



The GLORANTHAN BESTIARY is a supplement for the RUNEQUEST roleplaying game. Though written specifically for the Standard Edition rules, the GLORANTHAN BESTIARY is fully usable with Deluxe Edition as well.

Gloranthan Bestiary

Creatures From Around the World



**The Avalon Hill
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Gloranthan Bestiary

Gloranthan Creatures for **RuneQuest®**

by Sandy Petersen and Greg Stafford

*Portions of the Deluxe Rules Section are excerpted from the Deluxe
RuneQuest rules and from the supplement **Gods of Glorantha**.*

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*The Fathers created the universe,
The Mothers created man,
The Jrusteli created culture and learning.*

— Jrusteli Book of Truths





Introduction

Gloranthan Ecology

Ecology is the study of the interaction of living things with their environment. Gloranthan ecology is quite different from Earth, because of the presence of magic. Magic affects climate, biology, and the very basis of life itself. For instance, evolution is an individual process to dragonewts, rather than an eons-long system of change for the species. Elf forests behave like single living organisms; each part cooperating for the good of the whole.

In Glorantha, chaos is a powerful, palpable force. Chaos alters the ecology by damaging it. When chaos appears it eliminates (destroys) the local system, yet substitutes no stable system of its own. Areas which have been chaos nests for extended periods eventually reach a semblance of stability, but this is illusory. What actually is occurring is that the natural system tries to reestablish itself, seeping into the chaos nest, while simultaneously being destroyed.

In Genertela, chaos monsters come in species: ghouls, scorpion men, jack o'bears, or the Pelorian chaos snakes, for example. In Pamaltela, chaos inclines towards unique creatures, such as the Mother of Monsters, Sleng of the Marshes, or the Suckerbunny Tree. These tendencies are not absolute, and certainly some Pamaltelan chaos species exist (grues, nightriders, watchwheres) as well as Genertelan singletons (Cwim, the Sky Terror, the Crimson Bat). But keep them in mind — while a typical broo gang in Genertela might boast a dozen half-goat horrors, a Pamaltelan broo encounter may be a single lurking monster with a dozen chaos features.

Ecological Zones of Genertela

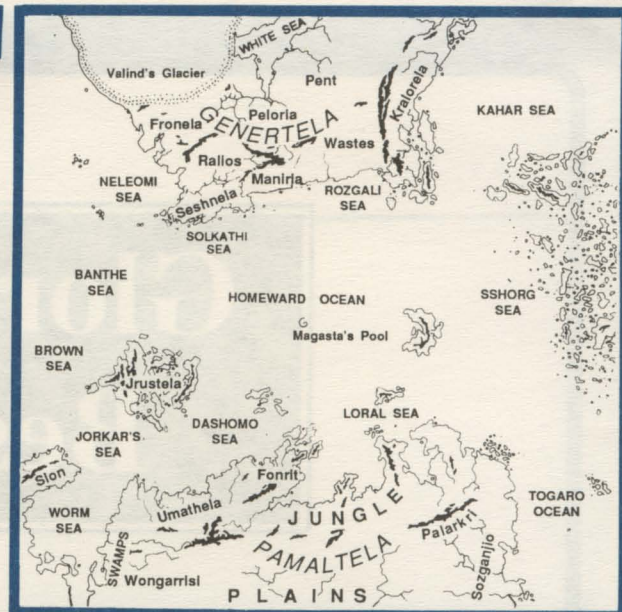
FRONELA: Fronela has a moist, cool climate. Winters are long and cold, with plenty of precipitation. Summers are green and fertile. The land is dominated by pine woods, with deciduous trees dominant in the south and west. The Janube river valley is mostly cultivated land. North of the Janube, the land is subarctic, dotted with herds of caribou and mammoth.

KRALORELA: a warm, wet country. Snow rarely reaches the lowlands. In the river-bottoms, most of the land is covered by rice fields, but vast regions of wilderness persist. In general, the lands nearer the mountains are wilder and more primitive, while the lands nearer the inland sea (the Suam Chow) are more civilized and inhabited.

MANIRIA: a temperate coast. North Maniria consists of a long strip of dense elf woods. The rest is deciduous forest, broken by small mountain ranges. Caladraland, to the southeast, is light jungle.

