 112

PNPow: 28

PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	12
Super	9	12	15	12	12	15	9
Vital	6	8	10	8	8	10	6
Non	3	4	5	4	4	5	3
Average	7	10	12	10	10	12	7

Commentary & Description:

The hippocorn, or *Teleoceras*, has a long, hippo-like body atop short, stumpy legs. (These legs are so short, its belly sometimes drags on the ground when heavily fed.) It has a short, conical horn on its nose.

Hippocorns prefer water, poling themselves along the bottom of lakes and rivers. They are often the prey of large crocodilians, and have only their horns and bite for defense in the water.

Rhinoceros, Masterall

Illustration: Page 183

Identifier: Animal, Mammalia, Perissodactyla, Hyracodont

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 24xhuman-size

(26' L; 18' H. at shoulder, up to 66,000#)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 100 yds/BT and 200 yds/BT

Run/Charge: 300 yds/BT and 500 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	2D6	30
Smash/Trample*	25	1†	4D6**	30

* Applicable only when opponent is at the rhino's feet and is under 8 feet in height, or has been knocked down so as not to exceed that height.

** Plus 8D6 Impact Physical damage if charging.

† Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10	P: 640, WL: 480, CL: 576
MM: 5	MR: 5
MMCap: 2	MRCap: 2
MMPow: 1	MRPow: 1
MMSpd: 2	MRSpd: 2
PM: 340	PN: 300
PMCap: 178	PNCap: 138
PMPow: 42	PNPow: 42
PMSpd: 120*	PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	32	16	16	40	12
Super	9	12	24	12	12	30	9
Vital	6	8	16	8	8	20	6
Non	3	4	8	4	4	10	3
Average	7	10	20	10	10	25	7

Commentary & Description:

Also known as an *Indricotherium* or *Baluchitherium*, these gigantic animals have no horn. Their immense weight is supported on elephantine, three-toed legs. They primarily inhabit dry, open woodlands in small family groups.

The masterall has two front teeth on the top and two below. The upper teeth point downward like tusks, while the lower pair point forward. Their prehensile upper lip is used to pull leaves from the trees where they browse. If they charge and trample, any creature threatening them is likely to be in trouble unless it too is of massive size or agile indeed.

Rhinoceros, Rhinocom

Illustration: Page 181

Identifier: Animal, Mammalia, Perissodactyla, Rhinocerotid, *Elasmotherium*

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 24xhuman-size
(16' L, 10,000+)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 80 yds/BT and 160 yds/BT

Run/Charge: 240 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horn	35	P*	6D10	24
Trample**	20	1†	4D6	24

* Plus 6D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10	P: 540, WL: 405, CL: 486
MM: 5	MR: 5
MMCap: 2	MRCap: 2
MMPow: 1	MRPow: 1
MMSpd: 2	MRSpd: 2
PM: 290	PN: 250
PMCap: 134	PNCap: 124
PMPow: 36	PNPow: 30
PMSpd: 120*	PNSpd: 96*

* Divide by 24 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	28	16	16	32	12
Super	12	15	21	12	12	24	9
Vital	8	10	14	8	8	16	6
Non	4	5	7	4	4	8	3
Average	10	12	17	10	10	20	7

Commentary & Description:

This huge grassland grazer, one of the largest of prehistoric rhinoceroses, is not swift, but is heavily armored to discourage predators. They have no incisors to cut with, but use their lips to pick grass. These animals possess a 6½' horn that is grown from the forehead, not the snout as in other rhinos.



Rhinoceros, Six-Horned

Illustration: Page 183

Identifier: Animal, Mammalia, Perissodactyla, Dinoceratid

Habitat: Interior /Earth, Outer Band, Southern Region

Size: 12xhuman-size

(10' L; 5' T at shoulder)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 440 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	4D3	16
Horn	30	P	2D3*	16
Trample**	20	1†	3D6	16

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 380, WL: 285, CL: 342

PM: 210 PN: 170

PMCap: 110 PNCap: 86

PMPow: 28 PNPow: 24

PMSpd: 72* PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	24	12
Super	9	12	15	12	12	16	9
Vital	6	8	10	8	8	12	6
Non	3	4	5	4	4	6	3
Average	7	10	12	10	10	15	7

Commentary & Description:

The six "horns" on the head of this rhinoceros (*Ulnatherium*) are blunt, bony projections and covered with skin. Its main weapons are its sheer size and a pair of saber-like canine tusks on its upper jaw. In general, treat this as a rhino as regards habits and attack.

Rhinoceros, Trunked

Illustration: Page 267

Identifier: Animal, Mammalia, Perissodactyla, Amynodontid

Habitat: Interior /Earth, Outer Band, Southern Region

Size: 12xhuman-size

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	P	1D3	16
Trample*	25	1†	4D6**	16

* Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

** Plus 4D6 Impact damage if charging.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 380, WL: 285, CL: 342

PM: 210 PN: 170

PMCap: 110 PNCap: 86

PMPow: 28 PNPow: 24

PMSpd: 72* PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	24	12
Super	9	12	15	12	12	18	9
Vital	6	8	10	8	8	12	6
Non	3	4	5	4	4	6	3
Average	7	10	12	10	10	15	7

Commentary & Description:

This hornless rhino (*Cadurcodon*) has a foot-plus-long prehensile nose which looks like a little elephant's trunk. While it isn't as aggressive and fierce as many sorts of this creature, the trunked rhinoceros is dangerous in that it will charge and trample.

Rhinoceros, Woolly

Illustration: Page 183

Identifier: Animal, Mammalia, Perissodactyla, Rhinocerotoid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 12xhuman-size
(11' L)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 440 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks

	BAC	Damage Type	Base	Bonus
Bite	10	P	2D3	16
Horns	35	P	4D6*	16
Trample**	20	I†	4D6*	16

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 400, WL: 300, CL: 360

PM: 210 PN: 190

PMCap: 110 PNCap: 106

PMPow: 28 PNPow: 24

PMSpd: 72* PNSSpd: 60*

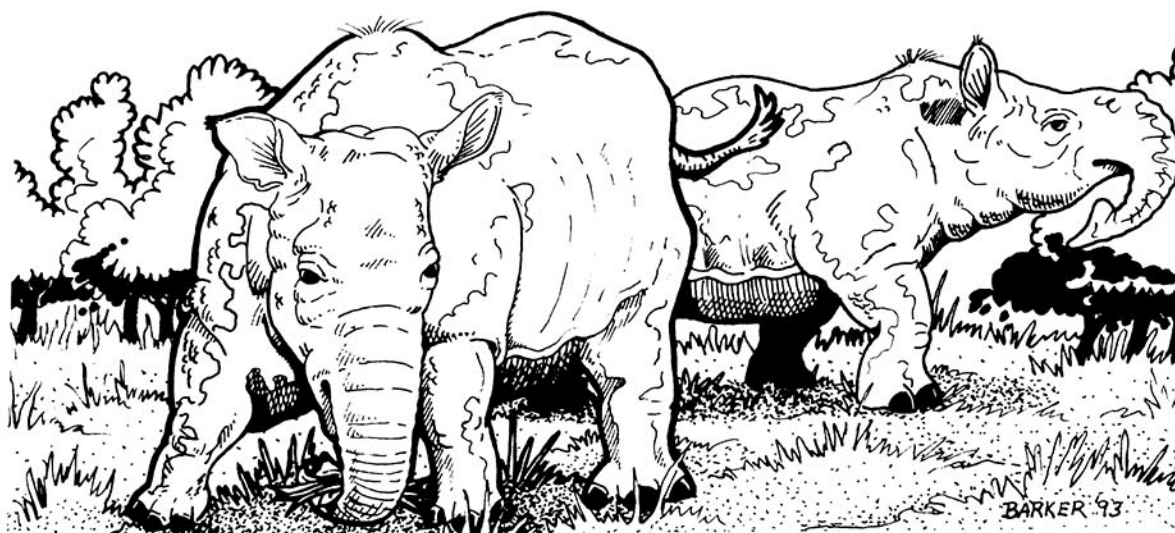
* Divide by 12 for effective PMSpd of 6 and PNSSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	12	16	28	12
Super	12	15	18	9	12	21	9
Vital	8	10	12	6	8	14	6
Non	4	5	6	3	4	7	3
Average	10	12	15	7	10	17	7

Commentary & Description:

The woolly rhino (*Coelodonta antiquitatis*) has a massive body with a shaggy coat. It is the thick coat which protects it in its habitat on the frozen steppes and tundra near the polar glaciers. It uses a pair of huge horns on its snout in combat—the front horn growing to more than 3' length in old males. This is an aggressive and dangerous animal to confront, let alone provoke.





Rhinoceros, Y-Horned

Illustration: Page 179

Identifier: Animal, Mammalia, Perissodactyla, Titanotherid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 24xhuman-size

(8' T at shoulder)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 75 yds/BT and 150 yds/BT

Run/Charge: 225 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horn	40	B/I*	4D6*	28
Trample**	20	I†	8D6*	28

* Plus 4D6 Impact damage if charging.

** Applicable only when opponent is at the rhino's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 3

MRCap: 3

MMPow: 1

MRPow: 1

MMSpd: 1

MRSpd: 1

P: 640, WL: 480, CL: 576

PM: 350 PN: 290

PMCap: 162 PNCap: 134

PMPow: 40 PNPow: 32

PMSpd: 148* PNSpd: 124*

* Divide by 24 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	16	16	32	12
Super	9	12	18	12	12	24	9
Vital	6	8	12	8	8	16	6
Non	3	4	6	4	4	8	3
Average	7	10	15	10	10	20	7

Commentary & Description:

The Y-horned rhino (*Brontotherium*), an elephant-sized animal, is a plains browser whose mouth is not as tough as that of a true rhinoceros. Though the bony knobs on the snout of this Titanotherid aren't used for piercing, the powerful charge of this great beast is capable of delivering a bone-shattering impact.

This species is very stupid and aggressive, and there are frequent fights among males for dominance. Such combat is often heard in the swampy woodlands where these creatures dwell.

Rhinorat

Illustration: See below

Identifier: Animal, Mammalia, Rodentia, Dinomyid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 6xhuman-size

(7+ ' L; 1,500-2,000#)

Number Appearing: 3-18 (3D6)

Modes & Rates of Movement:

Walk/Trot: 70 yds/BT and 140 yds/BT

Run/Charge: 210 yds/BT and 280 yds/BT (1 BT only)

Swim: 70 yds/BT

Burrow: 1 yd/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

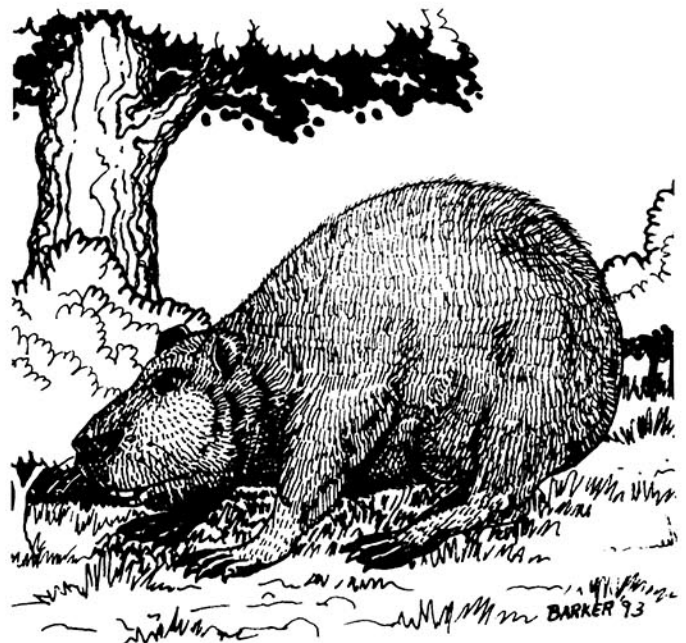
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil





Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	3D6	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 120

PMCap: 52

PMPow: 20

PMSpd: 48*

PN: 120

PNCap: 52

PNPow: 20

PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	4	0	16	0
Super	6	6	9	3	0	12	0
Vital	4	4	6	2	0	8	0
Non	2	2	3	1	0	4	0
Average	4	4	7	2	0	10	0

Commentary & Description:

This short-tailed rodent resembles a giant capybara the size of a small rhinoceros. It lives in great burrows that it digs with its hard claws. In combat, these claws are not used, as the rhinorat prefers to bite with its huge incisors.

Rhinorats are omnivorous, and very dangerous if hungry.

Sea Lion

See Exterior Ærth section

Sea Mucker

Illustration: Page 182

Identifier: Animal, Reptilia, Eusuchia, Gavialid

Habitat: Interior Ærth, Intermediate Band, Marine, Tropical Waters

Size: 24xhuman-size

(60'-70' long)

Number Appearing: 1 (80%) or 2 (20%)

Modes & Rates of Movement:

Crawl: 40 yds/BT

Swim/Surge: 200 yds/BT and 24 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	6D6	25
Tail Smash	20	B/I*	5D6	25
Capsize	**			

*Impact damage cannot be absorbed by any type of armor.

** Chance to capsize boat by size: Large—15%; Medium—30%; Small—50%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 6

MMCap: 3

MMPow: 2

MMSpd: 1

MR: 4

MRCap: 2

MRPow: 1

MRSpd: 1

P: 680, WL: 510, CL: 612

PM: 380

PMCap: 175

PMPow: 37

PMSpd: 168*

PN: 300

PNCap: 150

PNPow: 30

PNSpd: 120*

* Divide by 24 to find effective PMSpd 7 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	12*	8	32	4
Super	12	15	18	9*	6	24	3
Vital	8	10	12	6*	4	16	2
Non	4	5	6	3*	2	8	1
Average	10	12	20	7*	5	20	2

* Animal in water = invulnerable.

Commentary & Description:

This monstrous marine reptile (*Rhamphosuchus*) is almost never encountered on the shore, although sea muckers do return to land to lay their eggs. The creature is solitary, haunting the relatively shallow depths of the seas seeking large prey. A sea mucker is a raucous and appears much like some sort of long-jawed and long-tailed crocodilian. It lurks in the depths or else hides in seaweed, then rushes forth with a flick of its powerful tail in order to capture fish, reptiles, etc., swimming nearby.



Sea Serpent, True

Illustration: Page 182

Identifier: Animal, Reptilia, Lacertilia, Mosasaurid

Habitat: Interior Ærth, Outer Band, Marine, Temperate Waters

Size: 12xhuman-size

(24' L)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Swim: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	3D6	20
Constrict	40	B/I*	2D6	20
Capsize	**			

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor.

** Chance to capsize boat by size: Large—5%; Medium—15%; Small—30%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCup: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCup: 4

MRPow: 3

MRSpd: 3

P: 320, WL: 240, CL: 288

PM: 170

PMCap: 66

PMPow: 32

PMSpd: 72*

PN: 150

PNCup: 62

PNPow: 28

PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	20	*	0	24	0
Super	3	6	15	*	0	18	0
Vital	2	4	10	*	0	12	0
Non	1	2	5	*	0	6	0
Average	2	5	12	*	0	15	0

* Animal in water = invulnerable

Commentary & Description:

These very large marine lizards have tails as long as their bodies, flattened from side to side, with a broad vertical fin along the length above and below. The snakelike undulations of the sea serpents' long sinuous bodies combined with the finned tails serve to propel them forward at a rapid rate. They have only short legs with broad webbed feet for steering as they swim. These creatures take their prey with long, pointed jaws filled with sharp teeth.

Seal

See Exterior Ærth section

Seal, Southern

Illustration: Page 271

Identifier: Animal, Mammalia, Carnivora, Enaliarctid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 3xhuman-size

(5' L)

Number Appearing: 42-60 (2D10+40)

Modes & Rates of Movement:

Crawl: 60 yds/BT

Swim/Burst: 240 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Commentary & Description:

The southern seal has a streamlined and otter-like body, with distinct legs, paddle feet, and a tail. This marine carnivore lives in and out of water, feeding on fish and mollusks. They have large eyes, and an inner ear that is specialized to detect direction of sound underwater.

Serpent Fish

Illustration: Page 182

Identifier: Animal, Reptilia, Plesiosaur, Plesiosaurid

Habitat: Interior /Erth, Intermediate Band, Marine, Tropical Waters

Size: 12xhuman-size (24xhuman size)

(30'-35' L (40+' L))

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Swim: 250 yds/BT (440 yds/BT)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	2D3	12
Smash/Flipper	10	B	1D6	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 80

PN: 60

PMCap: 32

PNCap: 24

PMPow: 24

PNPow: 18

PMSpd: 24*

PNSpd: 18*

* Divide by 3 for effective PMSpd of 8 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	2D3	10
(Bite)	50	P	5D6	20
Capsize	**			

** Chance to capsize boat by size: Large—10%; Medium—25%; Small—40%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6 (or D10))

M (Cunning): 20

P: 300(560), WL: 225(420), CL: 270(504)

MM: 10

MR: 10

PM: 150(280)

PN: 150(280)

MMCap: 4

MRCap: 4

PMCap: 68(128)

PNCap: 68(128)

MMPow: 3

MRPow: 3

PMPow: 22(32)

PNPow: 22 (32)

MMSpd: 3

MRSpd: 3

PMSpd: 60*(120)

PNSpd: 60* (120)

* Divide by 12 (24) to find effective PMSpd and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0*	0	20	0
Super	3	6	12	0*	0	15	0
Vital	2	4	8	0*	0	10	0
Non	1	2	4	0*	0	5	0
Average	2	5	10	0*	0	12	0

* Animal in water = invulnerable

Commentary & Description:

Serpent fish are of two sorts. The usual is a long-necked (about 50% of total length), barrel-bodied creature built for maneuverability, not speed. Using two pair of flippers to negotiate relatively shallow waters, these aquatic predators are capable of precise, rapid turns. With their long neck and small head, this creature catches fish and other prey by darting in and catching them at the last moment. A second variety, that whose statistics are shown in parenthesis (plesiosaur) is larger, short-necked, and with a head nearly one-quarter of its body length (c. 40). These creatures hunt deep waters for large trilobites and cephalopods.

Serpent Turtle

Illustration: Page 184

Identifier: Animal, Reptilia, Nothosaur, Nothosaurid

Habitat: Interior /Earth, Intermediate Band, Marine, Tropical Waters

Size: 3xhuman-size
(12'-15' L)

Number Appearing: 2-20 (2D10)

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim/Burst: 300 yds/BT and 40 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	3D3+3	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 6

P: 180, WL: 135, CL: 162

MM: 3

MR: 3

PM: 100 PN: 80

MMCap: 1

MRCap: 1

PMCap: 46 PNCap: 38

MMPow: 1

MRPow: 1

PMPow: 18 PNPow: 12

MMSpd: 1

MRSpd: 1

PMSpd: 36* PNSpd: 30*

* Divide by 3 to find effective PMSpd of 12 and PNSpd of 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4*	4	24	4
Super	9	12	15	3*	3	18	3
Vital	6	8	10	2*	2	12	2
Non	3	4	5	1*	1	6	1
Average	7	10	12	2*	2	15	2

* Animal in water = invulnerable

Commentary & Description:

The nothosaurids of the inner world have prospered in the shallow seas, growing a bit and developing scale plates which armor them against larger predators. These serpent turtles, then, have large bodies, longish necks, and smallish heads armed with many sharp teeth with which to take prey such as fish. They do not hesitate to attack humans, of course, as these creatures take any victim up to about seven feet or so in size. Their flippers give them good movement speed underwater and allow them to crawl around on the shore too, much as do seals.



Serpent Whale

Illustration: Page 182

Identifier: Animal, Reptilia, Lacertilia, Mosasaurid

Habitat: Interior Ærth, Outer Band, Marine, Temperate Waters

Size: 12xhuman-size
(33' L)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Swim: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	4D6	20
Capsize	*			

* Chance to capsize boat by size: Large—10%; Medium—20%;
Small—30%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 360, WL: 270, CL: 324

MM: 10

MR: 10

PM: 180

PN: 180

MMCap: 4

MRCap: 4

PMCap: 76

PNCap: 76

MMPow: 3

MRPow: 3

PMPow: 32

PNPow: 32

MMSpd: 3

MRSpd: 3

PMSpd: 72*

PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0*	0	20	0
Super	6	9	12	0*	0	15	0
Vital	4	6	8	0*	0	10	0
Non	2	3	4	0*	0	5	0
Average	5	7	10	0*	0	12	0

* Animal in water = invulnerable

Commentary & Description:

This awesome marine predator has a long tail, the rear part of which expands into a vertical fin. Using its four flippers (the front pair being longer), this scaly monster cruises the coastal waters in search of small ichthyosaurs, sharks, fish, seals, sea lions, or other prey.

Shark

See Exterior Ærth section

Shark, Giant

See Exterior Ærth section

Sloth, Giant

See Exterior Ærth section

Sloth, Megaloth

Illustration: Page 181

Identifier: Animal, Mammalia, Edentate, Megatherid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 12xhuman-size
(20' L; 6000#)

Number Appearing: 1

Modes & Rates of Movement:

Walk: 45 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/5/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	4D6	24
Bite	15	P	4D3	20
Smash	20	B	8D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

P: 400, WL: 300, CL: 360

MM: 5

MR: 5

PM: 220

PN: 180

MMCap: 2

MRCap: 2

PMCap: 148

PNCap: 120

MMPow: 1

MRPow: 1

PMPow: 36

PNPow: 30

MMSpd: 2

MRSpd: 2

PMSpd: 36*

PNSpd: 30*

* Divide by 12 for effective PMSpd of 3 and PNSpd of 2.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	12	0
Super	3	3	9	0	0	9	0
Vital	2	2	6	0	0	6	0
Non	1	1	3	0	0	3	0
Average	2	2	7	0	0	7	0

Commentary & Description:

The Megatherium, or megasloth is an elephant-sized herbivore with sickle-like claws a foot long. It has a bear-like head and a heavy tail, which it uses to support itself as it rears up on its hind legs to browse the treetops. If attacked, one of these monstrous creatures can deliver mighty blows to discourage all but the quickest and largest predators.

Snake, Anaconda

See Exterior /Earth section

Snake, Death Archer

Illustration: Page 184

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Interior /Earth, Intermediate Band

Size: 3xhuman-size
(25' L)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Slither: 60 yds/BT

Climb: 2 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	2D3+Poison*	8
Spit (25'+ range)	40	Special	Poison*	0

* Poison: STR 50 (delivered 50/50/25 in intervals of 5 BTs)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10 MR: 10

MMCap: 4 MRCap: 4

MMPow: 3 MRPow: 3

MMSpd: 3 MRSpd: 3

P: 240, WL: 180, CL: 216

PM: 100 PN: 140

PMCap: 60 PNCap: 84

PMPow: 20 PNPow: 28

PMSpd: 20* PNSSpd: 28*

* Divide by 3 for effective PMSpd of 6 and PNSSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This very deadly snake grows up to a length of 25' and is thus able to take prey up to the size of a human. It is a heavy-bodied, highly venomous reptile which hunts from ambush, striking, or else spitting its venom as far as 25'. The range the snake can attain in this regard is equal to its body length. Because of its size, the death archer's venom sacs contain sufficient poison for as many as six consecutive attacks. Venom regenerates in about one hour's time.

Snake, Giant Boa Constrictor

Illustration: Page 275

Identifier: Animal, Reptilia, Squamata, Serpentes (Boa)

Habitat: Interior /Earth, Outer Band, Southern Region

Size: 6xhuman-size
(70'-80' L)

The details for this creature are otherwise the same as for Snake, Anaconda (see Exterior /Earth section). Use the listing for those specimens attaining the length indicated (70'-80').

Snake, King Python

Illustration: Page 275

Identifier: Animal, Reptilia, Squamata, Serpentes (Boa)

Habitat: Interior /Earth, Outer Band, Northern Region

Size: 24xhuman-size
(90'-100' L)

The details for this creature are otherwise the same as for Snake, Anaconda (see Exterior /Earth section). Use the listing for those specimens attaining the length indicated (90'-100').



King Python

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	4D6	12
Constrict	30	B/I*	1D3	12

* A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be "Impact" and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 400, WL: 300, CL: 360

MM: 10

MR: 10

PM: 200

PN: 200

MMCap: 4

MRCap: 4

PMCap: 92

PNCap: 92

MMPow: 3

MRPow: 3

PMPow: 24

PNPow: 24

MMSpd: 3

MRSpd: 3

PMSpd: 84*

PNSpd: 84*

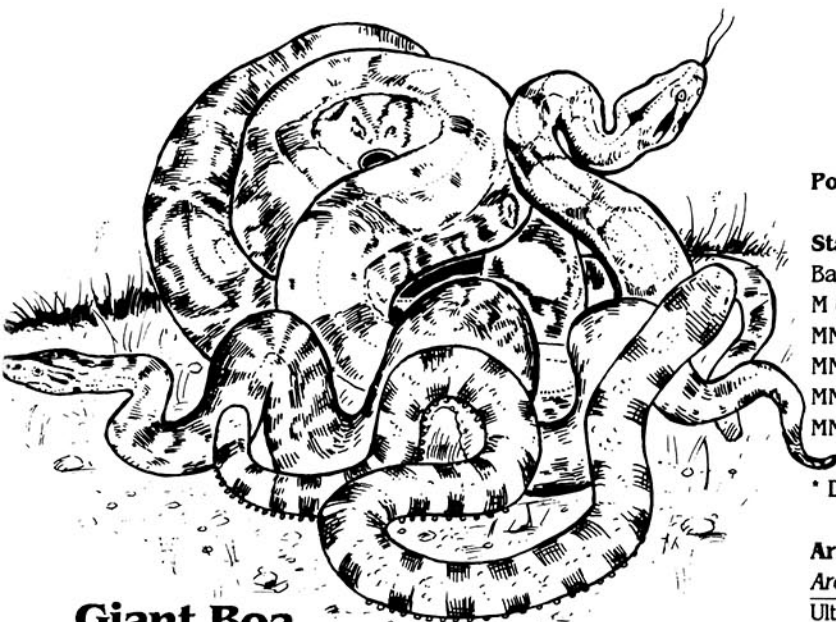
* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	16	0
Super	3	3	9	0	0	12	0
Vital	2	2	6	0	0	8	0
Non	1	1	3	0	0	4	0
Average	2	2	7	0	0	10	0

Commentary & Description:

The legged snake is a 40' long carnivore. Coloration is a gray green banded with alternate rings of black and yellow-green, the belly area shading to tannish-white. With its four short legs, this reptile is able to walk as well as slither. It is rather slow, however, as regards locomotion, so it tends to hunt from ambush. Its 6' long head has a strong, heavily fanged jaw with which it seizes and holds on to prey. The creature then wraps its body around the victim and commences a constrictive attack as it continues to bite. Prey of from man-sized to almost as large as itself is common for this snake.