PELORIA: this land has cold, snowy, winters, and hot, dry summers. The river valleys are heavily cultivated and irrigated. The countryside is mostly rolling hills, farms, grasslands, and smallish forests. Since the advent of the Lunar Empire and its specialized Icebreaker cult, the winters have been getting more temperate. Now, crop-killing frosts are nearly unknown.

PENT: an endless expanse of taiga and steppe, over which horse nomads wander endlessly. The winters are bitterly cold, the summers short, though deceptively



0 1000 2000
scale in kilometers

Glorantha

warm. The Praxian Nomads call Pent the Land of False Plenty.

RALIOS: temperate Ralios is fairly dry in winter, with muggy, wet summers. The interior, around Lake Felster and Sodal Marsh, is cultivated. Further northeast are hilly grasslands, the driest of which are near-desert.

SESHNELA: an old and civilized land, bracketed on the north and south with mixed pine/broadleaf woods. The land is fertile and verdant, though beset by severe storms in the winter. The densely forested peninsula of Old Seshnela is full of beast-men, cursed remnants of the Old Seshnegi Empire.

SOUTHEAST GENERTELA: this area consists of three sub-regions: Trowjang, Fethlon, and Teshnos. Trowjang is a island group covered with rain forest. Fethlon is another jungle land, though it is also full of swampland, unlike Trowjang. Teshnos has some forest, some cultivated land, and even some fairly dry uplands towards the Hachuan Shan. All these areas are quite hot.

THE WASTES: an arid expanse of desert and dry grasslands, intermingled with stagnant swamps and dry river beds. Near the coast, the land drops off into a hell of brackish insect-infested swamps. Several different types of large hoofed mammals survive in the Wastes, an indication that it may not be quite so inhospitable as outsiders always assume. The main predator are hyenas and chaos creatures.

Ecological Zones of Pamaltela

FONRIT: this land has a Mediterranean climate warm and dry, with wet winters. Fonrit is an old civilized land, though the central hills are still wild.

JUNGLE: a huge and dripping rain forest, encompassing Mirelos, Onlaks, Orumosari, Elamle, Dinal, and Dadar jungles. These jungles are not as dominated by elves as are the elf forests of temperate lands, though the yellow elves and dryads are certainly major parts of the wildlife.

PALARKRI: a long mountain range with many miles of foothills dropping off into jungle on the north and savanna on the south. The Jelmre race lives in part of the eastern Palarkri.

THE PLAINS: a huge expanse of savanna broken by occasional wooded river-bottoms. No true grasses grow here the ground cover is composed of herbs, bushes, clover, and similar plants. Herds of large herbivores roam.

SOZGANJIO: the area is just a huge freshwater swamp. Humans live deep within it, and it gets hotter and hotter the further south one travels. Some people claim that, far to the south, the swamp water actually boils.

UMATHELA: the only temperate part of Pamaltela. It has cool, winters, and moderate summers. Most of the land is covered by



deciduous forests. In the west parts of the land, pine woods become more important.

WESTERN SWAMPS: these swamps contain many monstrous amphibians and reptiles. The island-swamps of Porlaso and Porlaso Yoma are mangrove swamps

near the edges, but the interior are brackish or even fresh water.

WONGARRISI: the eastern edge of the plains has a climate similar to the rest, but the wildlife is quite different. Slarges and herds of dinosaurs reside here, and they have been expanding since the

first appearance of the Slarges, many hundreds of years ago.

Ecological Zones of the Ocean Islands

JRUSTELA: a large archipelago cooled by the frigid Neleomi Current. The largest island is moun-

tainous and fit only for dwarfs and similar rock-creatures.

SLON: Slon's uplands are moistened by sea breezes, but the land is generally dry. Dinosaurs are the main animal life. Further to the west, dinosaurs become more and more prevalent and humans less and less so.

Deluxe Rules Section

The following section should be referred to whenever you encounter an asterisked notation in this book. However, the rules below simply describe the rudiments of the system. For complete information, see Deluxe Edition *RuneQuest*. The rules in the Deluxe edition supersede these necessarily simplified explanations. Certain spells below are found only in *Gods of Glorantha*.

Aimed Blows

If a player wishes his adventurer to aim a blow at a particular hit location, he must specify the hit location during statement of intent, then wait until the end of strike rank 10. The player then rolls the attack at half normal skill plus any modifiers. If the attack succeeds at the reduced chance, it hits the desired location. This simulates the need to wait for an opening and the chance that no opening will appear.