**Giant Boa
Constrictor**

Legged Snake

Snake, Legged

Illustration: See above

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior AErth, Intermediate Band

Size: 12xhuman-size
(40' L)

Number Appearing: 1

Modes & Rates of Movement:

Slither: 30 yds/BT

Walk: 60 yds/BT

Run: 180 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil



Snake, Serpentsnake

Illustration: Page 181

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Interior Ærth, Intermediate Band

Size: 24xhuman-size

(100' + L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 30 yds/BT

Swim: 60 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	3D6+Poison*	24
Constrict	30	B/I**	2D6	24

* Poison STR 20 delivered in 1 BT continuing over 15 more BT's time at a rate of 20 for the initial 10 BTs, then 10 for 5 BTs (total 250 Physical damage points).

** A constricting attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his CL in Physical damage, or the attacker decides to release the defender. Subsequent damage will always be Impact and not absorbed by any type of armor other than Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 650, WL: 487, CL: 585

PM: 330 PN: 320

PMCap: 150 PNCap: 152

PMPow: 36 PNPow: 24

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

Thick vegetation is the favorite hunting place of the serpentsnake. Measuring 100 or more feet in length, this thick-bodied monster uses both mild poison and constriction to kill its prey. It can swallow a whole buffalo without difficulty and larger prey given time to dislocate its jaws and perform the difficult process. Although its venom is only of a weaker sort, the quantity is so great as to make its bite truly deadly for nearly any creature, especially when it is combined with the biting and constriction employed in conjunction. Few even of the great saurians which wander into the domain of this creature survive its attack.

Snake, Shark

Illustration: See below

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(45' L)

Number Appearing: 1-6 (1D6)

Modes & Rates of Movement:

Slither: 200 yds/BT

Climb: 2 yds/BT

Swim: 50 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

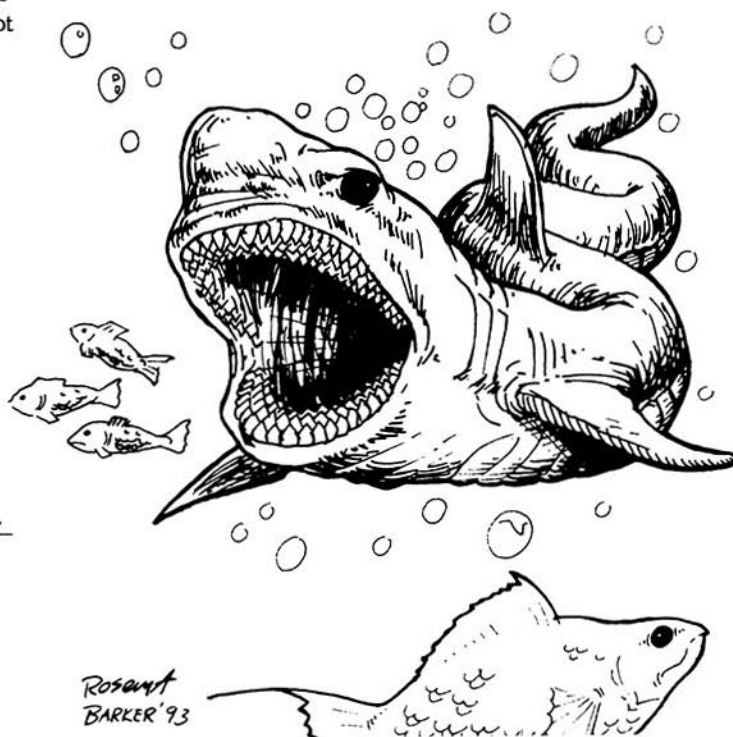
Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil





Attacks	BAC	Damage Type	Base	Bonus
Bite	55	P	3D6	18 (21)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20		P: 300, WL: 225, CL: 270	
MM: 10	MR: 10	PM: 150	PN: 150
MMCap: 4	MRCap: 4	PMCap: 60	PNCap: 66
MMPow: 3	MRPow: 3	PMPow: 30	PNPow: 24
MMSpd: 3	MRSpd: 3	PMSpd: 60*	PNSpd: 60*

* Divide by 12 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

The shark snake is a fearsome, huge-headed carnivore that grows up to 45' long. It is particularly vicious and aggressive, and will attack without any provocation. The teeth are like a shark's—designed for shearing, and can cut through the strongest hide easily, even that of other great lizards or dinosaurs. It has relatively fast locomotion, so it will venture into almost any sort of terrain seeking prey. Prey includes just about any sort of animal it can catch and kill.

Snake, Swarm

Illustration: Page 180

Identifier: Animal, Reptilia, Squamata, Serpentes

Habitat: Interior Ærth, Intermediate Band

Size: 2xhuman-size
(15' L)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Slither: 120 yds/BT

Rush: 24 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	35	P	3D3+Poison*	3

* Poison: STR 10 (delivered 10/10/5 in 1 BT delays)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20		P: 130, WL: 97, CL: 117	
MM: 10	MR: 10	PM: 55	PN: 75
MMCap: 4	MRCap: 4	PMCap: 20	PNCap: 27
MMPow: 3	MRPow: 3	PMPow: 15	PNPow: 24
MMSpd: 3	MRSpd: 3	PMSpd: 20*	PNSpd: 24*

* Divide by 2 for effective PMSpd of 10 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Swarmsnakes inhabit almost every open portion of the Intermediate Band on the Inner world. These pack-hunting snakes are fast and poisonous, with cutting teeth. Thus, even prey too large to swallow is attacked, and when slain the victim is bitten into pieces for ingestion.

Stag (Giant Deer)

See Exterior Ærth section



Stag, Great-Horned

Illustration: See right

Identifier: Animal, Mammalia, Artiodactyla, Cervid

Habitat: Interior Earth, Outer Band, Northern Region

Size: 6xhuman-size

(8' L 850-1,250#)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Run/Charge: 400 yds/BT and 500 yds (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/19/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns (Antlers)	25	P	5D3*	16
Fore Hoof	30	C/B	2D6	16
Trample (hooves)	10	B/I**	2D3	16

* Double Base damage if charging and striking opponent.

** No bonus and Blunt Physical damage only unless the opponent is under 2' tall or else low/prone so as to be subject to full force and weight, in which case damage is Impact and bonus is added. Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 280, WL: 210, CL: 252

PM: 160

PMCap: 66

PMPow: 28

PMSpd: 66*

PN: 120

PNCap: 48

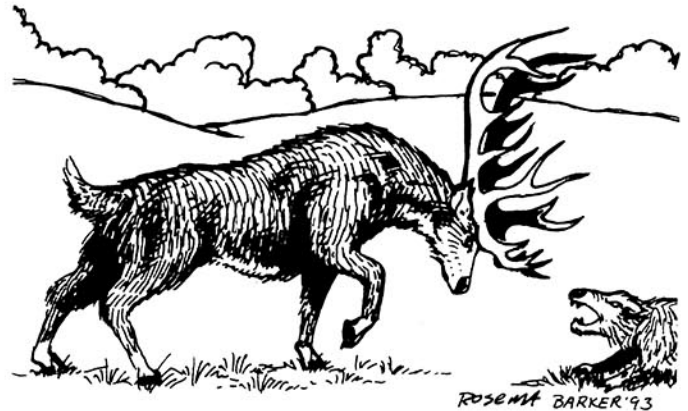
PNPow: 24

PNSpd: 48*

* Divide by 6 for effective PMSpd of 11 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0



Commentary & Description:

These very large deer (*Eucladoceros*) have antlers some six-feet wide and with about six or eight long points on each side. Being territorial and somewhat aggressive herbivores, encounters can be dangerous. As with all deer, only the males have the great antlers which are shed and regrown annually.

Swine, Giant Boar

Illustration: Page 179

Identifier: Animal, Mammalia, Artiodactyla, Entelodont

Habitat: Interior Earth, Outer Band, Northern Region

Size: 6xhuman-size

(10' L; 5' T; 1,750-2,500#)

Number Appearing: 1 or 2-4 (1D3+1) or 3-9 (3D3)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 32 yds/CT (1CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Poison not deeply insinuated.

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	2D6	24
Tusks	45	C	3D6*	24 (25)**

* Double PD if charging and striking

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 24

P: 340, WL: 255, CL: 306

MM: 10

MR: 14

PM: 180

PN: 160

MMCap: 4

MRCap: 6

PMCap: 96

PNCap: 80

MMPow: 3

MRPow: 4

PMPow: 36

PNPow: 32

MMSpd: 3

MRSpd: 4

PMSpd: 48*

PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

The reader is referred to the Swine, Boar listing (see the Exterior Ærth section) for general details. These animals (*Dinohyus*) of the inner world are very much larger versions of their kin on the outer surface. Their size makes them incredibly dangerous!

Swine, Giant Pig

Illustration: See right

Identifier: Animal, Mammalia, Artiodactyla, Entelodont

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(7' L; 3.5' T; 550-850#)

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run/Charge: 240 yds/BT and 30 yds/CT (1CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Poison not deeply insinuated.

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks

BAC

Damage Type

Base

Bonus

Bite	20	P	2D6	14
Tusks	45	C	3D3*	14

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 24

P: 230, WL: 172, CL: 207

MM: 12

MR: 12

PM: 115

PN: 115

MMCap: 4

MRCap: 4

PMCap: 53

PNCap: 53

MMPow: 4

MRPow: 4

PMPow: 26

PNPow: 26

MMSpd: 4

MRSpd: 4

PMSpd: 36*

PNSpd: 36*

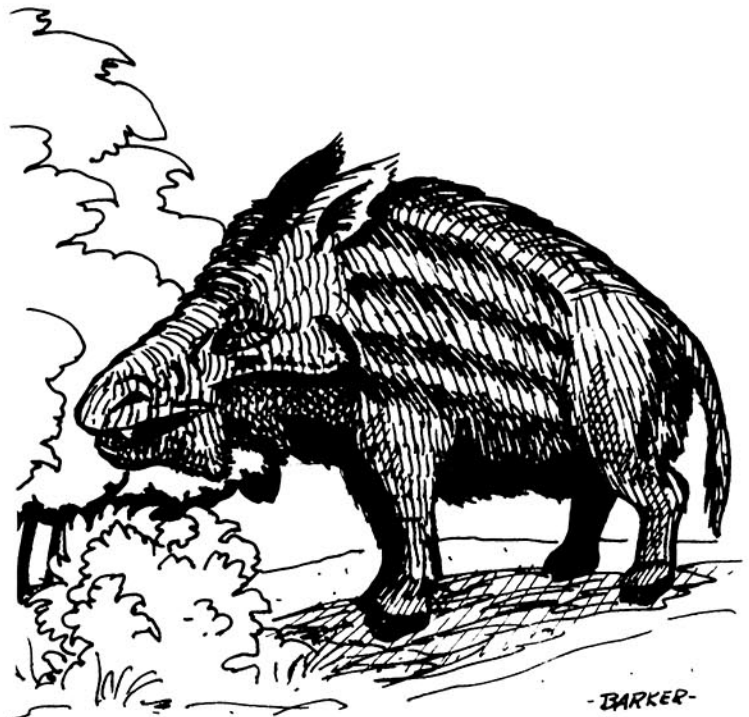
* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

The reader is once again referred to the Swine, Boar listing (see the Exterior Ærth section) for general details. These animals of the inner world are larger versions of their kin on the outer surface.



-BARKER-



Swine, King Warthog

Illustration: See right

Identifier: Animal, Mammalia, Artiodactyla, Suid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 6xhuman-size

(8' L; 5' T; 1,500-2,200#)

Number Appearing: 1-2 (60%) or 2-10 (2D5) (40%)

Modes & Rates of Movement:

Walk: 75 yds/BT

Trot: 150 yds/BT

Run/Charge: 225 yds/BT and 30 yds/CT (1 CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	12	16	0	0	20	0
Super	3	9	12	0	0	15	0
Vital	2	6	8	0	0	10	0
Non	1	3	4	0	0	5	0
Average	2	7	10	0	0	12	0

Commentary & Description:

This massive animal (*Metridochærus*) is nearly the size of a hippo, and even its head and jaws resemble that creature. It is, however, a member of the swine family, although it is more a herbivorous grazer than an omnivorous rooter. The king warthog can and does root, though, and will feed on flesh too. It is massive, tough, and not to be trifled with. Only the largest carnivores will attack a full-grown animal of this sort.

If more than one or two are encountered, it will be a mated pair and their offspring, 30%-90% (3D3×10) grown, numbering 1-8.

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	4D3	14
Tusks	35	C	4D3*	14

* Double PD if charging and striking

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 290, WL: 217, CL: 261

MM: 10

MR: 10

PM: 150

PN: 140

MMCap: 4

MRCap: 4

PMCap: 64

PNCap: 66

MMPow: 3

MRPow: 3

PMPow: 26

PNPow: 26

MMSpd: 3

MRSpd: 3

PMSpd: 60*

PNSpd: 48*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 8.





Tapirat

Illustration: Page 181

Identifier: Animal, Mammalia, Rodentia, Eocardiid

Habitat: Interior AErth, Outer Band, Southern Region

Size: 3xhuman-size
(6.5' L; 600#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk/Trot: 60 yds/BT and 120 yds/BT

Run: 180 yds/BT

Swim: 30 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	1D3	3
Bite	25	P	3D3	3

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

P: 120, WL: 90, CL: 108

MM: 10

MR: 10

PM: 50

PN: 70

MMCap: 4

MRCap: 4

PMCap: 20

PNCap: 28

MMPow: 3

MRPow: 3

PMPow: 15

PNPow: 21

MMSpd: 3

MRSpd: 3

PMSpd: 15*

PNSpd: 21*

* Divide by 3 for effective PMSpd of 5 and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

This rodent is tapir-sized, and resembles a cross between a giant guinea pig and capybara. They are omnivorous scavengers, normally not very aggressive unless very hungry or in packs larger than a dozen.

Tapirephant

See Exterior AErth section

Theriodid

Illustration: Page 189

Identifier: Animal, Reptilia, Theriododidae, Theriododid

Habitat: Interior AErth, Equatorial Band, All Regions (Sapient)

Size: 1xhuman-size
(5'T, 100#)

Number Appearing: 6-15 (1D10+5)

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 240 yds/BT

Run/Charge: 320 yds/BT and 480 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 41-50 (1D10+40)

Combat, Hand Weapons, Missile at 36-45 (1D10+35)

Herbalism at 5-40 (5D8)

Hunting/Tracking at 61-70 (1D10+60)

Nature Attunement at 61-70 (1D10+60)

Joss Factors: 1D3

Dodging/Avoidance: 4 and 19/28/13

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	Ave. BAC	Damage Type	Base	Bonus
Claws (x2)	35	C	1D3	2
Bite	50	P	2D3	2 (4)*
Hand Weapon	46	By weapon	By weapon	2 (4)*
Missile Weapon	41	By weapon	By weapon	2 (3)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers:

Chameleon Coloration

Area of Effect: Self

Delivered by: Thought

Range: N/A

Time: Instantaneous

Duration: Unlimited

Frequency: At will

Description: When concentrating upon this power, the subject can change its coloration to any natural shade or pattern desired, just like a chameleon.

Statistical Detail:

Base Scheme (+/- 1D6+1D3 per ATTRIBUTE; +1 MM bonus; -3 MR penalty; +2 PM bonus; +4 PN bonus; -4 S penalty)

M: 60, EL: 48

P: 90, WL: 67, CL: 81

S: 42, EL: 33

MM: 38

MR: 22

PM: 43

PN: 47

SM: 22

SP: 20

MMCap: 14

MRCap: 8

PMCap: 16

PNCap: 17

SMCap: 8

SPCap: 8

MMPow: 12

MRPow: 7

PMPow: 14

PNPow: 15

SMPow: 7

SPPow: 6

MMSpd: 12

MRSpd: 7

PMSpd: 13

PNSpd: 15

SMSpd: 7

SPSpd: 6



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	4	0	0	8	4
Super	6	9	3	0	0	6	3
Vital	4	6	2	0	0	4	2
Non	2	3	1	0	0	2	1
Average	5	7	2	0	0	5	2

Commentary & Description:

These sapient creatures are small bipedal dinosaurs, scaled but tailless. They are approximately 5' tall. Theriopodids have humanoid facial features with large reptilian eyes, round nostrils, and a slightly protruding jaw with many teeth. They are fast and quick pack-hunters, and tend to be aggressive in nature.

Theriopodids are found in small groups of loosely organized packs of 6-15 members (1D10+5), inhabiting rocky areas where large dinosaurs can't go. Like Pithicanthropoids, the Theriopodid race is of family band organization and rudimentary culture. It would not be unreasonable to have these creatures developing early metal working (copper) and wearing padded/leather armors.

(We envision the dinosaurian people as rather vicious, but individual journeymasters may alter that to suit their campaign.)

Tiger, Dagger-Toothed

See Exterior Ærth section

Tiger, Sabre-Toothed

Illustration: Page 179

Identifier: Animal, Mammalia, Carnivora, Felid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

(4'-6' L; 450-675#)

Number Appearing: 1 or 1-5 (1D5)

Modes & Rates of Movement:

Stalk: 50 yds/BT*

Walk/Trot: 110 yds/BT and 165 yds/BT

Run: 220 yds/BT and 330 yds/BT (1 BT only)

Climb: 25 yds/BT

Swim: 50 yds/BT

* This mode enables the animal to move silently

Initiative Modifiers: -10 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Foreclawsx2	40	C	2D3	18
Bite	45	P	4D3+2	18 (19)**
Hindclaws rake	*	C	3D3	18

* Automatic applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 280, WL: 210, CL: 252

MM: 10

MR: 10

PM: 140

PN: 140

MMCap: 4

MRCap: 4

PMCap: 65

PNCap: 65

MMPow: 3

MRPow: 3

PMPow: 30

PNPow: 30

MMSpd: 3

MRSpd: 3

PMSpd: 45*

PNSpd: 45*

* Divide by 3 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	12	0
Super	3	3	9	0	0	9	0
Vital	2	2	6	0	0	6	0
Non	1	1	3	0	0	3	0
Average	2	2	7	0	0	7	0

Commentary & Description:

The Smilodon, or sabre-toothed tiger, is one of the most plentiful predators in the family of great hunting cats. It is a powerfully built carnivore, with a tawny coat or possibly the markings of a tiger, but with a short tail. It has long, serrated teeth, that are used to rip deep wounds in its prey. After the tiger pounces upon its victim and drives its fangs in, it will either remain affixed or else release its bite, and it stalks the target until it dies of blood loss. In Interior Ærth it has grown even larger than its original.

Tiger Dog

Illustration: Page 283

Identifier: Animal, Mammalia, Creodont, Hyaenodont

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 1xhuman-size

(up to 6' L)

Number Appearing: 3-9 (3D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

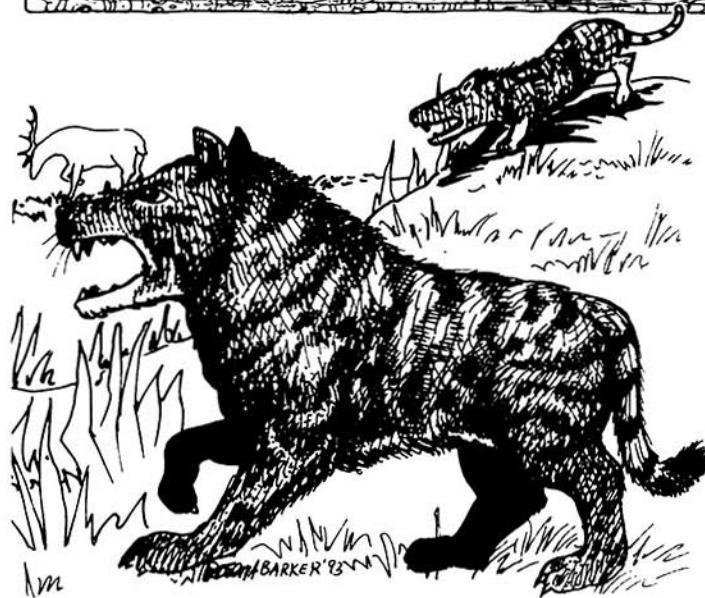
Run/Charge: 270 yds/BT and 36 yds/CT (1CT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 1 and —/32/—



Titanalo

Illustration: Page 181

Identifier: Animal, Mammalia, Artiodactyla, Bovid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 12xhuman-size

(10' L, 2,200-3,300#)

Number Appearing: 10-30 (5D5+5)

Modes & Rates of Movement:

Walk/Trot: 80 yds/BT and 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	4D3	8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MR: 10

P: 140, WL: 105, CL: 126

PM: 70

PN: 70

MMCap: 4

MRCap: 4

PMCap: 34

PNCap: 34

MMPow: 3

MRPow: 3

PMPow: 20

PNPow: 20

MMSpd: 3

MRSpd: 3

PMSpd: 16

PNSpd: 16

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This creature, also known as a Hyænodon, has long slim legs with digitigrade feet. The tiger dog is a rust color, with thick black stripes and a dark mane. It has hyena-like habits—actively hunting animals but also scavenging dead ones. Again similar to the hyena of the outer surface, the tiger dog has massive jaw muscles and a bone-crushing bite.

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	1D3	24
Horns (x2)	20	P*	2D6	24
Trample**	10	I†	3D6	24

* Plus 2D6 Impact damage if charging.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 360, WL: 270, CL: 324

MM: 5

MR: 5

PM: 200

PN: 160

MMCap: 2

MRCap: 2

PMCap: 92

PNCap: 70

MMPow: 1

MRPow: 1

PMPow: 36

PNPow: 30

MMSpd: 2

MRSpd: 2

PMSpd: 72*

PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	12	0	0	16	0
Super	6	6	9	0	0	12	0
Vital	4	4	6	0	0	8	0
Non	2	2	3	0	0	4	0
Average	5	5	7	0	0	10	0



Commentary & Description:

The titanalo (*Pelorovis*) resembles the Afrikkan buffalo, but it is far larger. It has a pair of enormous horns (6.5' each) that are outward- and downward-curving. It is the usual prey of several of the long-toothed cats, and its herds are kept to a reasonable size by such predators. However, due to its size and ferocity, the taking of such animals by predators is a risky business indeed.

Toad, Burrowing

Illustration: Page 184

Identifier: Animal, Amphibia, Anuran, Bufonid

Habitat: Interior Ærth, Intermediate Band

Size: 0.5xhuman-size
(3' L)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Crawl: 20 yds/BT

Hop: 30 yds/BT

Burrow: 2 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	1D3	0
Touch	40	Poison	*	0

* Poison: STR 10 contact poison delivered 10/10/5 in intervals of 3 BT.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 48, WL: 36, CL: 43

PM: 24

PMCap: 9

PMPow: 8

PMSpd: 7*

PN: 24

PNCap: 9

PNPow: 8

PNSpd: 7*

* Multiply by 2 for effective PMSpd and PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	0	0	4	0	0	4	0
Super	0	0	3	0	0	3	0
Vital	0	0	2	0	0	2	0
Non	0	0	1	0	0	1	0
Average	0	0	2	0	0	2	0

Commentary & Description:

This 3' long ovipore/omnivore is toad-bodied, with smooth, oily skin that produces a mild toxin. It is a cunning egg-stealer that uses burrowing in its hunting. Like most toads, this creature's tongue is attached at the front of its mouth, and has a sticky surface for capturing prey.

The poisonous liquid on its skin is mostly secreted from the bumps behind its eyes, though some is released from its legs and body. This poison is produced when the toad is attacked, and has a STR rating of 10.

Toradillo

See Exterior Ærth section

Turtle, Giant

Illustration: Page 184

Identifier: Animal, Reptilia, Chelonian, Testudinid

Habitat: Interior Ærth, Intermediate Band, Marine, Tropical Waters

Size: 6xhuman-size
(11-20' L)

Number Appearing: 1

Modes & Rates of Movement:

Crawl: 20 yds/BT

Swim: 120 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	C	4D6	15
Capsize	*			

* Chance to capsize boat by size: Large—10%; Medium—20%, Small—30%.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 170

PMCap: 83

PMPow: 27

PMSpd: 60* PNSpd: 48*

* Divide by 12 for effective PMSpd of 5 and PNSpd of 4.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	0*	4	24	4
Super	9	12	15	0*	3	18	3
Vital	6	8	10	0*	2	12	2
Non	3	4	5	0*	1	6	1
Average	7	10	12	0*	2	15	2

*Animal in water = Invulnerable.

Commentary & Description:

This animal is a progenitor of the leather-back turtles. It is very much like a much larger version of the sea turtle of the outer surface of the world, without a fully calcified shell.

Tuskfang

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 6xhuman-size

(12' T)

Number Appearing: 1-5 (1D5)

Modes & Rates of Movement:

Walk/Trot: 80 yds/BT and 120 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT BT (1 BT only)

Initiative Modifiers: -5 to initial Surprise

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	25	C	2D3	16
Bite	35	P	4D6	16

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 270, WL: 202, CL: 243

PM: 150 PN: 120

PMCap: 62 PNCap: 48

PMPow: 28 PNPow: 24

PMSpd: 60* PNSpd: 48*

* Divide by 6 for effective PMSpd of 12 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

The Tuskfang is a 12' high bipedal carnivore that lurks in foliage or rocky areas. It has a large mouth with oversized fangs, and sharp, tearing claws. It hunts any moving thing which comes nearby, and it will not hesitate to attack even other larger carnivores if there are others with it, for in a pack the Tuskfang loses all fear.

Walking Hedgerow

Illustration: See below

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 24xhuman-size

(17' T)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Walk/Trot: 60 yds/BT and 120 yds/BT

Run: 180 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

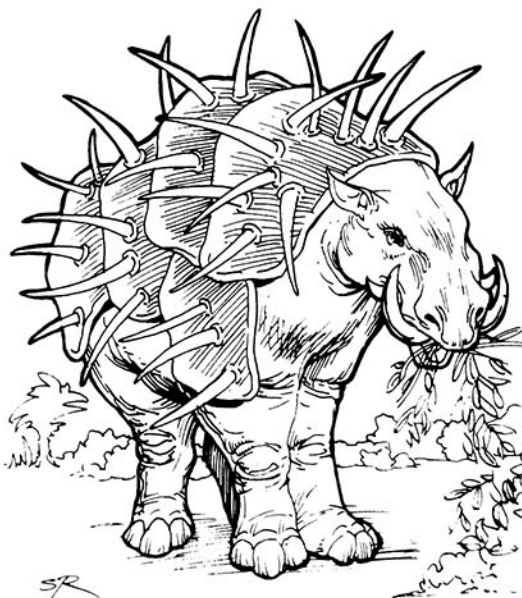
Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	10	C/P	2D3	12
Tusks	35	P	3D6	12
Spines*	15	P	1D3	12

* 1D6 per each 1xhuman-size of contacting attacker

Powers: Nil





Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCup: 4

MPow: 3

MMSpd: 3

MR: 10

MRCup: 4

MRPow: 3

MRSpd: 3

P: 440, WL: 330, CL: 396

PM: 270

PMCap: 126

PMPow: 24

PMSpd: 120*

PN: 170

PNCap: 74

PNPow: 24

PNSpd: 72*

* Divide by 24 for effective PMSpd of 5 and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

This huge and lumbering form of herbivore roams the forests and plains of the middle band of the interior. They grow up to 17' tall, have boar-like tusks growing from their jaws, and with hides covered with bristling spines, these herding animals are generally safe from most attackers, although some, including encroaching dinosaurs will sometimes attack and slay them. They will flee prey, but do not actually defend by attempting to trample, although a panicked stampede might result in this.

Walrus

See Exterior Ærth section

Walrus, Antarctic

See Exterior Ærth section

Water Horse

Illustration: See right

Identifier: Animal, Mammalia, Desmostylian, Paleoparadoxid

Habitat: Interior Ærth, Outer Band, Southern (polar) Region

Size: 6xhuman-size

(6'-8' L; 4'-5' T; 800-1000#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk/Trot: 40 yds/BT and 80 yds/BT

Run: 120 yds/BT

Swim/Burst: 120 yds/BT and 180 yds/BT (1 BT maximum)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 9

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	3D3	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCup: 2

MPow: 1

MMSpd: 2

MR: 5

MRCup: 2

MRPow: 1

MRSpd: 1

P: 240, WL: 180, CL: 216

PM: 130

PMCap: 66

PMPow: 32

PMSpd: 32*

PN: 110

PNCap: 46

PNPow: 32

PNSpd: 32*

* Divide by 6 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0*	0	24	4
Super	6	9	12	0*	0	18	3
Vital	4	6	8	0*	0	12	2
Non	2	3	4	0*	0	6	1
Average	5	7	10	0*	0	15	2

* Animal in water = invulnerable

Commentary & Description:

The water horse inhabits the coastal areas of the cold lakes and seas of Interior Ærth. It is a strong swimmer and feeds underwater on mollusks and underwater vegetation. The front of the upper and lower jaws are elongated, and contain a grouping of shortish, forward-pointing tusks. It somewhat resembles a hippopotamus, and remains in water most of the time, being slow and very clumsy on land.

Weasel Bear

Illustration: Page 179

Identifier: Animal, Mammalia, Acreodi, Mesonychid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

Number Appearing: 1-6 (1D6)

Modes & Rates of Movement:

Walk/Trot: 60 yds/BT and 90 yds/BT

Run/Charge: 120 yds/BT and 240 yds/BT (1 BT only)





Initiative Modifiers: Human Standard
Outstanding K/S Areas/Sub-Areas & STEEP: Nil
Joss Factors: 0
Dodging/Avoidance: Nil and —/16/—
Attractiveness: Nil
Invulnerabilities: Nil
Susceptibilities: Nil
Average Armor Protection: 5
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	40	C	2D3	14
Bite	30	P	3D3+3	14

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20		P: 240, WL: 180, CL: 216	
MM: 10	MR: 10	PM: 130	PN: 110
MMCap: 4	MRCap: 4	PMCap: 80	PNCap: 62
MMPow: 3	MRPow: 3	PMPow: 26	PNPow: 24
MMSpd: 3	MRSpd: 3	PMSpd: 24*	PNSpd: 24*

* Divide by 3 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

This bear-sized omnivore (*Harpagolestes*) is an active scavenger and will not hesitate to hunt as well. It is generally encountered alone or in a family group with two adults and one or more young of 70% to 90% size. The elongated body of weasel bear gives it its name, and while it is capable of a burst of speed, this is not a pursuing predator. The fangs are long and dangerous, and the molars are as powerful as any hyena's when it comes to bone-crushing.

Weasel Lion

Illustration: See right

Identifier: Animal, Mammalia, Creodonta, Oxyaenid

Habitat: Interior Ærth, Outer Band, Northern Region

Size: 3xhuman-size

Number Appearing: 1-6 (1D6)

Modes & Rates of Movement:

Walk/Trot: 70 yds/BT and 105 yds/BT

Run/Charge: 140 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: -10 Human standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	20	C	2D3	12
Bite	50	P	2D6+2	14 (16)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20		P: 240, WL: 180, CL: 216	
MM: 10	MR: 10	PM: 130	PN: 110
MMCap: 4	MRCap: 4	PMCap: 68	PNCap: 50
MMPow: 3	MRPow: 3	PMPow: 26	PNPow: 24
MMSpd: 3	MRSpd: 3	PMSpd: 36*	PNSpd: 36*

* Divide by 3 for effective PMSpd and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

This bear-sized, long-bodied carnivore (*Patriofelis*) is an active predator which will follow prey for long distances. It is generally encountered alone or in a family group with two adults and one or more young of 70% to 90% size. The animal's fangs are lion-like.





Whale Croc

Illustration: Page 182

Identifier: Animal, Reptilia, Thalattosuchia, Metriorhynchid

Habitat: Interior Ærth, Intermediate Band, Marine, Tropical Waters

Size: 12xhuman-size
(30' L)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Swim: 250 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/13/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	4D6	16

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20 P: 560, WL: 420, CL: 504

MM: 10 MR: 10 PM: 300 PN: 260

MMCap: 4 MRCap: 4 PMCap: 188 PNCap: 160

MMPow: 3 MRPow: 3 PMPow: 28 PNPow: 28

MMSpd: 3 MRSpd: 3 PMSpd: 84* PNSpd: 72*

* Divide by 12 for effective PMSpd of 7 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	16	0	0	16	0
Super	3	6	12	0	0	12	0
Vital	2	4	8	0	0	8	0
Non	1	2	4	0	0	4	0
Average	2	5	10	0	0	10	0

Commentary & Description:

The whale croc, or Metriorhynchus, is a marine carnivore related to modern crocodilians. Unlike a crocodile, it has no heavy back armor, but has an extended, crocodile-type jaw filled with savage teeth. Its limbs are paddle-like flippers, and the tail has a fin like that of a fish.

Whale, Legged

Illustration: Page 184

Identifier: Animal, Mammalia, Cetacean, Protoceratid

Habitat: Interior Ærth, Outer Band, Marine, Cold Waters

Size: 3xhuman-size
(15' L)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Crawl: 45 yds/BT

Swim: 200 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/27/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	2D6	18 (19)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20, EL: 32 P: 220, WL: 165, CL: 198

MM: 10 MR: 10 PM: 120 PN: 100

MMCap: 4 MRCap: 4 PMCap: 45 PNCap: 40

MMPow: 3 MRPow: 3 PMPow: 30 PNPow: 24

MMSpd: 3 MRSpd: 3 PMSpd: 45* PNSpd: 36*

* Divide by 3 for effective PMSpd of 15 and PNSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0*	0	16	0
Super	3	6	9	0*	0	12	0
Vital	2	4	6	0*	0	8	0
Non	1	2	3	0*	0	4	0
Average	2	5	7	0*	0	10	0

* Animal in water = invulnerable

Commentary & Description:

Slightly seal-like in appearance, this marine predator also spends a great deal of time on land, feeding off seals and other coastal animals. It will attack humans if hungry.

Wolf

See Exterior Ærth section

Wolf, Striped (Shaggy)

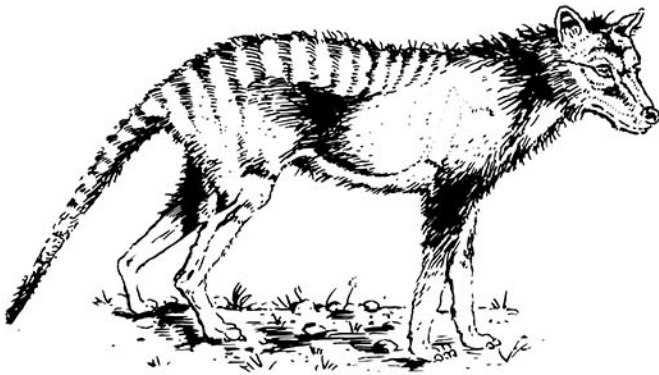
Illustration: Page 289

Identifier: Animal, Mammalia, Marsupialia, Dasyorid

Habitat: Interior Ærth, Outer Band, Southern Region

Size: 1xhuman-size
(6' L, up to 200#)

Number Appearing: 7-12 (1D6+6)



Modes & Rates of Movement:

Walk: 60 yds/BT
Trot: 120 yds/BT
Run: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	45	P	3D3+3	8 (9)*

*Damage bonus with damage bonus for high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 24	P: 140, WL: 105, CL: 126
MM: 12	MR: 12
MMCap: 4	MRCap: 5
MMPow: 4	MRPow: 4
MMSpd: 4	MRSpd: 3
PM: 70	PN: 70
PMCap: 33	PNCap: 33
PMPow: 20	PNPow: 20
PMSpd: 17	PNSpd: 17

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	12	0
Super	3	6	6	0	0	9	0
Vital	2	4	4	0	0	6	0
Non	1	2	2	0	0	3	0
Average	2	5	5	0	0	10	0

Commentary & Description:

Another Thylacinus, this animal looks like a long tailed, striped wild dog with a thick gray and black striped coat.

Yowler

Illustration: Page 180

Identifier: Animal, Reptilia, Therapsida, Cynodont

Habitat: Interior Ærth, Intermediate Band

Size: 12xhuman-size

(8' T., 24' L.)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk/Trot: 60 yds/BT and 90 yds/BT

Run/Charge: 120 yds/BT and 180 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	C	2D6	10
Trample*	10	B/I**	4D6	10

* Applicable only when opponent is at the yowler's feet and is under 5 feet in height, or has been knocked down so as not to exceed that height.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20	P: 280, WL: 210, CL: 25
MM: 10	MR: 10
MMCap: 4	MRCap: 4
MMPow: 3	MRPow: 3
MMSpd: 3	MRSpd: 3
PM: 160	PN: 120
PMCap: 78	PNCap: 52
PMPow: 22	PNPow: 20
PMSpd: 60*	PNSpd: 48*

* Divide by 12 for effective PMSpd of 5 and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

This 8' tall herbivore is a bulky, odd-looking creature, for it alternates between an erect and semi-sprawling gate/posture as it feeds in the vegetation. With its parrot-beaked face, it is able to tear up large chunks of roots or grazes on leaves and branches. These beasts have a distinct cry that is a cross between a yell and a howl (and hence the name). Mostly passive, they are not afraid to defend themselves and the herd from predators, and their stampede can be directed at, as well as away, from threats.



DINOSAURS



Alamosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Sauropoda, Titanosaurid

Habitat: Interior Aeth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size
(50'-70' L)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	10	P	2D3	30
Stamp or	20	I*	3D6	30
Trample	10	I*	6D6	30
Tail**	20	I*	8D6	30

* Impact damage cannot be absorbed by any type of armor.

**Rear or to the sides only.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 800, WL: 600, CL: 720

PM: 400 PT: 400

PMCap: 262 PNCap: 262

PMPow: 42 PNPow: 42

PMSpd: 96* PNSpd: 96*

* Divide by 24 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	0	4	32	16
Super	9	12	18	0	3	24	12
Vital	6	8	12	0	2	16	8
Non	3	4	6	0	1	8	4
Average	7	10	15	0	2	20	10

Commentary & Description:

Alamosaurus is a lizard-hipped quadruped, 50-70' in length, counting the long neck and tail. By using its tail for balance, it can stand on its hind legs, stretching upward to a height of 30-40', browsing on the tops of trees. Though Alamosaurus is a peaceful herbivore, it can use its huge tail to smash attacking predators. These dinosaurs travel in small herds.

Albertosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Theropoda, Tyrannosaurid

Habitat: Interior Aeth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(30' L; 11' T; 6000#)

Number Appearing: 1 or 1-2

Modes & Rates of Movement:

Walk: 125 yds/BT

Run/Charge: 250 yds/BT and 375 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	4D6+4	24 (26)*
Claws (x2)	20	C/P	1D3	12

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 440, WL: 330, CL: 396

PM: 230 PN: 210

PMCap: 98 PNCap: 102

PMPow: 36 PNPow: 36

PMSpd: 96* PNSpd: 72*

* Divide by 12 for effective PMSpd of 8 and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	0	4	28	4
Super	9	12	18	0	3	21	3
Vital	6	8	12	0	2	14	2
Non	3	4	6	0	1	7	1
Average	7	10	15	0	2	17	2

Commentary & Description:

Also known as Gorgosaurus, this 30' long, massively built tyrannosaurid is a short bodied, lizard-hipped carnivore. Sharp teeth fill the mouth in the large head. It has three-toed, spreading feet at the base of its pillar-like hind legs, and walks using its long, strong tail for balance. Albertosaurus has a pair of small arms with two-fingered claws on each that it uses for grasping and holding prey, as well as for tearing food.

Allosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Theropoda, Allosaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(35' L; 17' T; 8000#)

Number Appearing: 1

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 270 yds/BT and 360 (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	3D3	24
Bite	45	P	4D6	24 (25)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 520, WL: 390, CL: 468

PM: 260 PN: 260

PMCap: 116 PNCap: 116

PMPow: 36 PNPow: 36

PMSpd: 108* PNSpd: 108*

* Divide by 12 for effective PMSpd and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	4	4	28	8
Super	9	12	18	3	3	21	6
Vital	6	8	12	2	2	14	4
Non	3	4	6	1	1	7	2
Average	7	10	15	2	2	17	5

Commentary & Description:

This huge theropod is a bipedal carnivore similar in form to the Tyrannosaurus. While the Allosaurus is smaller, its clawed forelimbs are not as small as those of the Tyrannosaurus and thus are used as major weapons of assault. The Allosaurus can use its hands to grasp and tear food. They are not used for the primary attack of this predator; it uses the many sharp teeth in its large head to rip its prey.

Anatosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Ornithopoda, Hadrosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(30'-40' L; 14' T; 7000#)

Number Appearing: 10-100 (1D10)

Modes & Rates of Movement:

Walk/Trot: 100 yds/BT and 200 yds/BT

Run/Charge: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Talons (x2) and	15	C	2D3	16
Bite or	10	P	3D3	16
Tail Smash	10	B/I*	3D6	16

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 400, WL: 300, CL: 360

PM: 180

PMCap: 80

PMPow: 28

PMSpd: 72*

PN: 220

PNCap: 108

PNPow: 40

PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	0	4	28	4
Super	9	12	18	0	3	21	3
Vital	6	8	12	0	2	14	2
Non	3	4	6	0	1	7	1
Average	7	10	15	0	2	17	2

Commentary & Description:

This many-toothed, duck-billed herbivore is bipedal, and has rough, pebbly textured skin. Also called Trachodon, this "duck lizard" can sprint on long hind legs, balanced by its tail. It has shorter forelegs with hoof-like nails, and it uses these nails when browsing on all fours. Anatosauruses are herding animals, and are found in groups of 10 to 100.

Ankylosaurus

Illustration: See right

Identifier: Animal, Archosauria, Ankylosaur, Ankylosaurid

Habitat: Interior /Earth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(25'-35' L; 6' W; 4' T; up to 10,000#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 50 yds/BT

Run/Charge: 100 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/6/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 31

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail Smash	25	I*	2D6	24

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 280, WL: 210, CL: 252

PM: 150

PMCap: 78

PMPow: 36

PMSpd: 36*

PN: 130

PNCap: 66

PNPow: 28

PNSpd: 36*

* Divide by 12 for effective PMSpd and PNSpd of 3.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	48	60	4	4	60	4
Super	30	36	45	3	3	45	3
Vital	20	24	30	2	2	30	2
Non	10	12	15	1	1	15	1
Average	20	30	37	2	2	37	2

Commentary & Description:

The Ankylosaurus (which means "stiffened lizard") is a heavily armored, quadrupedal herbivore. This 30' long archosaur is bird-hipped, and has a squat, broad body and four stubby legs. Its broad face and blunt snout ends in a toothless beak, while it uses a supple, club-like tail for defense against predators. For its main form of protection, the Ankylosaurus is covered with bands of thick oval plates, with spikes on the back of its head and cheeks and along the edge of its body as well.





Apatosaurus (Brontosaurus)

Illustration: See below

Identifier: Animal, Archosaur, Saurischian, Sauropod

Habitat: Interior Ærth, Equatorial Band, Jurrassic Region

Size: 24xhuman-size (70' L)

Number Appearing: 5-15 (5D3)

Modes and Rates of Movement:

Walk: 80 yards/BT

Run/Charge: 160 yards/BT, 240 yards/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Stomp	10	B/1*	3D6	27
or				
Tail	15	B/1*	3D6	27
or				
Trample	10	B/1*	5D6	27

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme, (+/-1D10)

M(Cunning): 10 P: 700, WL: 525, CL: 630

MM: 5 MR: 5 PM: 350 PN: 350

MMCap: 2 MRCap: 2 PMCap: 167 PNCap: 167

MMPow: 1 MRPow: 1 PMPow: 39 PNPow: 39

MMSpd: 2 MRSpd: 2 PMSpd: 144* PNSpd: 144*

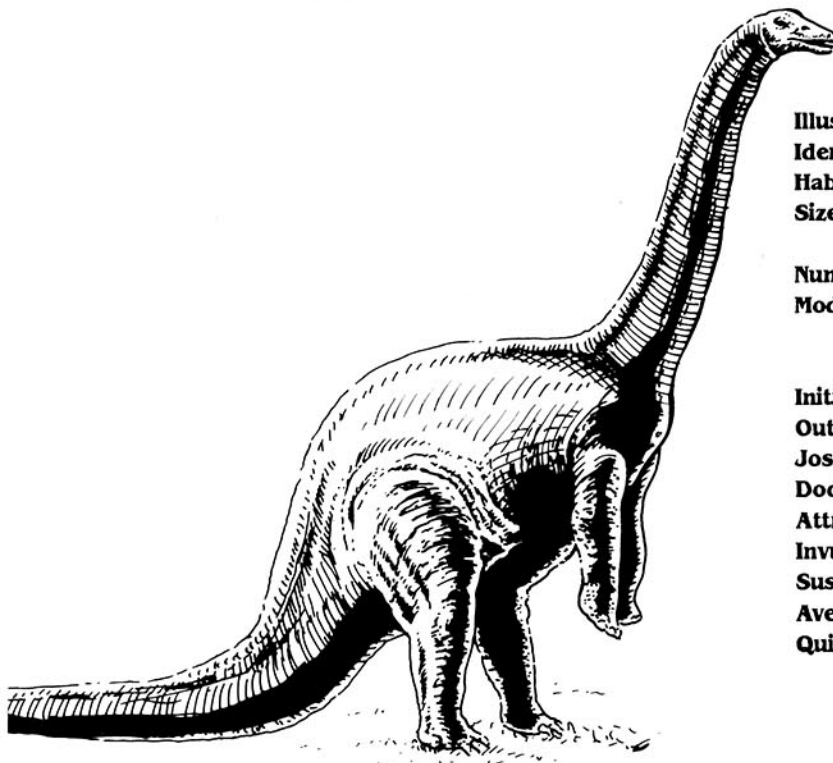
*Divide by 24 for effective PMSpd and PNSpd of 6

Armor Scheme

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary and Description:

The bird-hipped Apatosaurus (also called Brontosaurus by some) is another huge herbivore, roughly 70' in total length. Able to defend itself with a smash of its enormous tail, or a stamp from one of its great legs, this diplodocid prefers to live in peace. Its slow defenses are not a certain deterrent to assault by carnosaur, though, and molestation by the large predators is common.



Barapasaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Sauropoda, Cetiosaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 12xhuman-size
(35'-50' L)

Number Appearing: 20-40 ((1D3+1)x10)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 180 yds/BT and 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Tail	20	B/I*	4D6	20
or				
Stamp	15	B/I*	3D6	20
or				
Trample	10	B/I*	5D6	20

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 440, WL: 330, CL: 396

PM: 220 PN: 220

PMCap: 104 PNCap: 104

PMPow: 32 PNPow: 32

PMSpd: 84* PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	4	4	20	8
Super	6	9	12	3	3	15	6
Vital	4	6	8	2	2	10	4
Non	2	3	4	1	1	5	2
Average	5	7	10	2	2	12	5

Commentary & Description:

One of the principal sauropods of its region, this huge and relatively slender herbivore has the build of Diplodocus, though at 50' length, it is a smaller version. The Barapasaurus is a lizard-hipped browser who can reach the treetops merely by shifting its weight onto its rear feet and tail and craning its neck. It too uses the rear-up-and-stamp-down defense practiced by its bigger cousin.

Baryonyx

Illustration: Page 182

Identifier: Animal, Archosauria, Theropoda, Baryonychid

Habitat: Interior /Earth, Equatorial Band, Jurassic Region

Size: 6xhuman-size

(20'-30' L; 12' T; up to 3000#)

Number Appearing: 1-3 (1D3)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT (1 BT only)

Swim: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/17/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	45	C	3D6	12 (13)*
Bite	40	P	5D3+5	12

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 20

P: 280, WL: 210, CL: 252

MM: 10

MR: 10

PM: 150

PN: 130

MMCap: 4

MRCap: 4

PMCap: 66

PNCap: 64

MMPow: 3

MRPow: 3

PMPow: 24

PNPow: 24

MMSpd: 3

MRSpd: 3

PMSpd: 60*

PNSpd: 42*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	20	0*	0	24	4
Super	9	9	15	0*	0	18	3
Vital	6	6	10	0*	0	12	2
Non	3	3	5	0*	0	6	1
Average	7	7	12	0*	0	15	2

* Animal in water = invulnerable.

Commentary & Description:

This lizard-hipped creature is a quadrupedal carnivore that inhabits rivers and lakes. The Baryonyx has a long, narrow skull filled with sharp teeth, and a huge curved claw (1' long) on each foot. It preys on aquatic life forms from fish to other reptiles of a size of about up to its own.



Brachiosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Sauropoda, Brachiosaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 24xhuman-size

(75'-85' L; 40' T; 19' T at shoulder; 70-80 tons)

Number Appearing: 1-10 (1D10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 18

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail	15	B/I*	6D10	50
or				
Stamp	10	B/I*	5D10	50
or				
Trample	10	B/I*	10D6	50

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 930, WL: 697, CL: 837

PM: 510 PN: 420

PMCap: 328 PNCap: 238

PMPow: 62 PNPow: 62

PMSpd: 120* PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	24	40	8	12	40	12
Super	12	18	30	6	9	30	9
Vital	8	12	20	4	6	20	6
Non	4	6	10	2	3	10	3
Average	10	15	25	5	7	25	7

Commentary & Description:

In addition to Brachiosaurus, two even larger related species are included under this listing. The details of the larger ones are given hereafter.

The Brachiosaurus is a gigantic, lizard-hipped herbivore that weighs up to 80 tons and can reach an overall length of 75 feet. It has a massive body with a long neck, topped by a deeply domed head with a broad, flat snout. Its equally long tail is a massive weapon that can break the neck of a Tyrannosaurus if it manages a lucky hit.

SUPERSAURUS:

Weight up to 100 tons. Damage bonus 60. P TRAIT addition 70.

ULTRASAUROS:

Weight up to 130 tons. Damage bonus 70. P TRAIT addition 180.

Camarasaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Sauropoda, Camarasaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 24xhuman-size

(60' L, 15' T at hips)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 125 yds/BT

Run: 250 yds/BT and 375 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail	15	B/I*	7D6	30
or				
Stamp	10	B/I*	5D6	30
or				
Trample	10	B/I*	6D6	30

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 800, WL: 600, CL: 720

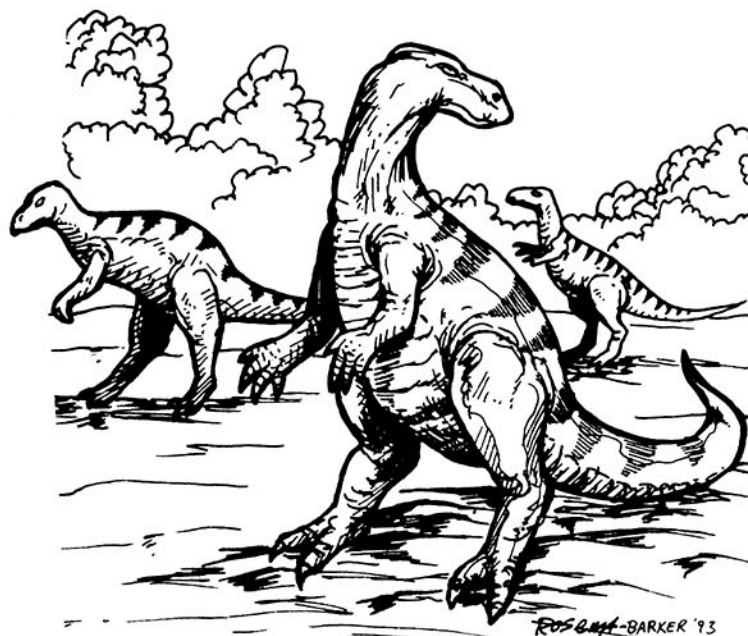
PM: 400 PN: 400

PMCap: 214 PNCap: 214

PMPow: 42 PNPow: 42

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	24	8	12	28	12
Super	9	12	18	6	9	21	9
Vital	6	8	12	4	6	14	6
Non	3	4	6	2	3	7	3
Average	7	10	15	5	7	17	7

Commentary & Description:

This gigantic sauropod is a quadrupedal herbivore that gathers in small herds. With its long neck and tail, this lizard-hipped giant can reach a length 60 feet. Using its tail for balance, it often browses the tops of conifers.

Camptosaurus

Illustration: See above

Identifier: Animal, Archosauria, Ornithomimidae, Iguanodont

Habitat: Interior /Earth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(20' L; 7' T. at hips)

Number Appearing: 5-20 (5D4)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/11/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	12
or				
Tail Smash	20	B/I*	2D6	12

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10

MMCap: 4

MPow: 3

MSpd: 3

MR: 10

MRCap: 4

MPow: 3

MSpd: 3

P: 320, WL: 240, CL: 288

PM: 170 PN: 150

PMCap: 74 PNCap: 66

PMPow: 24 PNPow: 24

PMSpd: 72* PNSpd: 60*

* Divide by 12 for effective PMSpd of 6 and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	4	4	20	4
Super	6	9	12	3	3	15	3
Vital	4	6	8	2	2	10	2
Non	2	3	4	1	1	5	1
Average	5	7	10	2	2	12	2

Commentary & Description:

The Camptosaurus is a very large bipedal herbivore. Its arms are shorter than its hind legs, with small hoof-like nails that allow them to be used as feet. Camptosaurus often grazes on all fours. The skull of this saurian is long, low, and broad, forming a pronounced beak. They are usually found in herds.

Camptosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Theropoda, Carnosaurid

Habitat: Interior /Earth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(40' L; 15' T; 10,000-12,000#)

Number Appearing: 1-2

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 270 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil



Centrosaurus

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	35	C	2D3	26
and				
Bite	25	P	2D6	26
or				
Horns (x2)*	25	B/I**	4D3	26

* Can only be used versus creatures of the same size or larger.
 ** Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 4D6)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 660, WL: 495, CL: 594

PM: 335

PMCap: 153

PMPow: 38

PMSpd: 144*

PN: 325

PNCap: 151

PNPow: 30

PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	4	4	20	4
Super	6	9	12	3	3	15	3
Vital	4	6	8	2	2	10	2
Non	2	3	4	1	1	5	1
Average	5	7	10	2	2	12	2

Commentary & Description:

The Carnotaurus is a huge theropod with a short snout, a relatively weak jaw for its tooth-filled maw, and two large, bull-like horns on its forehead. It is bipedal, and has pebbly textured skin—a unique feature for an archosaur.

Illustration: Page 188

Identifier: Animal, Archosauria, Ceratopsian, Ceratopsid

Habitat: Interior AErth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(20' L; 6' T; 7000#)

Number Appearing: 110-200 (10D10+100)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horn	25	P	4D6*	22
Trample	10	B/I**	3D3	22

* Plus 4D6 Impact Physical damage if charging.

** Impact damage cannot be absorbed by any form of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 400, WL: 300, CL: 360

PM: 200

PMCap: 94

PMPow: 34

PMSpd: 72* PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	4	4	28	4
Super	12	15	18	3	3	21	3
Vital	8	10	12	2	2	14	2
Non	4	5	6	1	1	7	1
Average	10	12	15	2	2	17	2



Commentary & Description:

The Centrosaurus, or "central-horned lizard" is a frill-shielded ceratopsian with up to a two-foot-long forward-curving horn on the end of its beak-like snout (as contrasted to Monoclonius' backward-curving one). In the center of the back edge of this archosaur's frill are two long, hook-like projections. Centrosaurus carries its large head close to the ground, and feeds on low plants. These great herbivores gather in herds numbering between 110 and 200 individuals.

As noted, the statistics for this dinosaur can be used for Monoclonius as well.

Ceratosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Theropoda, Ceratosaurid

Habitat: Interior /Earth, Equatorial Band, Jurassic Region

Size: 12xhuman-size
(20'-25' L)

Number Appearing: 4-6 (1D3+3)

Modes & Rates of Movement:

Walk: 125 yds/BT

Run/Charge: 250 yds/BT and 375 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	2D3	20
Bite	40	P	3D6	20

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

MM: 10 MR: 10 P: 400, WL: 300, CL: 360

MMCap: 4 MRCap: 4 PM: 200 PT: 200

MMPow: 3 MRPow: 3 PMCap: 84 PNCap: 84

MMSpd: 3 MRSpd: 3 PMPow: 32 PNPow: 32

PMSpd: 84* PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	24	4
Super	9	12	15	3	4	18	3
Vital	6	8	10	2	2	12	2
Non	3	4	5	1	1	6	1
Average	7	10	12	2	2	15	2

Commentary & Description:

The lizard-hipped Ceratosaurus, or "horned lizard," is another carnivore that walks on its hind legs and uses the claws on its smaller, four-fingered hands for grasping and tearing food. This pack-hunting predator has a serrated crest and a narrow row of bony plates down its back and tail. There are also bony ridges above its eyes and a single horn on its snout. The horn is too small to be used for a weapon, and the principal attack of this carnivore is its bite and talons.

Chasmosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Ceratopsian, Ceratopsid

Habitat: Interior /Earth, Equatorial Band, Cretaceous Region

Size: 6xhuman-size
(15' L)

Number Appearing: 6-36 (6D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	25	P	2D6+2*	18
Trample	15	B/I**	3D3	18

* Plus 4D6 Impact Physical damage if charging.

** Impact damage cannot be absorbed by any form of armor.

Powers: Nil



Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 300, WL: 225, CL: 270

PM: 150

PMCap: 60

PMPow: 30

PMSpd: 60* PNSpd: 60*

* Divide by 6 for effective PMSpd and PNSpd of 10.

Armor Schemes:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	4	4	28	4
Super	12	15	18	3	3	21	3
Vital	8	10	12	2	2	14	2
Non	4	5	6	1	1	7	1
Average	10	12	15	2	2	17	2

Commentary & Description:

The bird-hipped Chasmosaurus is a quadrupedal ceratopsian, sporting two long, upward-curving horns on its brow, and a single shorter horn on its snout. Its long shield is frill-edged, with bony spikes and knobs. With such an armament, the 15' long herbivore can do serious damage to a predator with its 20 mph charge. This dinosaur is one of the earliest of the ceratopsian kind.

Coelophysis

Illustration: Page 189

Identifier: Animal, Archosauria, Theropoda, Podokesaurid

Habitat: Interior Earth, Equatorial Band, Triassic Region

Size: 1xhuman-size

(10' L; 3' T; <50-100#)

Number Appearing: 4-8 (2D3+2)

Modes & Rates of Movement:

Walk/Trot: 120 yds/BT and 240 yds/BT

Run/Charge: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 13 and -/44/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks

Claws (x2)

Bite

BAC

35

40

Damage Type

C

P

Base

1D3

2D3

Bonus

8

8

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 140, WL: 105, CL: 126

PM: 63

PMCap: 23

PMPow: 20

PMSpd: 20

PN: 77

PNCap: 29

PNPow: 24

PNSpd: 24

Armor Schemes:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	8	0
Super	3	6	6	0	0	6	0
Vital	2	4	4	0	0	4	0
Non	1	2	2	0	0	2	0
Average	2	5	5	0	0	5	0

Commentary & Description:

Another of the smaller carnivores, this thin, bipedal hunter is built for speed. Only 10' long and 3' tall, the Coelophysis weighs up to 100 pounds. The creature has small, manipulative clawed hands and a mouth full of sharp teeth. When hunting, this ferocious animal sometimes gathers in packs to bring down larger prey. Like many smaller predatory dinosaurs, they are cannibalistic.

Deinonychus

Illustration: Page 187

Identifier: Animal, Archosauria, Theropoda, Dromaeosaurid

Habitat: Interior Earth, Equatorial Band, Jurassic Region

Size: 1xhuman-size

(10'-13' L; 5' T; 150-175#)

Number Appearing: 2-6 (2D3)

Modes & Rates of Movement:

Walk: 125 yds/BT

Track/Trot: 200 yds/BT and 250 yds/BT

Run/Charge: 375 yds/BT and 500 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 29 and -/60/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Claw (x2) and	20	C	1D3	18
Bite or	25	P	2D3	18
Kick* (Talonsx2)†	40	C/P	3D6+3	18

* Creature can leap through the air, up to 6' high, with a 24' spring, to attack-kick with clawed feet. Double PD if leaping and striking the target (i.e., 6D6+6 plus 36 PMPow damage bonus).

† Providing target is 3xhuman-size or larger, one attack only otherwise.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D6)

M (Cunning): 30		P: 200, WL: 150, CL: 180
MM: 18	MR: 12	PM: 100 PN: 100
MMCap: 6	MRCap: 4	PMCap: 40 PNCap: 40
MMPow: 6	MRPow: 4	PMPow: 30 PNPow: 30
MMSpd: 6	MRSpd: 4	PMSpd: 30 PNSpd: 30

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	4	0	0	8	0
Super	3	6	3	0	0	6	0
Vital	2	4	2	0	0	4	0
Non	1	2	1	0	0	2	0
Average	2	5	2	0	0	5	0

Commentary & Description:

Although about 5' tall and 12' long, these creatures are lightly built much as are birds and weigh only about 160 pounds. This means they are lightly armored but very fast indeed.

These dinosaurs hunt in packs up to six strong. They run to attack, kick-slash with their 5' long second toe claw, then retreat as quickly, aiming to bleed their prey to death. Note that when running, the clawed toe is held up and so the weapon is vertical.

Dilophosaurus

Illustration: Page 189

Identifier: Animal, Archosauria, Theropoda, Megalosaurid

Habitat: Interior Earth, Equatorial Band, Triassic Region

Size: 3xhuman-size
(20' L)

Number Appearing: 2-4 (1D3+1)

Modes & Rates of Movement:

Walk/Trot: 80 yds/BT and 160 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/26/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claws (x2)	30	C	1D3	15
and				
Bite*	25	C/P*	2D6	15
or				
Kick	35	B	2D3	15

* See Commentary & Description below.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20		P: 240, WL: 180, CL: 216
MM: 10	MR: 10	PM: 110 PN: 130
MMCap: 4	MRCap: 4	PMCap: 44 PNCap: 61
MMPow: 3	MRPow: 3	PMPow: 27 PNPow: 30
MMSpd: 3	MRSpd: 3	PMSpd: 39* PNSpd: 39*

* Divide by 3 for effective PMSpd and PNSpd of 13.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

The Dilophosaurus, or "two-crested lizard," is an agile and grapple bipedal carnivore, a cousin of the Baryonyx. With its two distinctive semicircular crests of bone rising on either side of the skull, it is unmistakable. These crests look somewhat like a V, and have a slight purplish coloration, compared to the rusty and tan colors of the rest of the animal. The sharp, small teeth are used to snap up small victims, slash, or on large prey after it jumps on the victims in a flash of talons.

* As an alternative, assume that this carnosaur is unique in that it is poisonous. If this option is employed, then:

Reduce movement rate to 60/120/180.

Remove "Kick" attack mode and reduce biting damage to Base 2D3. Add Poison STR 100 (100/100/50) to bite, and add "Spit poison" to a range of 10 yards, any "Vital" or better Strike Location blinding the opponent and delivering 50 points of Physical damage in the process.



Diplodocus

Illustration: Page 187

Identifier: Animal, Archosauria, Sauropoda, Diplodocid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 24xhuman-size

(90' L; 45' T, 13' T at hips; 8-10 tons)

Number Appearing: 10-60 (10D6)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 180 yds/BT and 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 9

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Stamp or	10	B/I*	7D6	40
Tail or	20	B/I*	6D6	40
Trample	10	B/I*	8D6	40

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

P: 800, WL: 600, CL: 720

MM: 5

MR: 5

PM: 400

PN: 400

MMCap: 2

MRCap: 2

PMCap: 180

PNCap: 180

MMPow: 1

MRPow: 1

PMPow: 52

PNPow: 52

MMSpd: 2

MRSpd: 2

PMSpd: 168* PNSpd: 168*

* Divide by 24 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	20	4	4	20	8
Super	6	9	15	3	3	15	6
Vital	4	6	10	2	2	10	4
Non	2	3	5	1	1	5	2
Average	5	7	12	2	2	12	5

Commentary & Description:

One of the longest of the gigantic sauropods, Diplodocus attains a length of 90 feet, but weighs around 20,000 pounds. The name of this immense animal means "Double Beam," because of the Y-shaped protrusions on its tail vertebrae. These allow for extra muscle attachments that allow Diplodocus to whip its tail from side to side. Its main defenses are its 45' long tail, bulk, and its forelegs, which it effectively uses to stamp smaller predators. Because Diplodocus feeds by rearing up supported by its hind legs and tail, it also likes to rear up thus and bring its forelegs crashing down on an attacker. This rearing position allows Diplodocus to browse on treetop leaves nearly 50 feet off the ground. It has a tiny head, only two feet long. Because the head is so small, most of the food consumed by this herbivore (and many other herbivorous dinosaurs, as well) is "chewed" in the animal's gizzard, similar to that of most birds.

Dravidosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Stegosaur, Stegosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 6xhuman-size

(15' L)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/17/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 16

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail (spiked)	25	P	4D3+4	18

Powers: Nil

Statistical Detail:

Base Scheme (+/- D5)

M (Cunning): 10

P: 260, WL: 195, CL: 234

MM: 5

MR: 5

PM: 150

PN: 110

MMCap: 2

MRCap: 2

PMCap: 60

PNCap: 47

MMPow: 1

MRPow: 1

PMPow: 30

PNPow: 21

MMSpd: 2

MRSpd: 2

PMSpd: 60* PNSpd: 42*

* Divide by 6 for effective PMSpd of 10 and PNSpd of 7.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	24	32	4	4	32	4
Super	12	18	24	3	3	24	3
Vital	8	12	16	2	2	16	2
Non	4	6	8	1	1	8	1
Average	10	15	20	2	2	20	2

Commentary & Description:

This 15' long bird-hipped quadruped has a massive body with a small head. Between the double row of bony plates along either side of its backbone and the spiked tail, the bird-hipped herbivore is able to put up quite a fight, for its nervous system is amply equipped to manage the use of its deadly tail.

Dromæosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Theropoda, Dromæosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 1xhuman-size

(6'-10' L; 100#)

Number Appearing: 4-8 (2D3+2)

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 360 yds/BT and 450 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/42/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Foreclaws (x2)	25	C	1D2	9
and				
Bite	25	P	2D3	9
or				
Kick (Hindclaw)	50	C/P	2D3	9 (11)* †

* Double bonus 18 (22) if charging and leaping to strike opponent.

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20, EL: 32

MM: 10 MR: 10

MMCap: 4 MRCap: 4

MMPow: 3 MRPow: 3

MMSpd: 3 MRSpd: 3

P: 140, WL: 105, CL: 126

PM: 70 PN: 70

PMCap: 28 PNCap: 28

PMPow: 21 PNPow: 21

PMSpd: 21 PNSpd: 21

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

The name of this 8' long bipedal theropod means "swift lizard." It is a lizard-hipped carnivore that walks on its hind legs balanced by its tail. The small, lightweight body is topped with a big head full of razor-sharp teeth. Its main attack is to kick with the 3' eagle-like talons it has on the inner toe of each foot. Though the arms of the Dromæosaurus are small, the three-clawed hands can grasp prey and tear food. This dinosaur is fast, agile, and intelligent, and uses a pack-hunting technique to bring down larger prey.

Hylæosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Ankylosaur, Nodosaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 3xhuman-size

(15' L)

Number Appearing: 3-16 (3D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 300 yds/BT and 400 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 26

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Tail	30	C/B	2D6	9

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 140, WL: 105, CL: 126

PM: 70

PMCap: 28

PMPow: 21

PMSpd: 21*

PN: 70

PNCap: 28

PNPow: 21

PNSpd: 21*

* Divide by 3 for effective PMSpd and PNSpd of 7.

Armor Schemes:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	32	40	48	4	4	48	4
Super	24	30	36	3	3	36	3
Vital	16	20	24	2	2	24	2
Non	8	10	12	1	1	12	1
Average	20	25	30	2	2	30	2

Commentary & Description:

This bird-hipped animal is a nodosaurid, which is an early type of Ankylosaur. The Hylaeosaurus has a narrow head, an armor-plated body and tail, and a series of sharp spikes and ridges on its flanks and tail for protection. This herbivorous grazer is speedy for a quadrupedal dinosaur, especially one so effectively armored.

Iguanodon

Illustration: Page 187

Identifier: Animal, Archosauria, Ornithomimidae, Iguanodontid

Habitat: Interior Aeth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(25'-35' L; 15' T; up to 10,000#)

Number Appearing: 10-50 (10D5)

Modes & Rates of Movement:

Walk/Trot: 100 yds/BT and 200 yds/BT

Run/Charge: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/9/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Claw Spike (x2)	20	C	1D6	16
and Bite	10	P	3D3	16
or Tail Smash	10	B/I*	3D6	16

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 348, WL: 261, CL: 313

PM: 180

PMCap: 92

PMPow: 28

PMSpd: 60* PNSpd: 48*

* Divide by 12 for effective PMSpd of 5 and PNSpd of 4.

Armor Schemes:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

The Iguanodon is a 30' long bipedal herbivore. This duck-billed ornithomimid has three toes on its feet, and five fingers on its hands that end in hoof-like nails, one of which, the thumb, is a spike for defense. Like the Ankylosaurus, the Iguanodon moves about on its two hind legs, but browses on all fours. The Iguanodon is a social animal, and lives in herds of 10 to 50.



Kentrosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Stegosaur, Stegosaurid

Habitat: Interior Earth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(16'-20' L; 2,500-4,000#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 90 yds/BT

Run/Charge: 180 yards/BT and 270 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 16

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail (spiked)	25	P	4D3	18
Back Rush*	15	P	4D6	18

* Possible only if no tail attack is attempted.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 320, WL: 240, CL: 288

PM: 160

PN: 160

PMCap: 82

PNCap: 82

PMPow: 30

PNPow: 30

PMSpd: 48*

PNSpd: 48*

* Divide by 12 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	24	32	4	4	32	4
Super	12	18	24	3	3	24	3
Vital	8	12	16	2	2	16	2
Non	4	6	8	1	1	8	1
Average	10	15	20	2	2	20	2

Commentary & Description:

This creature is armored with a double row of narrow, triangular bony plates on either side of its spine. These plates are grouped in pairs along the neck, shoulders and back, then are replaced from the middle of the back to the tip of the tail by spikes up to 2' in length. The Kentrosaurus has a pair of extra-long spikes at hip level on both sides. This 16-20 foot long herbivore is found in herds of up to 15 animals.

Megalosaurus

Illustration: Page 187

Identifier: Animal, Archosauria, Theropoda, Megalosaurid

Habitat: Interior Earth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(25'-30' L; 9'-10' T; 1-2 tons)

Number Appearing: 1 or 1-2

Modes & Rates of Movement:

Walk: 120 yds/BT

Run/Charge: 240 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 12

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	40	P	3D6	22
Claws (x2)	25	C/P	2D3	11

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 20

P: 460, WL: 345, CL: 414

MM: 10

MR: 10

PM: 230

PN: 230

MMCap: 4

MRCap: 4

PMCap: 100

PNCap: 100

MMPow: 3

MRPow: 3

PMPow: 34

PNPow: 34

MMSpd: 3

MRSpd: 3

PMSpd: 96*

PNSpd: 96*

* Divide by 12 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	24	4
Super	9	12	15	3	3	18	3
Vital	6	8	10	2	2	12	2
Non	3	4	5	1	1	6	1
Average	7	10	15	2	2	17	2

Commentary & Description:

This early predator is another of the bipedal theropod carnivores. The mighty Megalosaurus has strong, clawed fingers and toes. As typical of these creatures, its primary attack is with its large head and sharp teeth.

Monoclonius

See Centrosaurus



Nemegtosaurus

Illustration: Page 188

Identifier: Archosaur, Saurischian, Sauropod

Habitat: Interior AErth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size
(60' L)

Number Appearing: 5-15

Modes & Rates of Movement:

Walk: 60 yds/BT

Run: 240 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Stamp	10	B/I*	3D6	27
or				
Tail	15	B/I*	3D6	27
or				
Trample	10	B/I*	5D6	27

* Impact Damage can not be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 700, WL: 525, CL: 630

PM: 350 PN: 350

PMCap: 167 PNCap: 167

PMPow: 39 PNPow: 39

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

The bird-hipped Nemegtosaurus is another huge herbivore, roughly 60' in total length. Able to defend itself with a smash of its enormous tail, or a stamp from one of its great legs, this diplodocid prefers to live in peace. Its slow defenses are not a certain deterrent to assault by carnosaurs, though, and molestation by the large predators is common.

Ornithomimus

Illustration: Page 188

Identifier: Animal, Archosauria, Theropoda, Ornithomimid

Habitat: Interior AErth, Equatorial Band, Cretaceous Region

Size: 2xhuman-size
(12' L; 8' T)

Number Appearing: 4-12 (4D3)

Modes & Rates of Movement:

Walk/Trot: 110 yds/BT and 220 yds/BT

Run/Charge: 330 yds/BT and 440 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and -/20/-

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Kick	30	C	2D3	3
Trample	10	B	2D3	3

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 160, WL: 120, CL: 144

MM: 5

MR: 5

PM: 80

PN: 80

MMCap: 2

MRCap: 2

PMCap: 45

PNCap: 45

MMPow: 1

MRPow: 1

PMPow: 15

PNPow: 15

MMSpd: 2

MRSpd: 2

PMSpd: 20*

PNSpd: 20*

* Divide by 2 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

This long-legged sprinter is completely bipedal. Its dextrous, clawed fingers are too small to do much more than grasp and tear food. The head of this 12' long theropod has no teeth, but a birdlike beak instead (and thus the meaning of the name, which means "Bird Imitator"). Able to reach speeds of up to 30 mph, this omnivore-oviraptor's speed and intelligence are its best defenses as it steals other dinosaurs' eggs and flees.



Ouranosaurus

Illustration: Page 188

Identifier: Animal, Archosauria, Ornithomimidae, Iguanodontid

Habitat: Interior Earth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(23'-30' L; 16.5' T)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk/Trot: 100 yds/BT and 200 yds/BT

Run/Charge: 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	20	P	2D3	12
and Tail	15	B/I*	3D6	12

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 340, WL: 255, CL: 306

PM: 170

PN: 170

PMCap: 74

PNCap: 74

PMPow: 24

PNPow: 24

PMSpd: 72* PNSSpd: 72*

* Divide by 12 for effective PMSpd and PNSSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

This bird-hipped herbivore is bipedal when moving, but prefers to browse on all fours. It has a fin on its back from shoulder to mid-tail, and its long, low skull slopes to a wide, flat duck-billed snout.

Pachycephalosaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Ornithomimidae, Pachycephalosaurid

Habitat: Interior Earth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(15'-25' L)

Number Appearing: 5-30 (5D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Head butt	25	B/I*	4D3+4	8
or Tail	10	B/I*	2D6	8
or Trample	10	B/I*	3D6	8

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 350, WL: 262, CL: 315

PM: 180

PN: 170

PMCap: 88

PNCap: 74

PMPow: 20

PNPow: 24

PMSpd: 72*

PNSSpd: 72*

* Divide by 12 for effective PMSpd and PNSSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	32	4	4	40	4
Super	9	12	24	3	3	30	3
Vital	6	8	16	2	2	20	2
Non	3	4	8	1	1	10	1
Average	7	10	20	2	2	25	2

Commentary & Description:

The most unusual feature of this duck-billed herbivore is the large, 9" thick bone plate covering its brain. Pachycephalosaurus is 20' long, bipedal, and has a long, heavy tail for balance. This creature gathers in herds of up to 30 in number.



Panoplosaurus

Illustration: See below

Identifier: Animal, Archosauria, Ankylosaur, Nodosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(15'-20' L; 6000-8000#)

Number Appearing: 6-36 (6D6)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 160 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/6/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 31

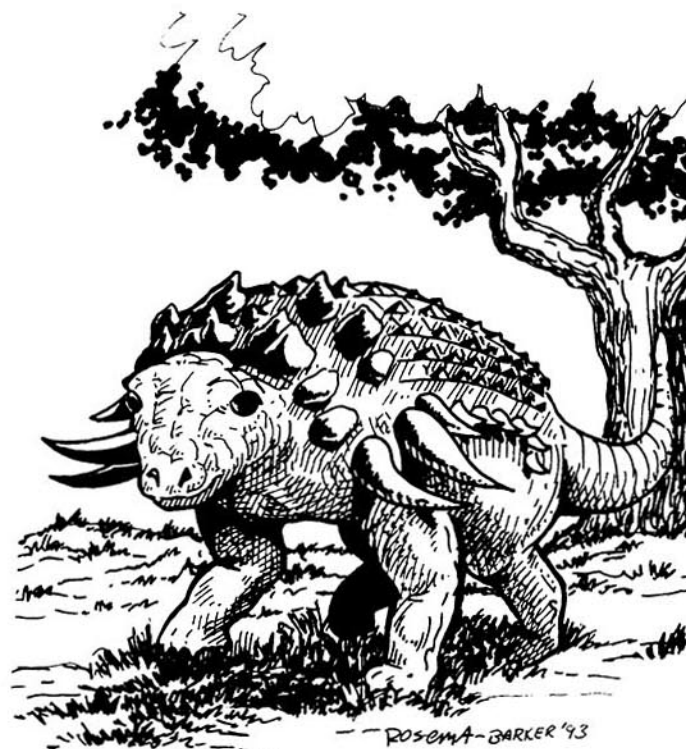
Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail Smash	20	B/I*	2D6	15
Trample	15	P	2D3+Special**	15

* Impact damage cannot be absorbed by any type of armor.

** 20% chance of impaling the target (automatically causing Ultra-Vital damage).

Powers: Nil



Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MMCap: 2

MMPow: 1

MMSpd: 2

MR: 5

MRCap: 2

MRPow: 1

MRSpd: 2

P: 240, WL: 180, CL: 216

PM: 120 PN: 120

PMCap: 57 PNCap: 57

PMPow: 27 PNPow: 27

PMSpd: 36* PNSpd: 36*

* Divide by 12 for effective PMSpd and PNSpd of 3.

Armor Schemes:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	40	48	60	4	4	60	4
Super	30	36	45	3	3	45	3
Vital	20	24	30	2	2	30	2
Non	10	12	15	1	1	15	1
Average	20	30	37	2	2	37	2

Commentary & Description:

The Panoplosaurus is a form of Ankylosaur called a nodosaurid. It has broad square plates with keels arranged in bands across its neck and shoulders, and the rest of its back covered in smaller, bony studs. In addition, there are large spikes angled to the side and front guarding its flanks and especially its shoulders. When facing down a foe of equal or lesser size, Panoplosaurus can and will charge with its shoulder spikes. If a successful trampling attack is made, the dinosaur has a 20% chance of impaling the target (automatically causing Ultra-Vital damage).

Parasaurolophus

Illustration: Page 186

Identifier: Animal, Archosauria, Ornithomimidae, Hadrosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(30' L; 16' T; 7000#)

Number Appearing: 8-48 (8D6)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/18/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail or	15	B/I*	3D6	30
Trample	10	B/I*	2D6	30

* Impact damage cannot be absorbed by any type of armor.



Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 500, WL: 375, CL: 450

PM: 260

PN: 240

PMCap: 110 PNCap: 110

PMPow: 42 PNPow: 22

PMSpd: 108* PNSpd: 108*

* Divide by 12 for effective PMSpd and PNSpd of 9.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	24	4
Super	9	12	15	3	3	18	3
Vital	6	8	10	2	2	12	2
Non	3	4	5	1	1	6	1
Average	7	10	12	2	2	15	2

Commentary & Description:

The Parasaurolophus is a 30' long bipedal herbivore with a 5' long crest that extends back over the animal's shoulders. This crest, which is smaller in females, is a hollow tube that the duck-billed saurians use as a strident horn to send their mating call.