Nets Used in Combat

Netmaking is a craft, and can be learned in any culture. All nets have two attributes: SIZ and STR/hit points.

SIZ is the area of the net, and measures what volume the net can cover. Combat nets rarely are larger than SIZ 20, the maximum SIZ usable one-handed by a normal STR man. Fishing and trapping nets can be of any SIZ, but require one man per 20 SIZ points if the entire net is to be manipulated at once. Any net must have a larger SIZ than its intended target or it cannot fully entrap that target.

Nets commonly have a STR of 2d6+14 (an average of 21). The STR also counts as the net's hit points in any one area. A net has armor points between 3 and 8, depending on its construction. Combat nets usually have 6 armor points.

FIGHTING WITH NETS: only combat nets are meant to be used in battle. Other nets are too big and are weighted differently (to fulfill their primary function).

A combat net can contain a SIZ of 15. It can be snapped (for 1d4 damage) much as children do with wet towels, or it can ensnare an opponent. Fighters normally carry combat nets on their left arm, and in that position the net can be used as a shield. In absorbing blows from edged weapons, its hit points are destroyed just as would a regular weapon's. Trainees in Net Fighting learn both attack and parry.

ATTACKING TO ENSNARE: an ensnaring attack is made by throwing one end of the weighted net over some portion of the target's body while maintaining a grip on a cord attached to the other end.

The cord allows the user to main-

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Lesser Horned Gargoyle
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Grotaron
Grue
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Hoonlar
Hoon
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Malasp
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Mermen
Midget Slasher
Morocanth

Myrmidon
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Rubble Runner
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Titanothere
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Troll
Mountain Troll
Sea Troll
Snow Troll
Trollkin
Tusk Rider
Tusker
Waertagi
Watchwere
Wind Child
Yabbau
Zabdamar

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Combat Net

weapon	damage	STR/ DEX	ENC	BS%	armor	sr	price
combat net	1d4	12/10	3	05%	6	1	150

tain tension and thus keep the target from shrugging off the net.

A successful net attack which is not parried allows the attacker two rolls on the melee hit location table. Both areas rolled will be ensnared by the net with the following results: HEAD: vision obscured (halve attack, parry, dodge skills); ABDOMEN/CHEST: attacker rolls STR vs. STR, target falls if success; ARM: cannot be used; LEG: target cannot move without falling, can fight from current position. Attacker rolls STR vs. STR, success causes target to fall.

The hit locations can be freed by ripping, cutting, or burning net. It tension is not maintained by the attacker, a roll of DEX or less on d100 frees location. If both arms are pinned, target cannot be freed without help.

DEFENDING AGAINST ENSNARING ATTACKS: a weapon may parry a net. A parrying shield will be caught instead, immobilizing shield arm unless the parry was a special or critical success. Any other parrying weapon will be caught unless the player rolls equal to or less than twice the parrier's special roll. If a parrying weapon is caught by a net, the weapon arm is also immobilized unless the character lets go of the weapon.

The chance of dodging a weapon attack is reduced by 10 percentiles because the net covers a larger area than the usual weapon blow.

A fishing or trapping net dropped from above upon an unaware victim cannot be parried, the could be dodged at minus 20 percentiles.

ESCAPING A NET: a STR vs. STR roll will rip a hole in a net large enough to escape through. Only edged weapons damage nets; cumulative points of damage equal to the victim's SIZ will cut a hole large enough to escape through. Nets are also flammable, and take full damage from fire. Unless excessively dry, nets will not catch fire, so flaming object must be held next to net fibers.

Enchanting Ritual

Ritual magic is a powerful, time-consuming magical procedure. This Deluxe edition magic system underlies the other approaches to magic in *RuneQuest*. The three forms of Ritual Magic are Ceremony, Summoning, and Enchanting rituals. The only one of major significance to the *Glorantha Bestiary* is the Enchanting ritual.

The Enchanting ritual can be used for many purposes: a

magician can enchant things, persons, places, etc. In this book, the main point of the ritual is its use in creating the many magical items to be found. Almost any item can be enchanted, but to attempt an Enchantment, a character must have the Enchant skill, taught to him by a more experienced magician.

Using the Enchanting ritual, it is possible to enchant an item (such as a ring, etc.) to store magic points in, or to contain the knowledge of a spell.