Plateosaurus

Illustration: Page 189

Identifier: Animal, Archosauria, Sauropoda, Plateosaurid

Habitat: Interior Earth, Equatorial Band, Triassic Region

Size: 12xhuman-size

(25' L)

Number Appearing: 10-100 (10D10)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run/Charge: 120 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15	P	2D3	12
or				
Stamp	10	B/I*	2D6	12
or				
Trample	10	B/I*	3D6	12

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 340, WL: 255, CL: 306

PM: 170 PN: 170

PMCap: 74 PNCap: 74

PMPow: 24 PNPow: 24

PMSpd: 72* PNSpd: 72*

* Divide by 12 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	12	16	0	0	16	4
Super	9	9	12	0	0	12	3
Vital	6	6	8	0	0	8	2
Non	3	3	4	0	0	4	1
Average	7	7	10	0	0	10	2

Commentary & Description:

The lizard-hipped Plateosaurus, or "flat lizard," is a huge herbivore. Like most sauropods, it has a long neck, and its tail is about half of the animal's length. It moves on all fours most of the time, but when browsing, it rears up on its hind legs to reach the tops of the conifers and cycads upon which it normally feeds. This sauropod travels in herds of 10 to 100 individuals.

Psittacosaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Ornithopoda, Psittacosaurid

Habitat: Interior Earth, Equatorial Band, Cretaceous Region

Size: 1xhuman-size

(6' L)

Number Appearing: 20-60 (2D3x10)

Modes & Rates of Movement:

Walk: 80 yds/BT

Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 5 and —/36/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Beak	35	P	1D6	1

Powers: Nil



Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 100, WL: 75, CL: 90

PM: 50

PN: 50

PMCap: 19

PNCap: 19

PMPow: 13

PNPow: 13

PMSpd: 18

PNSpd: 18

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	20	0
Super	6	9	12	0	0	15	0
Vital	4	6	8	0	0	10	0
Non	2	3	4	0	0	5	0
Average	5	7	10	0	0	12	0

Commentary & Description:

The "parrot lizard," or Psittacosaurus, is a bipedal, human-sized herbivore. The name is derived from the animal's square skull and parrot-like beak. These creatures are always found in herds.

Pteranodon

Illustration: Page 189

Identifier: Animal, Archosauria, Pterosauria, Pterodactylid

Habitat: Interior Ærth, Equatorial Band, All Regions

Size: 2xhuman-size

(5'-8' L; 18'-23' wingspan)

Number Appearing: 2-12 (2D6)

Modes & Rates of Movement:

Walk: 30 yds/BT

Fly: 150 yds/BT

Dive/Swoop: 450 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/30—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2) or	30	C	1D3	4
Bite	45	P	3D6*	4 (5)*

* Double PD if a diving attack.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20

MM: 10

MR: 10

MMCap: 4

MRCap: 4

MMPow: 3

MRPow: 3

MMSpd: 3

MRSpd: 3

P: 150, WL: 112, CL: 135

PM: 75

PN: 75

PMCap: 30

PNCap: 30

PMPow: 15

PNPow: 15

PMSpd: 30*

PNSpd: 30*

* Divide by 2 for effective PMSpd and PNSpd of 15.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This large pterosaur has a short, tailless body, and a large crest on the back of its head. It is a highly maneuverable glider, utilizing the crest for steering and stabilization. Although its jaws have no teeth, the sharply pointed end is used for piercing enemies, and it often feeds upon fish by scooping them up and swallowing them whole, much like a pelican.

This creature originates in the Cretaceous Region, though it is not restricted to this habitat by any natural barriers. The power of flight thus enables it to roam the extent of the Equatorial Band.

Pterodactyl

Illustration: Page 189

Identifier: Animal, Archosauria, Pterosauria, Pterodactylid

Habitat: Interior Ærth, Equatorial Band, All Regions

Size: 0.25xhuman-size

(1'-2' L; 3'-5' wingspan)

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Walk: 20 yds/BT

Fly: 200 yds/BT

Dive/Swoop: 600 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	35	C	1D3	0
or				
Bite (beak)	30*	P	2D3	0

* BAC increases to 60 and PD increases to 4D3 plus 3 (7) bonus if diving to attack. (The number in parentheses is the damage bonus with the damage bonus due to high BAC added.)

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20		P: 30, WL: 22, CL: 27
MM: 10	MR: 10	PM: 15
MMCap: 4	MRCap: 4	PMCap: 5
MPow: 3	MRPow: 3	PMPow: 5
MMSpd: 3	MRSpd: 3	PMSPd: 5*

* Multiply by 4 for effective PMSPd and PMSpd of 20.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Pterodactyls are the most common form of predatory flying archosaur, and are typical in feature for this type of flying reptile. They have a short tail, a long neck, and elongated hand bones. These hands, along with the long fourth fingers, are used to support the wings. Their sharp beaks have many small teeth that are used for catching and ripping prey.

These creatures originate in the Jurassic Region, and are most often found there. The power of flight, however, enables them to travel throughout the Equatorial Band.

Quetzalcoatlus

Illustration: Page 189

Identifier: Animal, Archosauria, Pterosauria, Pterodactylid

Habitat: Interior Ærth, Equatorial Band, All Regions

Size: 3xhuman-size

(6'-9' L; 30'-40' wingspan)

Number Appearing: 3-8 (1D6+2)

Modes & Rates of Movement:

Walk: 40 yds/BT

Fly: 200 yds/BT

Dive/Swoop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/24/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	35	C	2D3	6
or				
Bite	50	P	3D6*	6 (8)**

* Double PD if a diving attack.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 20		P: 180, WL: 135, CL: 162
MM: 10	MR: 10	PM: 90
MMCap: 4	MRCap: 4	PMCap: 36
MPow: 3	MRPow: 3	PMPow: 18
MMSpd: 3	MRSpd: 3	PMSPd: 36*

* Divide by 3 for effective PMSPd and PMSpd of 12.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This immense predator/scavenger has the largest wingspan of any pterosaur. Due to its large size, it is capable of carrying even small-to-medium-sized (unarmored) creatures, e.g., prey of about 100 pounds or so weight. Quetzalcoatlus is a skillful glider, able to soar high above the ground on thermal currents. With keen eyes, it is able to spot prey or carrion from a great distance.

Though its origin is from the Cretaceous Region, its ability to fly enables it to travel throughout the entire Equatorial Band.



Rhamphorhynchus

Illustration: Page 189

Identifier: Animal, Archosauria, Pterosauria, Rhamphorhynchid

Habitat: Interior Ærth, Equatorial Band, All Regions

Size: 0.5xhuman-size

(4'-6' L; 3'-4' wingspan)

Number Appearing: 11-20 (1D10+10)

Modes & Rates of Movement:

Walk: 20 yds/BT

Fly: 220 yds/BT

Dive/Swoop: 660 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/28/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	25	C	1 point	0
or				
Bite	50	P	2D3*	0 (2)**

* Double PD if a diving attack.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D2)

M (Cunning): 20

P: 50, WL: 37, CL: 45

MM: 10

MR: 10

PM: 25

PN: 25

MMCap: 4

MRCap: 4

PMCap: 10

PNCap: 10

MMPow: 3

MRPow: 3

PMPow: 8

PNPow: 8

MMSpd: 3

MRSpd: 3

PMSpd: 7*

PNSpd: 7*

* Multiply by 2 for effective PMSpd PNSpd of 14.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

The Rhamphorhynchus is a small, highly agile flying reptile. It has a long neck and tail, the latter possessing a flat, rudder-like end for aid in maneuvering. The long, narrow jaws are filled with outward-pointing barbed teeth.

These creatures are most often found in the Jurassic Region, from which they originate. Since they can fly, however, they are able to roam throughout the Equatorial Band.

Saltasaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Sauropoda, Titanosaurid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(40' L; 20,000#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk/Trot: 60 yds/BT and 120 yds/BT

Run/Charge: 180 yds/BT and 240 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail or	20	I*	4D6	24
Trample	10	I*	3D6	24

* Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

P: 800, WL: 600, CL: 720

MM: 5

MR: 5

PM: 400

PN: 400

MMCap: 2

MRCap: 2

PMCap: 244

PNCap: 244

MMPow: 1

MRPow: 1

PMPow: 36

PNPow: 36

MMSpd: 2

MRSpd: 2

PMSpd: 120*

PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	32	4	4	40	4
Super	9	12	24	3	3	30	3
Vital	6	8	16	2	2	20	2
Non	3	4	8	1	1	10	1
Average	7	10	20	2	2	25	2

Commentary & Description:

This huge, armored saurian is a lizard-hipped herbivore. The animal has a long neck and tail, and an overall length of 40'.

Scelidosaurus

Illustration: Page 189

Identifier: Animal, Archosauria, Ankylosaur, Scelidosaurid

Habitat: Interior Earth, Equatorial Band, Triassic Region

Size: 3xhuman-size

(12' L)

Number Appearing: 20-40 ((1D3+1)×10)

Modes & Rates of Movement:

Walk: 70 yds/BT

Run/Charge: 140 yds/BT and 280 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail	30	C/P/B	3D3	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 180, WL: 135, CL: 162

MM: 5

MR: 5

PM: 90

PN: 90

MMCap: 2

MRCap: 2

PMCap: 42

PNCap: 42

MMPow: 1

MRPow: 1

PMPow: 24

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 24*

PNSpd: 24*

* Divide by 3 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	4	4	20	0
Super	15	15	15	3	3	15	0
Vital	10	10	10	2	2	10	0
Non	5	5	5	1	1	5	0
Average	10	10	10	2	2	10	0

Commentary & Description:

The Scelidosaurus is a quadrupedal herbivore. Like all Ankylosaurs, these "ribbed lizards" are bird-hipped ornithischians. Though Scelidosaurus have small heads with toothless beaks and weak jaws, their bodies are well armored. Their backs are covered in bony plates, studded with parallel rows of small spikes that run from the neck to the tips of their tails and over the upper flanks. They are usually found in small groups of 20-40, grazing on plants and grasses along rivers and near forested regions.

Silvisaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Ankylosauria, Nodosaurid

Habitat: Interior Earth, Equatorial Band, Cretaceous Region

Size: 3xhuman-size

(10'-15' L)

Number Appearing: 6-18 (6D3)

Modes & Rates of Movement:

Walk: 40 yds/BT

Run/Charge: 80 yds/BT and 120 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/17/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 17

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Tail	30	C/P/B	2D3	12

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 10

P: 200, WL: 150, CL: 180

MM: 5

MR: 5

PM: 100

PN: 100

MMCap: 2

MRCap: 2

PMCap: 49

PNCap: 52

MMPow: 1

MRPow: 1

PMPow: 24

PNPow: 24

MMSpd: 2

MRSpd: 2

PMSpd: 27*

PNSpd: 24*

* Divide by 3 for effective PMSpd of 9 and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	32	4	4	40	4
Super	15	15	24	3	3	30	3
Vital	10	10	16	2	2	20	2
Non	5	5	8	1	1	10	1
Average	12	12	20	2	2	25	2



Commentary & Description:

Another of the heavily armored nodosaurids, the Silvisaurus, or "forest lizard," is a 13' long quadrupedal herbivore with spiked flanks and tail.

Spinosaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Theropoda, Spinosaurid

Habitat: Interior Aeth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(40' L; 14,000#)

Number Appearing: 1 or 2

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 10

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Talons (x2)	30	C	4D3	24
and				
Bite	45	P	4D6	24 (25)*

*The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 660, WL: 495, CL: 594

PM: 330 PN: 330

PMCap: 150 PNCap: 150

PMPow: 36 PNPow: 36

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	4	4	20	4
Super	9	12	15	3	3	15	3
Vital	6	8	10	2	2	10	2
Non	3	4	5	1	1	5	1
Average	7	10	12	2	2	12	2

Commentary & Description:

A principal carnivore, this huge (40' long) theropod has a big head with many small, sharp teeth, and 6' spines down its spine. It is lizard-hipped and bipedal, with small front legs only used for grasping prey to it as well as for tearing food.

Stegoceras

Illustration: Page 186

Identifier: Animal, Archosauria, Ornithopoda, Pachycephalosaurid

Habitat: Interior Aeth, Equatorial Band, Cretaceous Region

Size: 1xhuman-size

(6' L; 2' T; 120#)

Number Appearing: 30-90 (3D3x10)

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 270 yds/BT and 360 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 2 and —/33/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 9

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Head butt	50	B	1D6*	4 (6)**

* Double damage if charging and striking (i.e., 2D6+8 (12))**.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added. Doubled if charging and striking, of course.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 8

MM: 4

MMCap: 2

MMPow: 1

MMSpd: 1

MR: 4

MRCap: 2

MRPow: 1

MRSpd: 1

P: 100, WL: 75, CL: 90

PM: 52 PN: 48

PMCap: 18 PNCap: 18

PMPow: 16 PNPow: 15

PMSpd: 18 PNSpd: 15



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	24	0
Super	6	9	12	0	0	18	0
Vital	4	6	8	0	0	12	0
Non	2	3	4	0	0	6	0
Average	5	7	10	0	0	15	0

Commentary & Description:

This small but speedy duck-billed herbivore is only the size of a goat. It is equipped with a 3' solid bone plate covering its brain, providing the biped with a considerable ramming attack (relative to its size, of course).

Stegosaurus

Illustration: See below

Identifier: Animal, Archosauria, Stegosaur, Stegosaurid

Habitat: Interior Ærth, Equatorial Band, Jurassic Region

Size: 24xhuman-size

(25'-30' L; 11' T, 4 tons)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 17

Quirks: Nil

Attacks

Attacks	BAC	Damage Type	Base	Bonus
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Spiked Tail	25	P*	4D6+4	24
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* Plus 4D6 Impact Physical damage (no bonus). Impact damage cannot be absorbed by any type of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

P: 560, WL: 420, CL: 504

MM: 5

MR: 5

PM: 280 PN: 280

MMCap: 2

MRCap: 2

PMCap: 124 PNCap: 124

MMPow: 1

MRPow: 1

PMPow: 36 PNPow: 36

MMSpd: 2

MRSpd: 2

PMSpd: 120* PNSpd: 120*

* Divide by 24 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	24	32	4	4	40	8
Super	12	18	24	3	3	30	6
Vital	8	12	16	2	2	20	4
Non	4	6	8	1	1	10	2
Average	10	15	20	2	2	25	5

Commentary & Description:

The Stegosaurus, or "plated lizard," is the archetypical example of its kind. The size of an Azirian elephant, this quadrupedal herbivore grows to over 25 feet in length and has enormous hind legs that are twice the length of its front legs. Its tiny 16' head is narrow and kept low to the ground. It is armored from head to mid-tail with bony plates shaped like arrowheads, some over 2 feet broad and tall. The tail has 2-4 pairs of three-foot-long spikes, used in combat against predators like the Allosaurus.

Styracosaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Ceratopsian, Ceratopsid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 12xhuman-size

(20' L; 6' T; 6000#)

Number Appearing: 30-80 (10D6+20)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)





Torosaurus

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/20/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	25	P	4D6*	18
or				
Trample	15	B/I**	3D3	18

* Plus 4D6 Impact Physical damage if charging.

** Impact damage cannot be absorbed by any form of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 540, WL: 405, CL: 486

PM: 270 PN: 270

PMCap: 120 PNCap: 120

PMPow: 30 PNPow: 30

PMSpd: 120* PNSpd: 120*

* Divide by 12 for effective PMSpd and PNSpd of 10.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	4	4	28	4
Super	12	15	18	3	3	21	3
Vital	8	10	12	2	2	14	2
Non	4	5	6	1	1	7	1
Average	10	12	15	2	2	17	2

Commentary & Description:

The Styracosaurus, or "spiked lizard" is a frill-shielded ceratopsian—with six long spikes on its frill. The herbivore has but a single 2' long horn on its nose. This 20' long quadruped gathers in herds of up to 100 individuals.

Illustration: Page 186

Identifier: Animal, Archosauria, Ceratopsian, Ceratopsid

Habitat: Interior Ærth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(20'-25' L; 10,000#)

Number Appearing: 20-60 (2D3x10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 13

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	25	P	6D6*	20
or				
Trample	15	B/I**	3D3	20

* Plus 6D6 Impact PD if charging.

** Impact damage cannot be absorbed by any form of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 600, WL: 450, CL: 560

PM: 300 PN: 300

PMCap: 136 PNCap: 136

PMPow: 32 PNPow: 32

PMSpd: 132* PNSpd: 132*

* Divide by 24 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	24	4	4	28	4
Super	12	15	18	3	3	21	3
Vital	8	10	12	2	2	14	2
Non	4	5	6	1	1	7	1
Average	10	12	15	2	2	17	2



Commentary & Description:

This 20' to 25' long ceratopsian has one of the largest frills, and it is smooth along the edge. The "bull lizard" has a small horn on its snout and a pair of longer horns on its forehead. The latter are 2' long and brown, similar to a bull's—hence the name.

These herbivores gather in herds numbering up to 60, and are migratory.

Triceratops

Illustration: Page 186

Identifier: Animal, Archosauria, Ceratopsian, Ceratopsid

Habitat: Interior /Erth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(25'-35' L; 9.5' T; 10,000-22,000#)

Number Appearing: 20-50 ((1D4+1)×10)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 17

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Horns	25	P	8D6*	24
or				
Trample	15	B/I**	3D3	24

* Plus 8D6 Impact PD if charging.

** Impact damage cannot be absorbed by any form of armor.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D10)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 2

MRCap: 2

MMPow: 1

MRPow: 1

MMSpd: 2

MRSpd: 2

P: 680, WL: 510, CL: 612

PM: 340 PN: 340

PMCap: 160 PNCap: 160

PMPow: 36 PNIPow: 36

PMSpd: 144* PNSSpd: 144*

* Divide by 24 for effective PMSpd and PNSSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	24	32	4	4	32	4
Super	15	18	24	3	3	24	3
Vital	10	12	16	2	2	16	2
Non	5	6	8	1	1	8	1
Average	12	15	20	2	2	20	2

Commentary & Description:

One of the best-known ceratopsians, Triceratops is the largest, a huge and powerful herbivore that travels in large herds. Though it possesses a large horn on its snout, the two brow horns of this quadruped are nearly four feet in length. Combined with its thundering charge, these three weapons are capable of skewering any predator not very fast and careful too.

Tuojiangosaurus

Illustration: See below

Identifier: Animal, Archosauria, Stegosaur, Stegosaurid

Habitat: Interior /Erth, Equatorial Band, Jurassic Region

Size: 12xhuman-size

(up to 25' L; 8.4' T, up to 3.5 tons)

Number Appearing: 10-30 (10D3)

Modes & Rates of Movement:

Walk: 100 yds/BT

Run/Charge: 200 yds/BT and 300 yds/BT (1 BT only)





Tyrannosaurus

Illustration: Page 186

Identifier: Animal, Archosauria, Theropoda, Tyrannosaurid

Habitat: Interior AErth, Equatorial Band, Cretaceous Region

Size: 24xhuman-size

(40'-50' L; 18'-20' T; 12,000-16,000#)

Number Appearing: 1 or 1-2

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 270 yds/BT and 360 yds.BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 16

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	60	P	5D6+5	30 (34)**
and Claws (x2)*	15	C/P	2D3	15
or Kick	25	C**	3D3	30

* Possible only when a biting attacks succeeds.

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 5D6)

M (Cunning): 20

P: 660, WL: 445, CL: 594

MM: 10 MR: 10

PM: 330 PN: 330

MMCap: 4 MRCap: 4

PMCap: 144 PNCap: 144

MMPow: 3 MRPow: 3

PMPow: 42 PNPow: 42

MMSpd: 3 MRSpd: 3

PMSpd: 144* PNSpd: 144*

* Divide by 24 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	20	32	4	8	40	12
Super	9	15	24	3	6	30	9
Vital	6	10	16	2	4	20	6
Non	3	5	8	1	2	10	3
Average	7	12	20	2	5	25	7

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 15

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spiked Tail	25	P	4D6	16

Powers: Nil

Statistical Detail:

Base Scheme (+/- D6)

M (Cunning): 10

P: 400, WL: 300, CL: 360

MM: 5

MR: 5

PM: 200

PN: 200

MMCap: 2

MRCap: 2

PMCap: 88

PNCap: 88

MMPow: 1

MRPow: 1

PMPow: 28

PNPow: 28

MMSpd: 2

MRSpd: 2

PMSpd: 84*

PNSpd: 84*

* Divide by 12 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	20	28	4	4	32	8
Super	12	16	21	3	3	24	6
Vital	8	8	14	2	2	16	4
Non	4	4	7	1	1	8	2
Average	10	12	17	2	2	20	5

Commentary & Description:

While not as large or as powerful as the Stegosaurus, this version of the plated quadruped is very similar. The Tuojiangosaurus has a heavily built body and small, narrow head, like its cousin. There are 15 pairs of bony plates on its back, complemented by two pairs of tail spikes.



Commentary & Description:

This fearsome beast is the largest of the carnivorous dinosaurs, reaching a length of over 40 feet. Walking on its massive, muscular hind legs, tall held horizontal above ground for balance, this biped is fast, and ambushes its prey. Though its small front legs are nearly useless for attack until prey has been seized by its jaws, the creature's sharp teeth are 3' - 6' long (foremost fangs), and more than adequately make up for them. The Tyrannosaurus has poor vision, but good hearing and a well-developed sense of smell. They are cunning, persistent predators, incredibly aggressive, and solitary except when they mate. Travellers' tales have surfaced of the Tyrannosaurus's keen vision, but reputable sages discount these as absurd.

Velociraptor

Illustration: See below

Identifier: Animal, Archosauria, Theropoda, Dromaeosaurid

Habitat: Interior Earth, Equatorial Band, Cretaceous Region

Size: 1xhuman-size

(6' L)

Number Appearing: 7-12 (1D6+6)

Modes & Rates of Movement:

Walk/Trot: 90 yds/BT and 180 yds/BT

Run/Charge: 360 yds/BT and 450 yds/BT (1 BT only)

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: 9 and —/40/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	1D3	2
and				
Foreclaws (x2)	20	C	1D2	2
or				
Kick	50	C/P	4D3*	2* (4)**

* Double damage if leaping and striking opponent (i.e., 8D3+4 (8)).**

**The number in parentheses is the damage bonus with the damage bonus due to high BAC added. Doubled in the case of leap kicks.

Powers: Nil

Statistical Detail:

Base Scheme (+/- D3)

M (Cunning): 24 P: 120, WL: 90, CL: 108

MM: 12

MR: 12

PM: 60

PN: 60

MMCap: 6

MRCap: 6

PMCap: 26

PNCap: 26

MMPow: 3

MRPow: 3

PMPow: 14

PNPow: 14

MMSpd: 3

MRSpd: 3

PMSpd: 20

PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	12	16	0	0	16	0
Super	6	9	12	0	0	12	0
Vital	4	6	8	0	0	8	0
Non	2	3	4	0	0	4	0
Average	5	7	10	0	0	10	0

Commentary & Description:

The Velociraptor, or "swift robber," is a human-sized carnivore of incredible speed. These bipedal predators may often be encountered alone, as they dart through the nests of larger saurians to steal their eggs. Velociraptors are quite cunning predators who gather in packs and actually stalk larger prey. They have dexterous, clawed hands, and are very aggressive. They attack with their claws on both hands and feet, as well as their sharp teeth.



MOUNTS



AERTHTM

Type of Mount	Price	PD Points	Size/Armor	Endurance	Speed
Ass/Donkey	3D3x100	150+1D10	small/no	10	7
Camel, Bactrian	6D6x500	220+2D10	med./yes*	12/3	12
Camel, Bactro-Dromedary	7D6x500	240+1D10	med./yes*	12/4	12
Camel, Dromedary	6D10x500	180+4D10	med./yes**	11/4	13
Elephant, Afrikkan	base 125,000	590+10D10	large/yes	12/4	17
Elephant, Azirian	base 100,000	550+10D10	large/yes	13/3	16
Horse, Cart	4D5x100	190+1D10	med./no	5	8
Horse, Charger	base 40,000	230+2D10	med./yes	6/2	12
Horse, Courser	base 30,000	220+2D5	med./yes*	8/2	14
Horse, Destrier	base 50,000	240+10D6	lg.-med./yes	5/2	10
Horse, Draft	3D3x1,000	210+2D10	lg.-med./no	4/2	12
Horse, Dray	1D10x1,000	200+2D10	med./no	6/3	10
Horse, Garron	5D6x1,000	210+3D3	med./no	5/4	12
Horse, Genet	base 30,000	206+2D3	sm.-med./yes**	7/6	13
Horse, Jade	2D10x100	170+1D10	med./no	4	10
Horse, Palfrey	6D3x1,000	197+4D3	med./no	4/1	12
Horse, Pony	4D6x1,000	170+5D3	sm.-med./no	6/2	10
Horse, Racer	1D20x1,000	211+2D3	med./no	8/3	15
Mule	5D6x100	190+5D6	med./no	12	9
Pony (True)	5D6x100	105+10D6	small/no	5	8
Zebromega	base 50,000	230+4D5	lg.-med/yes	6/2	12

* No more armor than will enable the mount to move at 80% or better normal speed.

** No more armor than will enable the mount to move at 90% or better normal speed.



Ass/Donkey

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 3xhuman-size

Number Appearing: 5-30 (5D6) in wild herds

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Canter: 210 yds/BT

Gallop: 280 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D3	6
Kick (forehoof)	20	B	1D3	6
Kick (hindhooves)	35	B	2D6	6

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 24

MM: 12

MMCap: 5

MMPow: 4

MMSpd: 3

MR: 12

MRCap: 5

MRPow: 4

MRSpd: 3

P: 155, WL: 116, CL: 139

PM: 85 PN: 70

PMCap: 46 PNCap: 31

PMPow: 18 PNPow: 18

PMSpd: 21* PNSpd: 21*

* Divide by 3 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The ass, also called a donkey or burro, is found both in the wild and as a domestic beast of burden. They are quite durable and smart, and also stubborn and willful. This relative of the horse is used to cross-breed to produce mules. A typical specimen is able to carry a load of about 150 pounds at the maximum, although robust jacks (males) might manage in excess of 200 for short periods of time.

Camel, Bactrian

Illustration: Page 190

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Exterior /Earth, Azir

Size: 6xhuman-size

(10' L; 6' T; 1600#)

Number Appearing: 5-30 (5D6) in wild herd

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spit	45	Special*		
or				
Bite	25	P	1D3	15
or				
Kick (forehoof)	20	B	1D3	15
or				
Kick (hindhooves)	25	B	2D3	15

* Camels have highly flexible upper lips, and spit a foul-smelling glob at any threat within 10 feet. Such expectoration causes blindness and nausea for 2D3 CTs.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 15

MM: 8

MMCap: 3

MMPow: 3

MMSpd: 2

P: 230, WL: 172, CL: 207

PM: 115 PN: 115

PMCap: 49 PNCap: 49

PMPow: 27 PNPow: 27

PMSpd: 39* PNSpd: 39*

* Divide by 6 for effective PMSpd and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

The Bactrian, or two-humped camel, is native to the wilds of Central Azir. It has long been domesticated, of course, so most encounters will be with non-wild ones. It is stronger but slower than its cousin, the Dromedary, and able to bear about 500 pounds burden. To be exact, use one-third body weight and then add 10% of that third for total load capacity. For example, a big Bactrian camel might weigh 1500 pounds, thus its maximum burden would be 550# (one-third weight = 500, plus 10% of 500 = 50, a total of 550).

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Camel Bactro-Dromedary

Illustration: Page 190

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Exterior /Earth

Size: 6xhuman-size

(10' L; 6' T; 1650#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 360 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Spit	45	Special*		
or				
Bite	25	P	1D3	18
or				
Kick (forehoof)	20	B	1D3	18
or				
Kick (hindhooves)	25	B	2D3	18

* Camels have highly flexible upper lips, and spit a foul-smelling glob at any threat within ten feet. Such expectoration causes blindness and nausea for 2D3 CTs.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 15

MM: 8

MMCap: 3

MMPow: 3

MMSpd: 2

MR: 7

MRCap: 3

MRPow: 2

MRSpd: 2

P: 245, WL: 183, CL: 220

PM: 123 PN: 122

PMCap: 52 PNCap: 51

PMPow: 30 PNPow: 30

PMSpd: 41* PNSSpd: 41*

* Divide by 6 for effective PMSpd and PNSSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

A cross between the Bactrian and Dromedary camels, this animal is unfortunately sterile, as is the mule. It is strong and fast (able to bear about 650 pounds burden), but very ill-tempered and rare. To compute the exact weight one of these animals can bear, take one-third total body weight and then increase that third by 20%.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Camel Dromedary

Illustration: Page 190

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Exterior /Earth, Afrik

Size: 6xhuman-size

(10' L; 6' T; 1300#)

Number Appearing: 5-30 (5D6) in wild herds

Modes & Rates of Movement:

Walk: 130 yds/BT

Trot: 260 yds/BT

Run/Charge: 390 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Spit	45	Special*		
or				
Bite	25	P	1D3	12
or				
Kick (forehoof)	20	B	1D3	12
or				
Kick (hindhooves)	25	B	2D3	12

* Camels have highly flexible upper lips, and spit a foul-smelling glob at any threat within ten feet. Such expectoration causes blindness and nausea for 2D3 CTs.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 10

MM: 5

MR: 5

MMCap: 3

MRCap: 3

MPow: 1

MRPow: 1

MMSpd: 1

MRSpd: 1

P: 220, WL: 165, CL: 198

PM: 110

PN: 110

PMCap: 48

PNCap: 48

PMPow: 24

PNPow: 24

PMSpd: 38*

PNSpd: 38*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The Dromedary camel is native to the warm deserts of Afrik. It is a single-humped animal which is able to carry up to 350 pounds weight. To find exact burden capacity, however, find one-third of the animal's weight, and that is the amount of load it can carry without harm to its body.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Elephant Afrikkan (See also under Exterior Ærth)

Note the table for mounts shows the elephant in question being less powerful in Physical TRAIT than the wild specimen. This is because the latter assumes a large, mature bull or cow herd matriarch, while most animals taken and trained are not of this caliber. The journeymaster might allow a chance of between 5% and 10% for such an animal, i.e., one more in line with the wild example.

Elephant Azirian

(See also under Exterior Ærth)

Note the table for mounts shows the elephant in question being less powerful in Physical TRAIT than the wild specimen. This is because the latter assumes a large, mature bull or cow herd matriarch, while most animals taken and trained are not of this caliber. The journeymaster might allow a chance of between 5% and 10% for such an animal, i.e., one more in line with the wild example.

Horse, Cart

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior Ærth

Size: 6xhuman-size

(5'-5.6' T at withers; 1100-1400#)

Number Appearing: Special

Modes & Rates of Movement (pulling vehicle or carrying rider):

Walk: 80 yds/BT

Trot: 160 yds/BT

Canter: 240 yds/BT

Gallop: 320 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D3	6
Kick (forehoof)	15	B/1*	2D3	6
or				
Kick (hindhooves)	20	B/1*	2D6	6
or				
Trample**	10	B/1*	3D6	6

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil



Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

P: 195, WL: 146, CL: 175

MM: 10

MR: 10

PM: 100

PN: 95

MMCup: 4

MRCup: 4

PMCup: 49

PNCup: 47

MMPow: 3

MRPow: 3

PMPow: 18

PNPow: 18

MMSpd: 3

MRSpd: 3

PMSpd: 33*

PNSpd: 30*

* Divide by 6 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

A typical cart horse is merely a "plug," an animal which is of low quality and moderate strength at best. Some such are used for riding, and they are able to carry a burden of about 200 pounds on their backs.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Horse, Charger

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5.3'-6' T at withers; 1700-2200#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks

BAC

Damage Type

Base

Bonus

Bite	50	P	1D3	12 (14)†
Kick (forehoof)	40	B/I*	2D3	12
or				
Kick (hindhooves)	45	B/I*	3D6	12 (13)†
or				
Trample**	30	B/I*	4D6	12

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

† The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 26

P: 244, WL: 183, CL: 219

MM: 13

MR: 13

PM: 122

PN: 122

MMCup: 6

MRCup: 6

PMCup: 54

PNCup: 54

MMPow: 4

MRPow: 4

PMPow: 24

PNPow: 24

MMSpd: 3

MRSpd: 3

PMSpd: 44*

PNSpd: 44*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	12	0
Super	3	3	9	0	0	9	0
Vital	2	2	6	0	0	6	0
Non	1	1	3	0	0	3	0
Average	2	2	7	0	0	7	0

Commentary & Description:

A charger is a medium-to-large horse which is selected for its quality and trained to carry its rider in battle and to fight as well. This mount is able to carry 300+ pounds.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Note also that when confronting each other, horses use their size and weight to assert dominance by running at and striking another with their chest. Larger ones will impact and displace backward, if not knock down, smaller ones. In battle, bigger horses tend to dominate battles if this occurs, for the smaller ones are ridden off/down thus.



Horse, Courser

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Erth

Size: 6xhuman-size

(5'-5.6' T at withers; 1600-2100#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 140 yds/BT

Trot: 280 yds/BT

Canter: 420 yds/BT

Gallop: 560 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	1D3	10 (12)†
Kick (forehoof)	40	B/I*	2D3	10
or				
Kick (hindhooves)	45	B/I*	3D6	10 (11)†
or				
Trample**	30	B/I*	4D6	10

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 26

P: 228, WL: 171, CL: 205

MM: 13

MR: 13

PM: 118

PN: 110

MMCap: 6

MRCap: 6

PMCap: 54

PNCap: 52

MMPow: 4

MRPow: 4

PMPow: 22

PNPow: 16

MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	12	0
Super	3	3	6	0	0	9	0
Vital	2	2	4	0	0	6	0
Non	1	1	2	0	0	3	0
Average	2	2	5	0	0	7	0

Commentary & Description:

The smaller, faster Ccourser is a warhorse able to bear about 250 pounds. It is otherwise similar to a charger.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Note also that when confronting each other, horses use their size and weight to assert dominance by running at and striking another with their chest. Larger ones will impact and displace backward, if not knock down, smaller ones. In battle, bigger horses tend to dominate battles if this occurs, for the smaller ones are ridden off/down thus.

Horse, Destrier

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Erth

Size: 6xhuman-size

(5.6'-6.3' T at withers; 1800-2300#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Canter: 300 yds/BT

Gallop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 7

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	55	P	1D6	16 (19)†
Kick (forehoof)	45	B/I*	4D3	16 (17)†
or				
Kick (hindhooves)	50	B/I*	4D6	16 (18)†
or				
Trample**	35	B/I*	4D6	16

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2.5 feet in height, or has been knocked down so as not to exceed that height.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 24

P: 254, WL: 190, CL: 228

MM: 12

MR: 12

PM: 127

PN: 127

MMCup: 5

MRCup: 5

PMCap: 57

PNCup: 57

MMPow: 4

MRPow: 4

PMPow: 28

PNPow: 28

MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

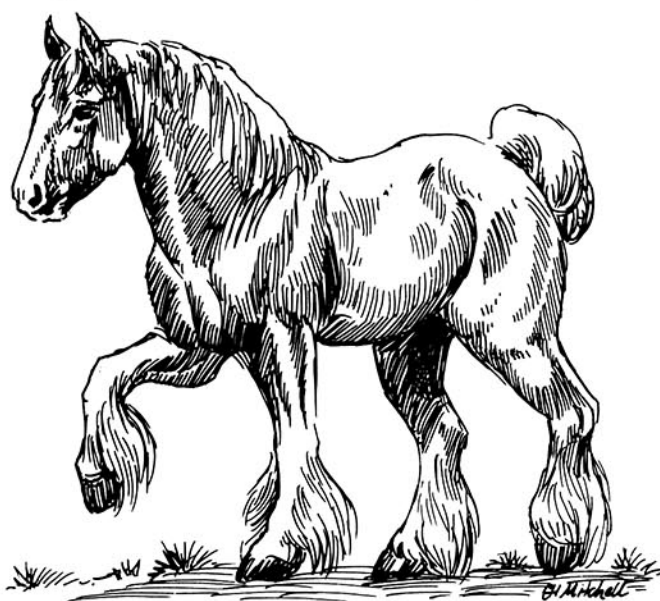
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	16	0	0	16	4
Super	6	6	12	0	0	12	3
Vital	4	4	8	0	0	8	2
Non	2	2	4	0	0	4	1
Average	5	5	10	0	0	10	2

Commentary & Description:

The largest and most massive of all horses, selected for toughness and power, trained for warfare and combat—that is the destrier. The average mount of this sort is capable of bearing 350 pounds weight on its back as it moves and fights..

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Note also that when confronting each other, horses use their size and weight to assert dominance by running at and striking another with their chest. Larger ones will impact and displace backward, if not knock down, smaller ones. In battle, bigger horses tend to dominate battles if this occurs, for the smaller ones are ridden off/down thus.



Horse, Draft

Illustration: See above

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5'-5.6' T at withers; 1500-2000#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	25	P	1D6	12
Kick (forehoof)	15	B/I*	2D3	12
or				
Kick (hindhooves)	20	B/I*	3D6	12
or				
Trample**	20	B/I*	4D6	12

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.



Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

P: 220, WL: 165, CL: 198

MM: 10

MR: 10

PM: 113

PN: 107

MMCap: 4

MRCap: 4

PMCap: 47

PNCap: 48

MMPow: 3

MRPow: 3

PMPow: 24

PNPow: 18

MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

A plow or heavy-load animal, the draft horse is the stock from which destriers come. One can bear a riding load of about 350 pounds.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Horse, Dray

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5'-5.3' T at withers; 1,100-1550#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Canter: 300 yds/BT

Gallop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	25	P	1D3	5
Kick (forehoof)	20	B/I*	2D2	5
or				
Kick (hindhooves)	25	B/I*	3D3	5
or				
Trample**	10	B/I*	3D6	5

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

P: 210, WL: 157, CL: 189

MM: 10

MR: 10

PM: 105

PN: 105

MMCap: 4

MRCap: 4

PMCap: 49

PNCap: 49

MMPow: 3

MRPow: 3

PMPow: 17

PNPow: 17

MMSpd: 3

MRSpd: 3

PMSpd: 39*

PNSpd: 39*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

Dray horses are typically common riding or carriage horses or draft animals. That is, they are common working horses. In its size, conformation, and basic abilities, they are roughly equal to the garron.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Horse, Garron

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5'-5.3' T at withers; 950-1300#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT



Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	25	P	1D3	8
Kick (forehoof)	15	B/I*	2D3	8
or				
Kick (hindhooves)	20	B/I*	2D6	8
or				
Trample**	10	B/I*	3D6	8

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

MM: 10

MMCap: 4

MPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MPow: 3

MRSpd: 3

P: 216, WL: 162, CL: 194

PM: 108

PMCap: 49

PPow: 20

PMSpd: 39*

PN: 108

PNCap: 49

PNPow: 20

PNSpd: 39*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description:

The garron is a sturdy saddle horse able to carry 300 pounds weight. They are overall good riding animals, but not suitable for battle.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Horse, Genet

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Erth

Size: 6xhuman-size

(5'-5.3' T at withers; 900-1200#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 130 yds/BT

Trot: 260 yds/BT

Canter: 390 yds/BT

Gallop: 520 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	50	P	1D6	9 (11)†
and				
Kick (forehoof)	40	B/I*	3D3	9
or				
Kick (hindhooves)	45	B/I*	3D6	9 (10)†
or				
Trample**	30	B/I*	4D6	9

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 28

MM: 14

MMCap: 6

MPow: 5

MMSpd: 3

MR: 14

MRCap: 6

MPow: 5

MRSpd: 3

P: 210, WL: 157, CL: 189

PM: 105

PMCap: 46

PPow: 21

PMSpd: 38*

PN: 105

PNCap: 46

PNPow: 21

PNSpd: 38*

* Divide by 6 for effective PMSpd and PNSpd of 6.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	12	0	0	12	0
Super	3	3	9	0	0	9	0
Vital	2	2	6	0	0	6	0
Non	1	1	3	0	0	3	0
Average	2	2	7	0	0	7	0

Commentary & Description:

The genet is a smallish but tough warhorse able to carry around 250 pounds weight. It can endure much without the grain and physical care required by similar mounts.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Note also that when confronting each other, horses use their size and weight to assert dominance by running at and striking another with their chest. Larger ones will impact and displace backward, if not knock down, smaller ones. In battle, bigger horses tend to dominate battles if this occurs, for the smaller ones are ridden off/down thus.

Horse, Jade

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(4.6'-5.3' T at withers; 900-1250#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Canter: 300 yds/BT

Gallop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/8/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	25	P	1D3	4
Kick (forehoof)	15	B/I*	2D3	4
or				
Kick (hindhooves)	20	B/I*	2D6	4
or				
Trample**	10	B/I*	3D6	4

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 20

P: 175, WL: 131, CL: 157

MM: 10

MR: 10

PM: 95

PN: 80

MMCap: 4

MRCap: 4

PMCap: 50

PNCap: 40

MMPow: 3

MRPow: 3

PMPow: 16

PNPow: 13

MMSpd: 3

MRSpd: 3

PMSpd: 29*

PNSpd: 27*

* Divide by 6 for effective PMSpd and PNSpd of 4.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This sort of mount is simply what is called a "nag," a horse of generally poor quality used as a saddle horse. A typical jade is able to carry 200 pounds on its back. It can carry a bit more, although that slows its pace or else causes it to tire more quickly.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.



Horse, Palfrey

Illustration: See below

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(4.6'-5' T at withers; 900-1175#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

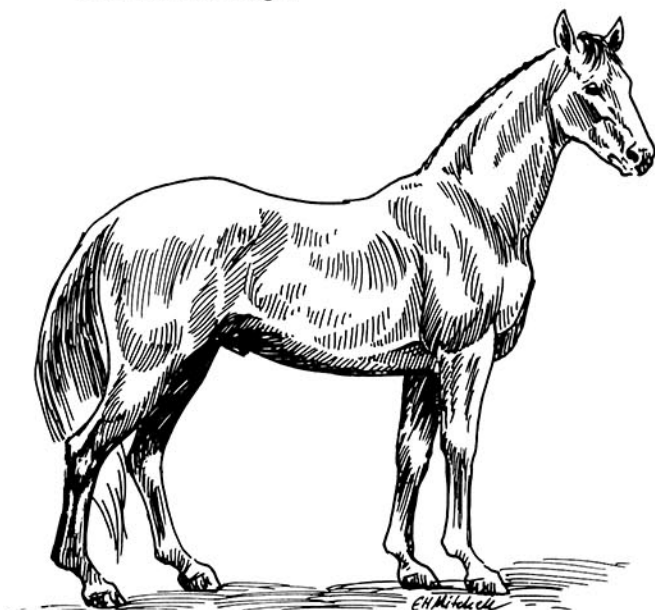
Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite or	20	P	1D3	7
Kick (forehoof)	10	B/I*	2D3	7
or				
Kick (hindhooves)	15	B/I*	2D6	7
or				
Trample**	10	B/I*	3D6	7

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.



Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

P: 205, WL: 153, CL: 184

MM: 10

MR: 10

PM: 103

PN: 102

MMCap: 4

MRCap: 4

PMCap: 47

PNCap: 46

MMPow: 3

MRPow: 3

PMPow: 19

PNPow: 19

MMSpd: 3

MRSpd: 3

PMSpd: 37*

PNSpd: 37*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

This mount is a good, easy-gaited saddle horse able to carry about 250 pounds. Many are mares; the larger males are generally geldings, all employed for transportation of the rider from place to place.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Horse, Pony

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 3xhuman-size

(4.6'-5' T at withers; 800-1000#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 100 yds/BT

Trot: 200 yds/BT

Canter: 300 yds/BT

Gallop: 400 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/22/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Quirks: Nil



Horse, Racer

Attacks	BAC	Damage Type	Base	Bonus
Bite or	25	P	1D6	7
Kick (forehoof)	20	B/I*	2D3	7
or				
Kick (hindhooves)	25	B/I*	2D6	7
or				
Trample**	10	B/I*	3D6	7

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 30

P: 180, WL: 135, CL: 162

MM: 15

MR: 15

PM: 90

PN: 90

MMCap: 6

MRCap: 6

PMCap: 38

PNCap: 38

MMPow: 5

MRPow: 5

PMPow: 19

PNPow: 19

MMSpd: 4

MRSpd: 4

PMSpd: 33*

PNSpd: 33*

* Divide by 3 for effective PMSpd and PNSpd of 11.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	8	0	0	8	0
Super	3	6	6	0	0	6	0
Vital	2	4	4	0	0	4	0
Non	1	2	2	0	0	2	0
Average	2	5	5	0	0	5	0

Commentary & Description:

A small but sturdy saddle horse able to carry about 200 pounds. These are fine working animals, tough and agile, so they are favored by those handling livestock.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5'-5.6' T at withers; 1000-1300#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 150 yds/BT

Trot: 300 yds/BT

Canter: 450 yds/BT

Gallop: 600 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/14/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D3	6
or				
Kick (forehoof)	15	B/I*	2D3	6
or				
Kick (hindhooves)	20	B/I*	2D6	6
or				
Trample**	10	B/I*	3D6	6

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

P: 215, WL: 161, CL: 193

MM: 10

MR: 10

PM: 108

PN: 107

MMCap: 4

MRCap: 4

PMCap: 48

PNCap: 47

MMPow: 3

MRPow: 3

PMPow: 18

PNPow: 18

MMSpd: 3

MRSpd: 3

PMSpd: 42*

PNSpd: 42*

* Divide by 6 for effective PMSpd and PNSpd of 7.



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

Racers are various breeds of horse which are selected for speed. Thus, one will provide a good, fast saddle animal with the ability to carry 200-250 pounds weight quickly over some distance.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Mule

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

Number Appearing: Special

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run: 270 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/12/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	30	P	1D3	10
or				
Kick (forehoof)	25	B/I*	2D3+2	10
or				
Kick (hindhooves)	35	B/I*	2D6+2	10
or				
Trample**	10	B/I*	3D6	10

* Impact damage cannot be absorbed by any type of armor except Full Plate armor.

** Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 32

MM: 16 MR: 16

MMCap: 6 MRCap: 6

MMPow: 6 MRPow: 6

MMSpd: 4 MRSpd: 4

P: 208, WL: 156, CL: 187

PM: 104 PN: 104

PMCap: 46 PNCap: 46

PMPow: 22 PNPow: 22

PMSpd: 36* PNSpd: 36*

* Divide by 6 for effective PMSpd and PNSpd of 6.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	12	0
Super	3	6	9	0	0	9	0
Vital	2	4	6	0	0	6	0
Non	1	2	3	0	0	3	0
Average	2	5	7	0	0	7	0

Commentary & Description:

The mule is a hybrid between an ass and a horse. Smart, tough, ornery, and able, this is an excellent all-purpose beast. They can be used for riding, packing, or draft/plow work. In the first two capacities, they can bear about 200 pounds weight without any difficulty whatsoever.

Similar to horses, mules not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Pony (True)

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 3xhuman-size

(3'-4.6' T at withers; 300-800#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Canter: 240 yds/BT

Gallop: 320 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/10/—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Quirks: Nil



Attacks	BAC	Damage Type	Base	Bonus
Bite	25	P	1D3	3
or				
Kick (forehoof)	15	B	1D3+1	3
or				
Kick (hindhooves)	20	B	1D6	3
or				
Trample*	5	B	2D6	3

* Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D3)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

P: 140, WL: 105, CL: 126

PM: 75

PMCap: 43

PMPow: 15

PMSpd: 17*

PN: 65

PNCap: 29

PNPow: 19

PNSpd: 17*

* Divide by 3 for effective PMSpd and PNSpd of 5.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	0	0	4	0
Super	3	3	3	0	0	3	0
Vital	2	2	2	0	0	2	0
Non	1	1	1	0	0	1	0
Average	2	2	2	0	0	2	0

Commentary & Description:

A species of horse smaller than all others, and many varieties of which are lumped hereunder, the typical pony is basically suitable only for children or very small adults. The Cymric pony, for example, is large enough to carry a normal adult. In many physical respects, these animals are similar to the ass.

Horses, including ponies, not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Zebromega (Xaquagi)

Illustration: Page 190

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth, Atlantl

Size: 6xhuman-size

(5'6" T at withers; 1700-2200#)

Number Appearing: 5-30 (5D6) in wild

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: Nil

Joss Factors: 0

Dodging/Avoidance: Nil and —/16—

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Quirks: Nil

Attacks	BAC	Damage Type	Base	Bonus
Bite	15(45*)	P	1D3	8 (9)* †
Kick (forehoof)	15(35*)	B/I**	2D3	8
Kick (hindhooves)	20(40*)	B/I**	2D6	8
Trample***	15(25*)	B/I**	3D6	8

* Applies only to zebromegas trained as war steeds.

** Impact damage cannot be absorbed by any type of armor except Full Plate armor.

*** Applicable only when opponent is at the animal's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

†The number in parentheses is the damage bonus with the damage bonus due to high BAC added.

Powers: Nil

Statistical Detail:

Base Scheme (+/- 1D5)

M (Cunning): 20

MM: 10

MMCap: 4

MMPow: 3

MMSpd: 3

P: 242, WL: 181, CL: 217

MR: 10

MRCap: 4

MRPow: 3

MRSpd: 3

PM: 121

PMCap: 53

PMPow: 20

PMSpd: 48*

PN: 121

PNCap: 53

PNPow: 20

PNSpd: 48*

* Divide by 6 for effective PMSpd and PNSpd of 8.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	8	12	0	0	16	0
Super	3	6	9	0	0	12	0
Vital	2	4	6	0	0	8	0
Non	1	2	3	0	0	4	0
Average	2	5	7	0	0	10	0

Commentary & Description:

The draft horse-sized cousin of the zebra and the quagga, the zebromega is called the *xaquagi* in the Atlantian tongue. Some few herds of these beautiful animals are still in the wild state, found mainly on the island of Atlantl. Many domestic herds are kept in northern Afrik, and reports of a wild band or two have been recorded there recently, possibly escaped animals now living free. As demonstrated long ago by the Atlantians, these creatures can be domesticated and employed as riding animals and war mounts too. Zebromegas are still bred for use as war steeds by the armies of Atlantl. They can carry weight up to about 350 pounds, as might a destrier.