Procedure: for each point of POW spent in the enchantment, one hour must be spent in the ritual. At the end of that time, the adventurer's player must successfully roll d100 equal to or less than his magician's Enchanting skill. The POW used is expended whether or not the die roll is successful.

Armoring Enchantment

This enchantment is used to increase the armor points of an object or to give armor points to an object. Each point of POW sacrificed to the Enchantment imbues the object with the equivalent of 1d6 points of armor. These armor points become one with the object. If this enchantment is used to create or increase the armor points of a living creature, each hit location must be magically treated. If this spell is used to create the armor points of armor, then it will affect the armor of a single hit location only.

Binding Enchantment

This enchantment binds only other-world creatures to places or to within magical items.

Capturing Creatures Within Items: to capture a creature, the item must be enchanted with 1

Glorantha

Glorantha is a fantasy world originally conceived by Greg Stafford in 1966 — well before the Age of Roleplaying. Glorantha is a complete universe, self-contained and unique in its creation. Chaosium began investigating Glorantha through the boardgame *Dragon Pass*; added to the communal body of lore with myriad supplements for second-edition *RuneQuest*; and continues its discovery in boxed and book adventures for The Avalon Hill Game Company edition of *RuneQuest*.

The *Glorantha Bestiary* collects descriptions and game information of many creatures drawn from the Gloranthan mythos. Considering the sheer size of the world of Glorantha and the richness of its development many important, amusing, or useful animals have been ignored in the interests of space — the shoveltuskers of Pamaltela, Quombs of the East Isles, and dinosaurs of Slon are all left for future releases. Not all lands have been equally, or even fairly, dealt with. Nearly all Maniria's important species are covered; not a single animal unique to Teleos is described herein.

Some creatures are not given statistics. No book of Gloranthan creatures would be complete without mentioning mistress race trolls or hoolars, but game statistics are pointless in describing such powerful entities.

What this book does hold is a sampling of beasts from almost every corner of Glorantha. Some are natural beasts, such as the titanotheres or manatee. Some are intelligent, some chaotic, some even domesticated. We hope you enjoy encountering them.

The Deluxe Rules Section

Text and statistics for the Gloranthan Bestiary conform with The Avalon Hill Game Company edition of *RuneQuest*, for both Standard and Deluxe editions.

The Deluxe Rules Section contains all rules from Deluxe edition needed to use this book. All spells, skills, or items occurring in Deluxe but not in Standard are asterisked (*) in the text. The Deluxe Rules Section describes all necessary spells and forms of magic. At their option, Standard gamemasters may or may not allow such spells or rules to be earned, learned, or used in their play.

However, the elaborate and well-tested connections between Gloranthan religions and their magics cannot be easily supplied. Gods mentioned in this book are briefly described in the text, but both Deluxe and Standard owners should consult The Avalon Hill Game Company publication *Gods of Glorantha*, which summarizes 60 *RuneQuest* religions, including cult special skills and spells.

Conventions

The statistics always give armor points first, then the number of hit points. Language skills are separated by a slash: Speak/Read-Write. If a single percentage appears, the character speaks that language, but cannot read or write it at all.

If an entry such as armor or treasure does not appear in a particular character's statistics, then he or she has none.

Sandy Petersen,
Charlie Krank
— Chaosium



point of the Binding enchantment per type of characteristic possessed by the creature. The enchanter traps the creature's spirit and physical form, if any, within the substances of the binding object. Those few otherworld creatures with SIZ do not add to the object's weight, nor would elementals add heat, wetness, etc., to it.

Capturing a creature in an enchanted item violates its natural instincts and requires a successful control creature spell to succeed. Binding enchantments are species specific, so an enchantment created to capture one species of creature cannot be used to capture another species. Once a creature is captured in an object, it will remain that way until the object is destroyed or the creature is released. The destruction of a particular creature that is bound to an item does not mean that the item is useless, though the owner must control another creature and again command it into the item.

A creature bound within an item has no natural senses and cannot perceive the world about it unless it uses magic. People in physical contact with an enchanted item can mentally communicate with a creature bound inside (if there are no conditions to the contrary) and can automatically command the creature to use its abilities.

Some creatures have knowledge or abilities which the wielder can use while it is Bound within an item. However, many creatures are not very effective when so trapped and must be released to be useful. Without the use of a control spell, a creature can be released from an item to perform one function, then it is free. If a control spell is used before the creature is released, then it can be commanded to perform many actions and return to the Binding item. Control spells automatically work against creatures while they are bound in items.