Large/Dangerous Fauna and Flora by Region

EXTERIOR ÆRTH

Æropa

Antelope
Ape (south)
Ass, Wild
Aurochs
Baboon (south)
Bear, Black
Bear, Brown
Bison, Æropan
Caribou (Reindeer (north)
Deer

Dog, Wild
Eagle
Goat, Wild
Hart
Herd Animal
Horse, Domesticated
Horse, Wild
Leopard (south)
Lion (south)
Lynx, Giant

Moose (Elk, Æropan)
Panther
Pony (True)
Raptor
Rat, Sewer or Graveyard
Sasquatch (heavily forested)
Snake, Asp
Stag (Giant Deer)
Swine, Boar
Wolf
Wolverine

Afrik

Antelope
Ape
Ass, Wild
Baboon
Betuhura (temples of Set)
Bird, Giant Flightless
Buffalo, Afrikkan
Camel, Dromedary
Catfish, Giant Nylle (Ægypt)
Cheetah
Crocodile, Giant
Crocodillian
Eagle
Elephant, Afrikkan
Elephant, Pygmyphant (north)

Fish (Small Carnivorous)
Fish, Armored
Gazelle
Giraffe
Onu (Wildebeest)
Goat (Wild)
Gorilla
Herd Animal
Hippopotomus
Horse, Wild (north)
Hyena
Leopard
Lion
Lizard, Monitor
Megadile (Ægypt)
Pygmy

Quagga
Raptor
Rat, Sewer or Graveyard
Rhinoceros
Salamander, Giant
Sasquatch (heavily forested)
Snake, Constrictor
Snake, Gaboon Viper
Snake, King Cobra
Snake, Mamba
Snake, Puff Adder
Snake, Spitting Cobra
Swine, Warthog
Wolf
Zebra
Zebromega (north)

Amazonia

Amazonian Devil
Antelope
Arapaima (aquatic)
Bear, Black
Condor
Condor, King
Crocodile
Crocodillian
Deer
Dog, Wild
Eagle
Eel, Electric
Fish (Small, Carnivorous)

Fish, Armored
Goat, Wild
Hairy Hippoceros
Herd Animal
Horse, Wild
Jaguar
Lion, Pike-Toothed (south 3rd)
Llama
Onaxeresian
Pandacoon
Raptor
Rat, Sewer or Graveyard
Salmander, Giant

Sasquatch (heavily forested)
Sloth, Giant
Snake, Anaconda
Snake, Bushmaster
Snake, Constrictor
Snake, Fer-de-Lance
Swine, Peccary
Tapir
Tapirephant
Tiger, Dagger-Toothed (north)
Tiger, Pike-Toothed
Turtle, Snapping
Wolf

Azir

Antelope
Ape
Ass, Wild
Aurochs
Baboon
Bear, Black
Bear, Brown
Bison, Aropan (west)
Buffalo, Azirian
Buffalo, Gaur
Camel, Bactrian
Camel, Dromedary (near Azir)
Caribou (Reindeer) (north)
Cheetah
Crocodile, Giant
Crocodilian
Deer
Deer, Sambar (hindic)

Dog, Wild
Eagle
Elephant, Azirian
Gazelle
Goat, Wild
Herd Animal
Hippopotamus
Horse, Wild
Hyena
Leopard
Lion (Hindic)
Lizard, Monitor
Lynx, Giant (North)
Elk (Aropan)
Musk Ox (north)
Onaxersian
Panda (giant)
Panther

Pony (True)
Raptor
Rat, Sewer or Graveyard
Rhinoceros
Salamander, Giant
Sasquatch (mountainous)
Snake, Constrictor
Snake, Krait
Snake, Spitting Cobra
Stag (Giant Deer)
Swine, Boar
Tapir (southeast)
Tiger
Wolf
Wolverine
Yak

Magmur

Bear, Long-Tailed
Bird, Giant Flightless
Crocodile, Giant
Crocodilian
Dullhead
Elephant, Plantifrons (north)
Fish (Small Carnivorous)
Fish, Armored
Herd Animal
Hippopotamus

Kangaroo
Lion, Chisel-Toothed
Lizard, Colositor (rare)
Lizard, Monitor
Moa
Mule
Oxchuck
Pandapir
Panther, Chisel-Toothed

Peccaricom
Pony (True)
Raptor
Rat, Sewer or Graveyard
Rhinoceros
Salamander, Giant
Sasquatch (heavily forested)
Toradillo
Wolf, Striped

Vargaard

Antelope
Ass, Wild
Bear, Black
Bear, Brown
Bear, Grizzly
Bison, Vargaardian
Caribou (north)
Condor
Condor, King
Cougar
Crocodile, Giant
Crocodilian
Deer

Dog, Wild
Eagle
Elephant, Woolly Mammoth
Elk (Wapiti)
Goat, Wild
Herd Animal
Horse, Wild
Jaguar (southeast)
Lynx, Giant
Moose
Mule
Musk Ox (far north)
Panther

Raptor
Rat, Sewer or Graveyard
Salamander, Hellbender
Sasquatch (heavily forested)
Snake, Coral
Snake, Fer-de-lance
Snake, Rattle
Snake, Water Moccasin
Swine, Boar
Tiger, Dagger-Toothed (south)
Turtle, Snapping
Wolf
Wolverine

North Polar

Bear, Polar
Caribou (Reindeer)
Herd ANimal

Musk Ox
Sea Lion
Seal

Walrus
Wolf

South Polar

Bear, Long-Tailed Polar
Cat
Herd Animal

Ice Horse
Sea Lion, Southern
Seal

Seal, Giant
Walrus, Antartic
Wolf, Shaggy

Marine

Dolphin
Eel
Fish, Dangerous
Fish, Poisonous
Octopus

Orca
Ray
Shark
Shark, Giant (Great White)
Snake, Sea

Squid, Giant
Turtle
Whale

SUBTERRANEAN AERTH

General

Albie
Allmouth
Archerbush
Armadiug
Awfulgutbag
Badger Devil
Barber
Bide Forever
Blackledge
Blindworm
Burnstem
Burrowburr
Cave Ape
Centaurant
Chainworm
Chokejet
Corpseberry
Coshtree
Cutleaf
Dangler
Deathblob
Deathfisher
Devilmen
Drekker
Echoer
Fisheye/Scalie/Feeler Face
Flashby
Floater
Fountain Fungus
Gibbat
Glowgrave

Gritleaf
Harpoonhedge
Harvestman
Heathedge
Hissard
Hootie
Impaler
Kicket
Lizard, Lion Lizard
Lobber/Lobsterman
Moldie
Moving Mound
Nailgrass
Offalgut
Ohoh
Pixie Dog
Quickslime
Rat, Subterranean
Ratoid
Rattle
Rock Scorpion
Salamander, Spined
Scavenger Worm
Shockshrub
Shrewwolf
Silent Whistler
Slime Creeper
Slugbellie/Devole
Slugbug
Smotherslug
Snake, Arrowsnake

Snake, Dropsnake
Snakevine
Snapper
Spitslug
Starseed
Steelback
Stickycloak
Stinkplant
Statie/Ferretfolk
Stonespear
Stoolie/Shrooman
Stranglevine
Sweetend
Toppler
Trapbeetle
Trog
Unlife
Vampbug
Wally
Warhill
Webber
Welcome Lamp
Whipslime
Whistler
Wolfspider, Subterranean
Wolfspider, Large Subterranean
Wolfspider, Great Subterranean

Midglooms

Burrbear
Shallowshadow
Micaman

Deepdark

Boreworm
Micaman
Wigglehead

Aquatic

Clamp
Crawbad
Crocodile, Cavecroc
Drownweed
Garpike
Hagnymph
Hydraworm
Killercat
Muckdevil
Octoplant
Slimeworm
Snail, Cave, Giant Coneshell

INTERIOR ÆRTH

Outer Band, North

Aurochs
 Bear, Cave
 Bear, Dog
 Bear, Polar
 Bear, Tiger
 Beaver, Giant
 Bison, Giant
 Camel, Giant
 Cougar, Dirk-Toothed
 Crocodilian
 Demonbear
 Demon Lion
 Devil Wolf
 Elephant, Down-Tusker
 Elephant, Emporer
 Elephant, Four-Tusker
 Elephant, Hairy Mammoth
 Elephant, Hook-Tusker
 Elephant, Mammoth

Elephant, Pike-Tusked
 Elephant, Pygmyphant
 Elephant, Shovel-Tusker
 Elephant, Wooly Mammoth
 Elk, Giant
 Fish, Armored
 Gazelle
 Giraffamel
 Giraffe, Streaked
 Glutton Devil
 Herd Animal
 Hippo, King
 Houndbear
 Humanoid, Pithecanthropoid
 Human, Cro-Magnon
 Human, Neanderthal
 Lion, Cave
 Lion, Cutlass-Toothed
 Moose, Four-Horned

Musk Ox
 Pandapir
 Quadralope
 Rhinoceros Y-Horned
 Sea Lion
 Seal
 Snake, King Python
 Stag (Giant Deer)
 Stag, Great-Horned
 Swine, Giant Pig
 Swine, King Warthog
 Tiger, Sabre-Toothed
 Tiger Dog
 Walrus
 Weasel
 Bear
 Weasel Lion
 Wolf

Outer Band, North Marine

Bear, Polar (cold)
 Eel Whale (cold)
 Fish (Small Carnivorous)
 Fish, Armored
 Fish, Dangerous
 Fish, Poisonous

Fish, Sword-Mouthed (temperate)
 Sea Lion
 Sea Serpent, True (temperate)
 Seal
 Serpent Whale (temperate)
 Shark (cold/temperate)

Shark, Giant (cold/temperate)
 Turtle
 Walrus
 Whale
 Whale, Legged (cold)

Outer Band, South

Amazonian Devil
 Bear, Ape
 Bear, Long-Tailed Polar
 Camelpant
 Condor, King
 Crocodilian
 Dullhead
 Elephant Bird
 Elephant, Big-Tusker
 Elephant, Horned-Mouthed
 Fish (Small Carnivorous)
 Fish, Armored
 Gazelle
 Hairy Hippoceros
 Herd Animal

Hippophant
 Ice Horse
 Kangaroo, Giant
 Lion, Chisel-Toothed
 Lion, Pike-Toothed
 Moa
 Ostrich, Axe-Beaked
 Oxchuck
 Pandacoon
 Peccaricorn
 Rhinoceros, Four-Horned
 Rhinoceros, Giant, Four-Horned
 Rhinoceros, Hippocorn
 Rhinoceros, Masterall
 Rhinoceros, Rhinocorn

Rhinoceros, Six-Horned
 Rhinoceros, Trunked
 Rhinorat
 Seal
 Seal, Sothern
 Sloth, Giant
 Sloth, Megasloth
 Snake, Anaconda
 Snake, Giant Boa Constrictor
 Tapirat
 Taplirephant
 Titanalo
 Walrus, Antatic
 Water Horse
 Wolf, Striped

Outer Band, South, Marine

Bear, Long-Tailed Polar
 Eel Whale (cold)
 Fish (Small Carnivorous)
 Fish, Armored
 Fish, Dangerous
 Fish, Poisonous

Fish, Sword-mouthed (temperate)
 Ice Horse (cold)
 Sea Serpent, True (temperate)
 Seal
 Seal, Southern
 Serpent Whale (temperate)

Shark (cold/temperate)
 Shark, Giant (cold/temperate)
 Turtle
 Walrus, Antartic
 Water Horse
 Whale, Legged (cold)

Intermediate Band

Centipede, giant
Crocodile, King Croc
Crocodile, Spiked Croc (aquatic)
Crocodragon
Dragon, Finback
Fish, (Small Carnivorous)
Fish, Armored
Gallopator
Gorgonophant
Gray Steaker
Green Racer

Horned Hunter
Horntooth
Juggernaut
Juggler
Lizard, Barbface
Lizard, Colositor
Lizard, Gila Monstrous
Lizard, Leech Lizard
Lizard, Thug
Lizard, Tree-Hopper
Lope-Hound

Mauler
Nightrunner
Snake, Death Archer
Snake, Legged
Snake, Serpentsnake
Snake, SharkSnake
Snake, Swarm Snake
Toad, Burrowing
Tuskfang
Walking Hedgrow
Yowler

Intermediate Band, Marine

Dragon, Sea (tropical)
Fish, (Small, Carnivorous)
Fish, Armored
Fish, Dangerous
Fish, Poisonous

Pike Squid (tropical)
Sea Mugger (tropical)
Serpent Fish (tropical)
Serpent Turtles (tropical)
Shark

Shark, Giant
Turtle, Giant
Whale Croc

Equatorial Band, Triassic

Coelophys
Dilophosaurus
Plateosaurus

Pteranodon
Pterodactyl
Quetzacoatlus

Rhamphorychus
Scelidosaurus
Theriodid

Equatorial Band, Jurassic

Allosaurus
Apatosaurus
Barapasaurus
Baryonyx
Brachiosaurus
Camarasaurus
Camptosaurus

Ceratosaurus
Deinonychus
Diplodocus
Hylaeosaurus
Iguanodon
Kentrosaurus
Megalosaurus

Pteranodon
Pterodactyl
Quetzacoatlus
Rhamphorychus
Stegosaurus
Theriodid
Tuojiangosaurus

Equatorial Band, Cretaceous

Alamosaurus
Albertosaurus
Ankylosaurus
Carnotaurus
Centrosaurus
Chasmosaurus
Dravidosaurus
Dromaeosaurus
Nemegtosaurus
Ornithomimus

Ouranosaurus
Pachycephalosaurus
Panoplosaurus
Parasaurolophus
Psittacosaurus
Pteranodon
Pterodactyl
Quetzacoatlus
Rhamphorychus
Saltasaurus

Silvisaurus
Spinosaurus
Stegoceras
Styracosaurus
Theriodid
Torosaurus
Triceratops
Tyrannosaurus
Velociraptor

Equatorial Band, Marine

Ichthyosaurus

Large and/or Dangerous Fauna of Ærth by Continent*

Large/Dangerous Fauna	Æropa	Afrik	Amzonía	Azir	Magmur	Vargaard
Amazonian Devils	—	—	am	—	—	—
Antelopes	æ	af	am	az	—	v
Apes	æ	af	—	az	—	—
Arapaima (Giant)**	—	—	am	—	—	—
Asses, Wild	æ	af	—	az	—	v
Aurochs	æ	—	—	az	—	—
Baboons/Drills	æ	af	—	az	—	—
Bears, Black	æ	af	am	az	—	v
Bears, Brown	æ	—	—	az	—	v
Bears, Grizzly	—	—	—	—	—	v
Bears, Long-Tailed	—	—	—	—	m	—
Betuhuru	—	af	—	—	—	—
Birds, Giant Flightless***	—	af	am	az	m	—
Bison, Æropan	æ	—	am	az	—	v
Bison, Vargaardian	—	—	—	—	—	v
Buffalo	—	af	—	az [@]	—	—
Camelephants	—	—	am	—	—	—
Camels	—	af	—	az	—	—
Caribou/Reindeer	æ	—	—	az	—	v
Catfish, Giant Nylle	—	af	—	—	—	—
Cheetah	—	af	—	az	—	—
Condors†	—	—	am	—	—	v
Condors, King	—	—	am	—	—	v
Cougars	—	—	am	—	—	v
Crocodiles, Giant	—	af	am	az	m	v
Crocodilians††	—	af	am	az	m	v
Deer	æ	—	am	az	—	v
Deer, Sambar	æ	—	am	az	—	v
Dogs, Wild	—	af	—	az	—	v
Dullheads	—	—	—	—	m	—
Eagles	æ	af	am	az	—	v
Elephants†††	—	af	—	az	—	—
Elephants, Plantifrons	—	—	—	—	m	—
Elephants, Pygmyphant	—	af	—	—	—	—
Elephants, Woolly Mammoth	—	—	—	—	—	v
Elk (Wapiti)	—	—	—	az	—	v
Gazelles	—	af	—	az	—	—
Giraffes	—	af	—	—	—	—
Gnus/Wildebeests	—	af	—	—	—	—
Goats, Wild	æ	af	am	az	—	v
Gorillas	—	af	—	—	—	—
Hairy Hippoceros	—	—	am	—	—	—
Hart	æ	—	—	—	—	—
Herd Animals	æ	af	am	az	m	v
Hippophants	—	—	—	—	m	—
Hippopotami	—	af	—	az	—	—
Horses, Wild	æ	af	am [^]	az	—	v [^]
Hyenas	—	af	—	az	—	—
Jaguars	—	—	am	—	—	v
Kangaroos	—	—	—	—	m	—
Leopards	æ	af	—	az	—	—
Lions	æ	af	—	az	—	—
Lions, Chisel-Toothed	—	—	—	—	m	—
Lions, Pike-Toothed	—	—	am	—	—	—

Lizards, Colositor	—	—	—	—	m	—
Lizards, Monitor	—	af	—	az	m	—
Llamas	—	—	am	—	—	—
Lynx, Giant	æ	—	—	az	—	v
Megadiles	—	af	—	—	—	—
Moas	—	—	—	—	m	—
Moose	æ	—	—	az	—	v
Musk Oxen	—	—	—	az	—	v
Oxchucks	—	—	—	—	m	—
Pandacoons	—	—	am	—	—	—
Pandapirs	—	—	—	—	m	—
Pandas (Giant)	—	—	—	az	—	—
Panthers	æ	af	—	az	—	v
Panthers, Chisel-Toothed	—	—	—	—	m	—
Peccaricorns	—	—	—	—	m	—
Quaggas	—	af	—	az	—	—
Raptors (eagles, hawks, etc.)	æ	af	am	az	m	v
Rats, Sewer or Graveyard	æ	af	am	az	m	v
Rhinoceros	—	af	—	az	m	—
Salamanders, Giant◇	—	af	am	az	m	v
Salamanders, Hellbender	—	—	—	—	—	v
Sasquatch	—	—	—	az	—	—
Sloths, Giant	—	—	am	—	—	—
Small poisonous creatures◇◇	æ	af	am	az	m	v
Snakes, Anaconda	—	—	am	—	—	—
Snakes, Asp	æ	—	—	—	—	—
Snakes, Bushmaster	—	—	am	—	—	—
Snakes, Constrictor	—	af	am	az	—	—
Snakes, Coral	—	—	—	—	—	v
Snakes, Fer-de-lance	—	—	am	—	—	—
Snakes, Gaboon Viper	—	af	—	—	—	—
Snakes, King Cobra	—	af	—	az	—	—
Snakes, Krait	—	—	—	az	—	—
Snakes, Mamba	—	af	—	—	—	—
Snakes, Pit Vipers	—	af	—	az	—	v
Snakes, Puff Adder	—	af	—	—	—	—
Snakes, Spitting Cobra	—	af	—	az	—	—
Snakes, Venomous	æ	af	am	az	m	v
Stags (Giant Deer)§	æ	—	—	az	—	—
Swine, Boars	æ	—	—	az	—	v
Swine, Forest Giant	—	af	—	—	—	—
Swine, Peccaries	—	—	am	—	—	v
Swine, Warthogs	—	af	—	—	—	—
Tapirephants	—	—	am	—	—	—
Tapirs	—	—	am	az	—	v
Tigers	—	—	—	az	—	—
Tigers, Dagger-Toothed	—	—	am	—	—	v
Tigers, Pike-toothed	—	—	am	—	—	—
Toradillos	—	—	—	—	m	—
Turtles, Snapping†	—	—	am	—	—	v
Wolverines (Gluttons)	æ	—	—	az	—	v
Wolves	æ	af	am	az	—	v
Wolves, Striped	—	—	—	—	m	—
Yaks	—	—	—	az	—	—
Zebras	—	af	—	az	—	—
Zebromegas§§	—	af	—	—	—	—

* With respect to the fauna of Lemuria, use the column for Amazonia, but adjust for smaller habitat.

** Giant specimens are 20' + long, weigh 500#+, and have small but savage teeth set in a huge mouth.

*** Generally, such species as cassawaries, moas, ostriches, rheas, and the like, but on Magmur there are both elephant birds and carnivorous axe beaks.

@ The gaur, a relative of the bison, a huge form of wild cattle found in the Hindic subcontinent.

† Giant species of double and triple normal size.

†† Includes alligators, caimans, gavials, etc.—most of which are larger than Earth normal.

††† Loxodonta atlantica, a Dwarf species, is found on Atlantl. The ox-sized elephant plantifrons is found in the jungles of northern Magmur. Small numbers of Mammuthus primigenius (Woolly mammoth) is found in northern areas of Vargaard.

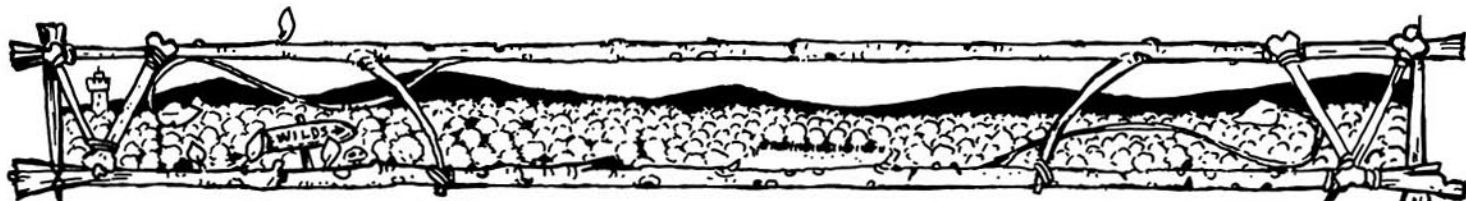
^ Horses brought by explorers/colonists which escaped to form wild herds.

◇ Including the hellbender and similar species of twice the size known on Earth. The giant salamanders have done well on Ærth.

◇◇ Various kinds of things, including arachnids, insects, amphibians, reptiles, fish, etc.

§ The evolved Irish deer, an elk-sized animal somewhat resembling the Asiatic sambar deer.

§§ The draft horse-sized cousin of the zebra and quagga. Mainly found on the island of Atlantl, although some domestic herds are kept in northern Afrik, and reports of a wild band or two have been recorded.



Glossary of Terms

Acarids or **Acarina**: An order of small arachnids that includes the mites and ticks.

Acreodi: An order of primitive, carnivorous mammals.

Ailuropodidae: The family of fissipeds that includes the giant pandas.

Allosaurids or **Allosauridae**: A family of carnosaurs also commonly called allosaurs. These bipedal meat eaters are medium to very large (20 to 40 feet long). They have strong, heavy bodies and large, narrow skulls with strong brow ridges. Their arms are quite short, but very strong. Their hands have three fingers and their feet have three forward pointing toes and a dewclaw.

Amoeboid: Like an amoeba; like that of an amoeba; related to or having to do with amoebas.

Amphibians or **Amphibia**: Any of a class of cold-blooded, vertebrate animals with moist, scaleless skin, including frogs, toads, salamanders, and caecilians. Amphibians typically lay eggs in water where the young hatch and go through a larval or tadpole stage, breathing by means of gills; the larval forms subsequently lose the gills and develop lungs and limbs.

Amphicyonids or **Amphicyonidae**: A family of fissipeds. The "bear dogs," animals with a body that is bear-like in shape and bulk and walks plantigrade like a bear, but has a dog-like head.

Ancylipods or **Ancylipoda**: A suborder of perissodactyls.

Anguilliformes: The order of teleosts that includes the eels.

Ankylosaurs or **Ankylosauria**: The suborder of armored ornithischian dinosaurs. It contains the families Ankylosauridae, Nodosauridae, and Scelidosauridae. They are quadrupedal herbivores ranging in size from six to 30 feet long.

Ankylosaurids or **Ankylosauridae**: Family of ankylosaurs. The backs, heads, and tails of these quadrupedal herbivores are covered with thin bony plates. They have triangular heads, small spikes on their sides (or not), and clubbed tails. Ankylosaurids range in size from 15 to 30 feet long.

Annelids or **Annelida**: Any of a phylum of worms having bodies composed of a series of similar ringlike segments, including earthworms and leeches.

Anthropoids or **Anthropoidea**: A suborder of primates, including monkeys, baboons, apes, and man; manlike; resembling man.

Anurans or **Anura**: Amphibian order of frogs and toads. These amphibians lack a tail after metamorphosis. Their hind legs are longer and stronger than their forelegs and are specialized for jumping. They have bulging eyes and are insectivores.

Arachnids or **Arachnida**: A class of small arthropods including horseshoe crabs, mites, scorpions, spiders, and ticks. An arachnid is air-breathing and has four pair of walking legs and no antennae. The body is usually divided into two regions.

Araneids or **Araneae**: Arachnid order of spiders.

Archaeocetes or **Archaeoceti**: Any of a suborder of cetaceans. They are small, four-legged seal-like creatures.

Archosaurs or **Archosauria**: "Ruling Lizards"; a Superorder of Reptilia; a group of higher vertebrates including the crocodilians, dinosaurs, etc.

Arsinoitheres or **Arsinoitheriidae**: The sole family of the order of Embrithopoda. Members of this family are rhinoceros-like.

Arthropods or **Arthropoda**: The phylum of invertebrate animals having segmented (jointed) bodies and hollow, jointed appendages (antennae, wings, legs) articulated in pairs. This phylum contains the classes of Crustacea, Diplopoda, Arachnida, Chilopoda, and Insecta.

Artiodactyls or **Artiodactyla**: An order of ungulates characterized by an even number of toes, usually two but sometimes four. This order includes camels, deer, giraffes, etc.

Astrapotheres or **Astrapotheria**: An order of meridiungulates. They are low bodied herbivores. Some are as large as rhinoceroses and have tusks and a small trunk.

Astrapotheriids or **Astrapotheriidae**: A family of astrapotheres.

Aves: The class of vertebrate animals that have feathers; birds considered as a class. Plural of Avis.

Balaenopterids or **Balaenopteridae**: A family of cetaceans.

Baryonychids: A family of coelurosaurs (theropods).

Basilosaurids or **Basilosauridae**: A family of cetaceans.

Batrachian: Of or having to do with the division of vertebrate animals consisting of tail-less amphibians, typified by the frogs and toads.

Biped: Any animal that stands or walks on its two hind legs.

Boas or **Boidae**: Any of a family of large, tropical snakes. Boas are not poisonous, but kill their prey by squeezing with their coils. Anacondas, pythons, and boa constrictors are boas.

Borhyaenids or **Borhyaenidae**: A family of marsupials that have evolved to look like cats, dogs, bears, etc.

Bovids or **Bovidae**: The family of ruminants with hollow horns, such as oxen, sheep, goats, and antelopes. They are grazers.

Brachiosaurids or **Brachiosauridae**: A family of sauropods with spatulate teeth and forelimbs as long or longer than the hind. These herbivores are some of the largest dinosaurs—some are as long as 100 or more feet.

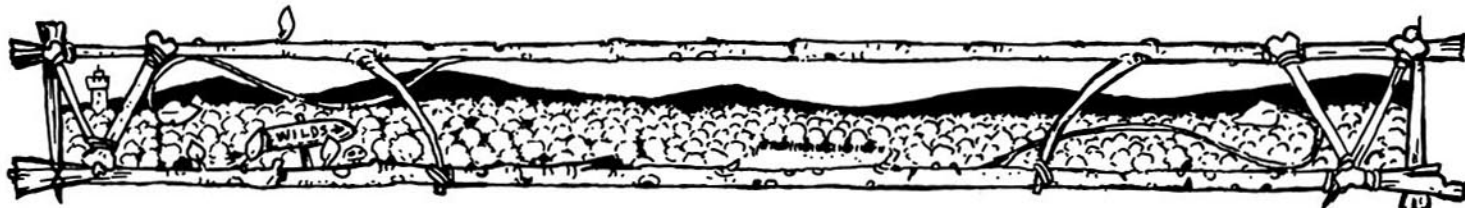
Brontotheres or **Brontotheriidae**: Family of hippomorphs. These "thunder beasts" browse on soft forest vegetation. Some have massive ossicones and large canine teeth. The ossicones are often larger on the males.

Browsing: Vegetarian animals that feed on the leaves of trees and shrubs, and not on grass. Compare Grazing.

Bufo: Anuran family of toads.

Camarasaurids or **Camarasauridae**: Also commonly called camarasaur. A name sometimes used for the family of spatulate-toothed sauropods whose forelimbs were as long or longer than the hind legs. This group is more frequently called the Brachiosauridae.

Camelids or **Camelidae**: Family of tylopods comprising the



Diplodocids or **Diplodocidae**: A family of sauropods that have peg-like teeth. It includes all those having "double-beamed," or Y-shaped, spines on their tail vertebrae similar to those found in *Diplodocus*. These bones may provide extra protection for major blood vessels along the tail or extra muscle attachment. These four-legged plant eaters are from 40 to 90 feet long.

Diprotodonts or **Diprotodontidae**: Family of rodent-like marsupials with a single pair of lower incisors that points forward, 1-3 pairs of upper incisors, no canines, and a gap between the incisors and back teeth.

Diurnal: Active only during the day. Compare Nocturnal.

Dromaeosaurids or **Dromaeosauridae**: A family of advanced coelurosaurs (Deinonychosauria), sometimes called "emu lizards." These agile meat eaters have large brains and huge eyes and have sickle-like claws on their inner toes. They are small, fierce, bipedal predators and are the most intelligent of the dinosaurs.

Edentates or **Edentata**: An order of mammals that are toothless or lack incisors, such as anteaters, sloths, and armadillos.

Elapids or **Elapidae**: A family of tropical snakes, including many of the well-known poisonous varieties as the cobra, mamba, and coral snake.

Elephantids or **Elephantidae**: Family of proboscids comprising the elephant family. Their teeth cut or shear food.

Embrithopods or **Embrithopoda**: An order of ungulates.

Enaliarctids or **Enaliarctidae**: A family of pinnipeds. They are primitive seals.

Entelodontids or **Entelodontidae**: A family of Suina that resemble giant pigs.

Eocardiidae: A family of rodents.

Equids or **Equidae**: A family of hippomorphs which embraces horses, asses, and zebras.

Esthonychids or **Esthonychidae**: Sole family in the order Tillodontia.

Falconiformes: The order of day hunting birds such as hawks, eagles, vultures, etc. This order comprises all birds of prey except the owls.

Family: A level of grouping of similar organisms. A family contains one or more genera; similar families form an order.

Felids or **Felidae**: The family of carnivorous mammals that includes the cats. They are skilled stalkers. There are two kinds of felids; the biting cats that kill by breaking their prey's neck with one powerful bite, and the saber-toothed cats that kill their prey by bleeding it to death. Some felids are solitary hunters, others prefer to live in social groups and hunt in coordinated groups called prides.

Fissipeds or **Fissipeda**: A suborder of carnivorous mammals having its toes cleft or divided.

Fungi: Any of a group of plants belonging to the thallophytes that lack flowers, leaves, or chlorophyll and get their nourishment from dead or living organic matter.

Gastropods or **Gastropoda**: Any of a class of mollusks that have a broad, disk-like organ of locomotion on the ventral surface of their bodies, a distinct head, and either a univalve

shell or no shell. Snail, slugs, and limpets are gastropods.

Genus (plural, genera): A level of grouping of similar organisms. A genus contains one or more species; similar genera form a family. The first of an organism's two scientific names refers to its genus, the second to its species. For example, the genus *Homo* includes species such as *Homo habilis* as well as the modern human *Homo sapiens*.

Giraffids or **Giraffidae**: The family of ruminants embracing the giraffe family. They are two-toed browsers that chew their cud, have four-chambered stomachs, and ossicones.

Glyptodonts or **Glyptodontidae**: Family of gigantic armadillo-like edentates. They are grazing animals with no teeth in the front of their mouths, but have powerful grinding teeth in the back. Their armor is arranged in rings in the more primitive species. The more advanced species have their armor fused into a shell made of polygonal plates. A "helmet" protects their skulls and rings, or a solid tube, of bone protects their tails.

Gomphotheres or **Gomphotheriidae**: A family of proboscids.

Grazing: Feeding upon grasses and low-growing plants, cropping herbage close to the ground or a few inches upwards. Compare Browsing.

Gruiformes: The order of crane-like birds such as cranes, coots, bustards, etc.

Gryllids or **Gryllidae**: Family of orthopters. Cricket family.

Hadrosaurids or **Hadrosauridae**: A family of ornithomorphs also commonly called hadrosaurs. The "duck-billed" ornithomorphs. They have long, flat snouts covered by horny material, similar to that of a duck's bill. They have strong, heavy legs and webbed hands. They are bipedal and carry their bodies horizontally, using their tails for balance. Some browse on all fours. Hadrosaurids come in two types: those with solid crests, and those with hollow crests.

Heloderms or **Helodermatidae**: Family of lacertilians. Gila monster family.

Herbivore: An animal that feeds on plants; this includes both browsing and grazing animals.

Hippomorphs or **Hippomorpha**: A suborder of perissodactyls.

Hippopotamids or **Hippopotamidae**: The family of Suina embracing the hippopotamus family. Most are semi-aquatic.

Homalodotheriids or **Homalodotheriidae**: Family of toxodonts with clawed toes like the chalicotheres.

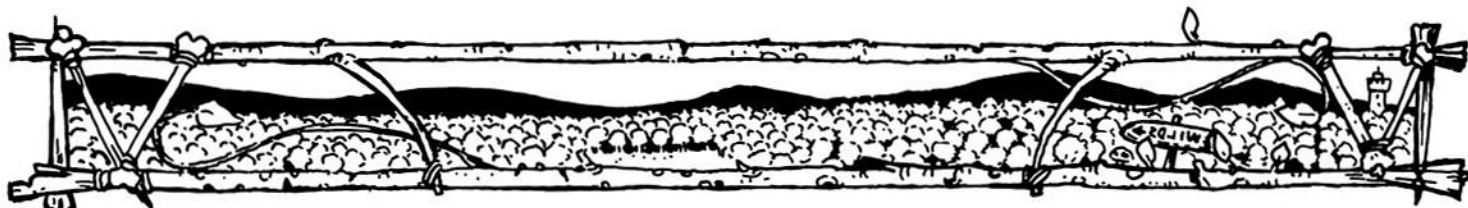
Hominids or **Hominidae**: A family of primates that includes *Homo sapiens*.

Hyaenids or **Hyaenidae**: The family of fissipeds that comprises the hyena family. They are chiefly scavengers, agile and intelligent pack hunters. They have bone-crushing teeth. Their remarkable digestive system enables them to absorb organic matter in bones, while the indigestible parts are regurgitated.

Hyaenodonts or **Hyaenodontidae**: Family of creodonts resembling primitive hyenas.

Hydrozoa: The class of coelenterates that includes the hydras.

Hyracodonts or **Hyracodontidae**: A family of Ceratomorpha. They are the hornless rhinoceroses.



Ichthyosaurs or Ichthyosauria: An order of marine reptiles. "Fish Lizards." They have vertical tail fins and long, streamlined heads. They are flesh eaters and give birth to live young. They range in size from 7-30 feet long. Streamlined body, dorsal fin, short paired paddle fins used for steering, strong tail with two equal lobes for swimming. Uses powerful side-to-side strokes of the tail to propel fish forward. Fast moving.

Iguanodonts or Iguanodontidae: The family of large (15-25-foot-long) ornithomorphs. They are bipedal plant eaters with medium-to large-sized heads with a single row of teeth, and have long toes.

Insects or Insecta: Class of arthropods with the body divided into three parts (head, thorax, abdomen) with three pairs of legs, and usually two pairs of wings.

Insectivores or Insectivora: An order of mammals, or animal or plant that feeds mainly on insects.

Lacertilians or Lacertilia: The suborder of reptiles comprised of lizards and lizard-like animals including geckos, chameleons, skinks, etc.; lizard-like

Lasiocampidae: Family of Lepidoptera.

Lepidoptera: The order of insects including butterflies and moths. The larvae are worm-like; the adults have broad wings more or less covered with small scales and a proboscis for sucking.

Litopterns or Litopterna: Order of mammals. Mostly camel-like and horse-like animals, legs and feet often like those of perissodactyls with the upper limbs shorter than the lower limbs and hoofed toes.

Macraucheniiids or Macraucheniiidae: Family of camel-like Litopterns with rhinoceros-like feet, long necks, and a proboscis.

Macropodids or Macropodidae: Family of marsupials including kangaroos and wallabies.

Mammals or Mammalia: Members of the class of vertebrate animals, the females of which give milk to their young.

Mammutidae: A family of proboscids. They are mastodonts meaning their teeth are shaped to grind their food.

Marsupials or Marsupialia: The order of mammals that carry their young in a pouch, such as kangaroos, opossums, koalas, etc.

Megalosaurids or Megalosauridae: A family of carnosaurs (theropods), commonly called megalosaurs. They are bipedal carnivores with massive skulls, their long jaws filled with sharp, serrated teeth. They have medium-length arms with three or more fingers, powerful hind legs, and large, sharp, curved claws. They range in size from 20 to 30 feet long.

Megatheres or Megatheriidae: Family of huge, plant-eating edentates resembling sloths. See Mylodontidae

Meridiungulates or Meridiungulata: The superorder of hoofed mammals from the southern hemisphere.

Mesonychids or Mesonychidae: Family of Acreodi. They are wolf-like, hyena-like, or bear-like omnivores.

Mold: A woolly or furry fungus growth, often greenish blue or whitish in color, that appears on the surface of food or other animal or vegetable substances when they are left too long in a warm, moist place or when they are decaying.

Mollusks or Mollusca: Members of the phylum of animals having no back bone, soft bodies not composed of segments and usually covered with a hard shell of one or more parts, such as clams, cuttlefish, mussels, scallops, slugs, snails, and squid. This phylum contains the classes Gastropoda, Peleypoda, Cephalopoda, Scaphopoda, Amphineura, and Monoplacophora.

Mosasaurs or Mosasauridae: Family of lacertilians. Large marine lizards related to monitor lizards. They are 50 or more feet in length. They have long slim bodies with large heads and short legs with flipper-like hands and feet. They are carnivorous.

Murids or Muridae: A family of rodents.

Mustelines or Mustelidae: The family of fissipeds that includes the weasels, martens, skunks, minks, badgers, and otters. They are all slim, long-bodied hunters.

Mylodonts or Mylodontidae: Family of edentates resembling giant ground sloths. They are slow-moving vegetarians.

Nocturnal: Active only during the day. Compare Diurnal.

Nodosaurids or Nodosauridae: Members of the ankylosaur family. They are quadrupedal herbivores with clubless tails, large spikes on their sides, and bony plates on the backs, heads, and tails.

Nothosaurs or Nothosauria: Members of an order of sea reptiles. They have small bodies with long necks and tails. They have small skulls filled with sharp teeth. They have paddle-like limbs with webbed hands and feet.

Nothosaurids or Nothosauridae: Family of nothosaurs.

Notoungulates or Notoungulata: An order of meridiungulates. The name means "southern hoofed animals."

Odobenids or Odobenidae: Family of pinnipeds that comprises the walrus family. They have adapted to feed on shellfish, and their upper canines have enlarged into tusks.

Omnivore: An animal that eats both animal and vegetable food.

Order: A level of grouping of similar organisms. An order contains one or more families; similar orders form a class.

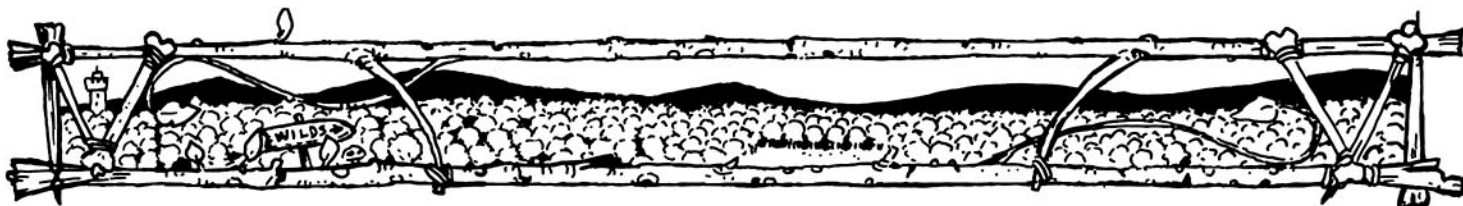
Ornithischia: Order of bird-hipped dinosaurs. They had hoofed toes and all are herbivores.

Ornithomimid or Ornithomimidae: Family of coelurosaurs (theropods) resembling ostriches. They have small heads with toothless beaks, large eyes, long necks, and long legs, like the ostrich, but they also have long tails and instead of wings, they have medium-length arms with hands. They are omnivores.

Ornithopods or Ornithopoda: Order of Ornithischia. Duck-billed herbivores that are basically bipedal.

Orthopters or Orthoptera: Members of the order of insects characterized by longitudinally folded, membranous hind wings covered by hard, narrow outer wings and having mouth parts adapted for chewing. Orthopters have an incomplete metamorphosis. The order includes crickets, grasshoppers, locusts, and cockroaches.

Ossicone: The "horn" found among giraffes and other species, consisting of a bony core permanently covered with skin, instead of the keratin of a true horn.



Otariids or Otariidae: Family of pinnipeds that comprise the eared seals, such as sea lions and fur seals.

Pachycephalosaurs or Pachycephalosauridae: A family of ornithomimids. The family name of the "dome-headed lizards," a specialized branch of small ornithomimid dinosaurs. The dome is a thick, bony skull, with the dome tending to be thicker in males. These dinosaurs have a very good sense of smell. They are bipedal plant eaters. They walk with their bodies held horizontally, balanced by their tails. Unlike most ornithomimids, pachycephalosaurs do not have a beak, but instead have jaws lined with short, sharp teeth.

Pacing: A method of quadrupedal locomotion used by camelids. To walk moving both legs on the same side of the body in the same direction at the same time.

Pantodonts or Pantodontia: An order of ungulates.

Peleypods or Peleypoda: A class of mollusks having a hinged, two-part shell, no distinct head, and use a siphon to propel themselves.

Perissodactyls or Perissodactyla: The order of odd-toed ungulates, such as horses, zebras, rhinoceros, etc.

Phengodidae: Family of coleoptera. Glowworm family.

Phocids or Phocidae: Family of pinnipeds. They are the true seals.

Phylum (plural, phyla): A level of grouping of similar organisms. A phylum contains one or more classes; similar phyla form a kingdom.

Pinnipeds or Pinnipedia: The class of fin-footed, carnivorous mammals such as seals, walruses, etc.

Pisces: A superclass of vertebrate animals comprising all the fishes. Plural of a piscis.

Placodonts or Placodontia: Order of the least-specialized swimmers of the marine reptiles. Many have turtle-like shells.

Placodontids or Placodontidae: Family of Placodonts. Semi-aquatic reptiles. At home either on land or sea. Both places provide them with their preferred diet of shellfish. They have broad crushing teeth.

Plantigrade: Walking on the whole sole of the foot.

Plateosaurid or Plateosauridae: A family of primitive sauropods.

Platyhelminthes: A phylum of worms including the tape-worms, flukes, planarians, etc., characterized by soft, usually flat, bilaterally symmetrical bodies.

Plesiosaurs or Plesiosauria: An order of marine reptiles. These fish eaters propel themselves through the water with their flippers in the same fashion as sea turtles. Some Plesiosaurs swallow rocks for ballast or to aid the digestion of their food.

Plesiosauroids or Plesiosauridae: Family of Plesiosaurs. Long neck marine reptiles with paddle-like limbs. Their forelimbs tend to be slightly longer. They eat fish and squid.

Pliosaurus or Pliosauridae: Family of Plesiosaurs. Predatory marine reptiles with short necks, large heads, and very strong jaws and teeth.

Podokesaurid or Podokesauridae: A primitive family of coelurosaurs (theropods). They have small heads, hollow bones, short necks, very short, slender forelimbs, and very long hind legs. They range from two to 10 feet long.

Pongids or Pongidae: The family of the anthropoid apes most closely related to man, as the chimpanzee.

Primates: The order of mammals such as marmosets, monkeys, apes, etc.

Proboscids or Proboscidea: The order of trunk-nosed mammals such as elephants and similar animals.

Procyonids or Procyonidae: The family of fissipeds that includes raccoons, pandas, coatis. Most are omnivorous.

Protoceratids or Protoceratidae: Family of tylopods called the "First Horns." They resemble deer but are more closely related to camels. Their "horns" are bony outgrowths.

Protocetids or Protocetidae: A family of cetaceans.

Protozoa: Phylum of single-celled animals such as amoeba, foraminifera, and paramecium.

Protozoan: A microscopic animal that consists of a single cell. Protozoans, such as the amoeba or the paramecium, are found in water or soil and reproduce by fission, budding, or dividing into spores.

Psittacosaurus or Psittacosauridae: A family of ornithomimid dinosaurs. They are mainly bipedal, though they graze on all fours. They have large heads with a parrot-like beak.

Pyrotheria: Order of meridiungulates.

Pyrotheres or Pyrotheriidae: Family of Pyrotheria.

Python: Any of several large snakes of the Old World that are related to the boa, and kill their prey by crushing. Pythons usually live in wet, forested areas.

Quadruped: Any animal that stands or walks on four legs.

Rajiformes: The order of Chondrichthyes that includes the rays. They are characterized by flattened bodies, whip-like tails, and five pairs of gills under their pectorals.

Rauschian or Rauschidia: A family of the (order) Thecodontia suborder Pseudosaurichia to which belong such reptiles as postasuchus and prestosuchis (species).

Reptiles or Reptilia: Any of a class of cold-blooded, egg-laying, air-breathing animals with dry, scaly skin and a backbone, as snakes, turtles, lizards, alligators, and crocodiles.

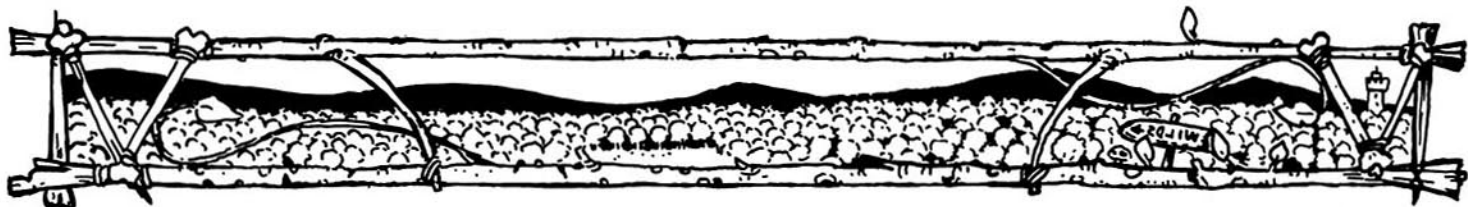
Rhinocerotids or Rhinocerotidae: The family of Ceratomorpha comprising the rhinoceros family.

Rodents or Rodentia: Any of an order of gnawing mammals having two incisor teeth in each jaw especially adapted for gnawing wood and similar material, such as mice, rats, porcupines, etc.

Ruminants or Ruminantia: A suborder of artiodactyls that are cud-chewing herbivores.

Salamandrines or Salamandridae: Family of caudates. The Salamander family. A cold-blooded animal shaped like a lizard but belonging to the same group as frogs and toads. Salamanders have moist, scaleless skin. The larvae, as well as some adults, are aquatic and breathe by gills.

Salientia: See Anurans.



Salientian: Of or belonging to the group of amphibians that includes the frogs and toads.

Sauria: Class of lizards

Saurian belonging to or having to do with the lizards.

Saurischians or **Saurischia:** The order of "lizard-hipped" dinosaurs. Saurischians have been divided into two groups: the theropods (bipedal meat eaters), and the sauropods (quadrupedal herbivores).

Sauropods or **Sauropoda:** Suborder of Saurischia. Gigantic herbivores with long necks and tails and elephant-like legs.

Scelidosaurids or **Scelidosauridae:** A primitive family of ankylosaurs. Scelidosaurids have small heads, weak jaws, and bony plates on their backs, necks, and tails.

Scorpioids or **Scorpionidae:** Order of arachnids. The group of small animals belonging to the same group as spiders and having a poisonous sting at the end of its tail. Scorpions.

Semionotiformes: The order of fish that includes the gar.

Serpentes: Suborder of squamata; snakes.

Silurids or **Siluriformes:** The order of fish including freshwater catfish with long anal fins.

Species: A group of organisms which can interbreed and produce viable, fertile young. Similar species form a genus.

Sphenisciformes: Order of birds with wedge-shaped wings, such as penguins.

Spinosaurids or **Spinosauridae:** A family of Carnosaurs characterized by a large fin on their back, made of long spines covered with skin.

Squaliformes: The order of Chondrichthyes that includes the sharks.

Squamata: Order of snakes and lizards; covered with scales.

Stegosaurs or **Stegosauria:** Type of Ornithischian dinosaur characterized by a row of bony plates and spines running down their backs and tails. They have small heads with tiny brains. Their forelegs are short and their hind legs are long, keeping their heads low to the ground. They have a beak-like jaw with weak teeth. They are herbivores.

Stegosaurid or **Stegosauridae:** Family of Stegosaurs.

Strigiformes: Order of birds comprising the owls.

Struthionithiformes: Order of typically large, long-legged flightless birds. They have small or tiny wings.

Suina: A suborder of artiodactyls

Suids or **Suidae:** The family of Suina comprising the pig family. They are omnivores.

Tapiridae: The family of Ceratomorpha comprising the tapir family.

Tayassuids or **Tayassuidae:** The family of Suina comprising the peccary family. They resemble pigs, only their canines do not protrude and their feet have only two toes.

Teleosts or **Teleostei:** Order of bony fishes. Fishes with bony skeletons, including most common fishes, but not the sharks, rays, and lampreys.

Thecodonts or **Thecodontia:** Order of reptiles (Triassic) from which sprang crocodiles and dinosaurs. It has four suborders: Aetosauria, Phytosauria, Proterosuchia, and Pseudosuchia.

Therapsids or **Therapsida:** Order of mammal-like reptiles.

They range in size from that of a rat to the size of a rhinoceros. Some are herbivores and some are carnivores; all are four legged.

Thermosynthesis: The use of heat instead of sunlight in the process of nutrient creation.

Theropods or **Theropoda:** A suborder of Saurischia. All are carnivores; walk on hind legs using their tails for balance; small front legs used for grasping and tearing food; big heads with sharp teeth.

Thylacoleonidae: A family of lion-like marsupials. Their incisors project and look more like canine teeth. Their back teeth are meat-shearing blades.

Thylacosmilidae: A family of large, predatory marsupials with no incisor teeth. Instead they have very long upper canines that grow continually and are their main weapons for killing prey.

Tillodonts or **Tillodontia:** Order of mammals.

Titanosaurids or **Titanosauridae:** A family of sauropods. They are large (50-90-foot-long), four-legged plant eaters. Their front legs are shorter than their hind legs.

Toxodontids or **Toxodontidae:** Family of toxodonts resembling rhinos; some even have a horn on their snout.

Toxodonts or **Toxodonta:** A suborder of notoungulates.

Tylopods or **Tylopoda:** A suborder of artiodactyls.

Tyrannosaurids or **Tyrannosauridae:** A family of carnosaurs, also called tyrannosaurs. They are the largest of the meat eaters. They have huge heads, long teeth, very short arms, and two short fingers with long claws. They are heavier and more powerful than other carnosaurs.

Uitatheres or **Uitatheriidae:** A family of dinocerates. They have heavy limbs, broad-spreading feet, and very small brains. Most dinocerates are uitatheres.

Ultralucidisynthesis: The use of ultraviolet emissions from Ultravioletium instead of sunlight in the process of nutrient creation.

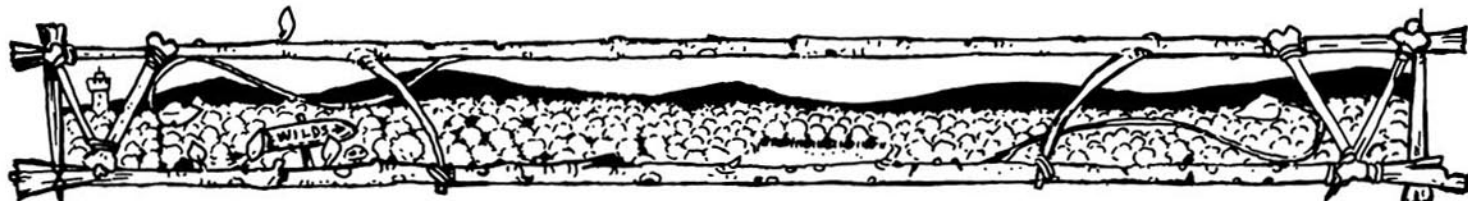
Ultravioletium: An element of Earth which gives off a strong ultraviolet emission, and upon which rays certain forms of plants can thrive.

Ungulates or **Ungulata:** The superorder of hoofed mammals, including the ruminant animals, horses, rhinoceri, elephants, pigs, etc.

Ursines or **Ursidae:** The family of fissipeds comprising the bear family.

Varanids or **Varanidae:** Family of Lacertillians; monitor lizard family. Large, heavy animals, agile for their size. Active hunters. Long, forked tongue is their organ of smell.

Vipers or **Viperidae:** A family (Viperidae) of venomous snakes having perforated fangs, found mostly in the Old World, which includes the puff adder and the Gaboon viper. The family Crotalidae, pit vipers, with a pit between the eye and nostril, are not true adders and are found mostly in the western hemisphere. Pit vipers include various rattlesnakes, water moccasins, fer-de-lances, and bushmasters, among other species.

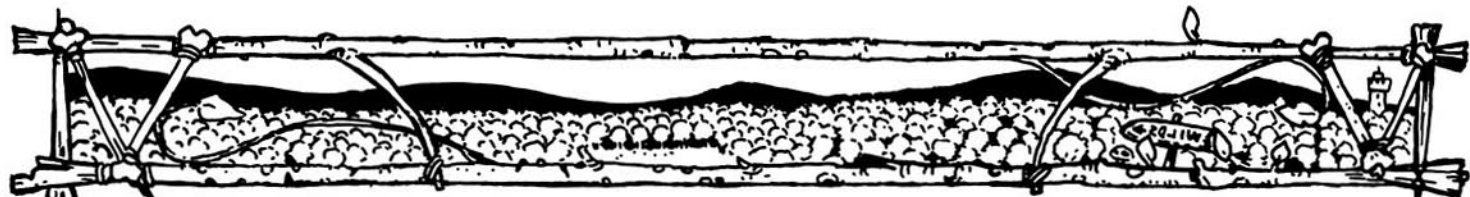


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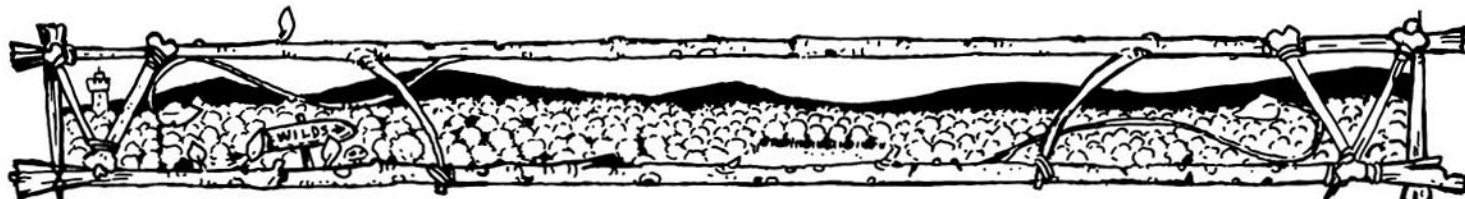
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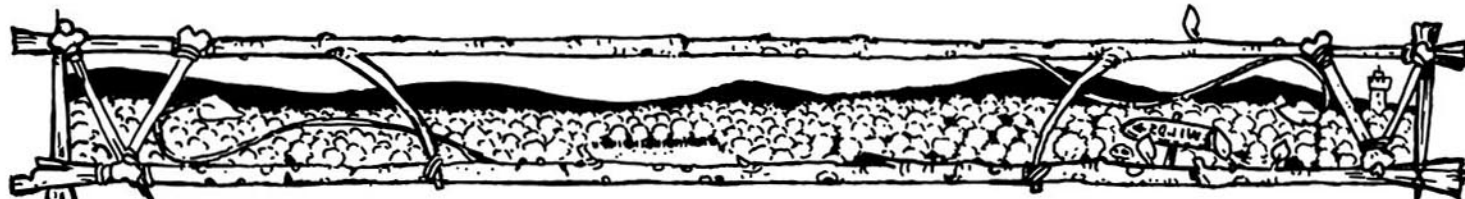
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