Also, a control spell supercedes the innate control held over a creature bound into an item. An enchanter who does not use conditions to restrict the use of his items may find his Bound creatures stolen from him or turned against him by crafty opponents using the proper control spells. Anyone who can use the item can also cast spells on the creature(s) trapped inside, and he does not need to be in physical contact with the item to affect the creature with spells. He must use magical means of seeing on the mundane plane to target spells against a Bound creature.

Elementals and other creatures who are trapped in items cannot

regain lost hit points until they manage to return to the otherworld.

Capturing Creatures Within

Places: binding a creature within a place means that the creature's movement is restricted to within a certain volume of space. The POW costs for Enchanting an area to capture a creature are the same for Enchanting an object plus the cost for using an area-effect condition. Creatures Bound within a place can use their normal senses to survey the area within and without of the entrapping volume.

Conditions on Enchantments

Every enchantment can be modified by attaching conditions during the enchantment ritual. An enchanter learns how to add conditions as part of his training. The enchanter's player states the conditions that he desires and expends the appropriate amount of his adventurer's current POW when he makes his success roll. Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it.

There are six classes or kinds of conditions, each briefly described below. Each class costs 1 point of current POW to include in the enchantment but, except for area-effect conditions, each class of condition will never cost more than 1 point of current POW to include, no matter how complex the stated condition within the class. The gamemaster naturally rules as to the number of classes within the stated condition.

Area Effect Conditions: the enchantment affects an area rather than a specific object; the size of the area is determined by the number of POW points expended. An area enchantment using only 1 POW will affect a 1-meter-cube. A 3-POW-area-enchantment will affect an area the volume of a 3-meter-cube, and so on.

Attack Conditions: when added to a spell, it causes it to be cast when a target defined by additional target conditions violates the space it touches the item.

Link Spell Conditions: links together specific spells to create unusual effects. Expending one POW point allows the magician to link any or all spells that are enchanted in the device. To cast any of the linked spells requires the casting of them all.

Link Magic Points: this enchantment links the magic point storage capability of an item to a spell so that when the spell is cast the magic points used are automatically drawn from that storage.

Target Conditions: these conditions define exactly who will not be affected by the enchantments in an item.

User Conditions: normally, anyone can use an item. A point of current POW spent allows the creator to bar one specific person or group of people from using the item, possibly excluding everyone but the enchanter.

Magic Point Matrix Enchantment

Each point of POW sacrificed in such an enchantment can be used to store 1 magic point. These stored magic points can be used to power or boost spells by anyone who can use the item. Magic points stored in Enchanted items do not regenerate on their own (they have no characteristic POW), but the user of the item can refill the magic point storage capacity by expending his own magic points. It will take one melee round to store one magic point in an Enchanted item. An enchanted item cannot hold more magic points than it has capacity to store them.

Spell Matrix Enchantment

Using a spell matrix, an enchanter can store the knowledge of a spell in an item. Anyone who can use the item will gain the knowledge of the spell whenever he is in physical contact with the item, though he will forget the spell as soon as he loses that contact.

Even though practitioners of the different magic systems use the same procedure to enchant the knowledge of a spell into an item, the results for each differ. Spirit magicians and sorcerers do not lose the knowledge of spells for which they create matrices. Divine priests do lose the knowledge of the spell.

Spirit Spell Matrix: the user of such an enchanted item has a chance of casting that spell equal to his POW x5. The person also needs to spend 1 magic point per point of spell.

Divine Spell Matrix: a divine spell that is enchanted into an item will

be cast with 100% skill. If the casting fails, the user can try again on the next melee round. Once used, the user must take the item back to the proper temple and perform a worship service before the spell can be used again. In essence, the enchanted divine spell works like priestly magic.

Only priests can enchant divine spells into items. One-use spells cannot be enchanted. When the enchantment is completed the priest will lose the use of the reusable spell himself, but can re-sacrifice the POW to regain its use.

Sorcery Spell Matrix: a person who uses an item containing a sorcery spell must develop his own casting skill. He starts with a percentage chance to use each spell in the item equal to his magic skills category modifier. He increases his skill at casting such spells only through experience. If he later truly learns the spell (so that he remembers the spell when not touching the magic item), he will retain his developed skill.

If he is already skilled at using a spell contained within an enchanted item, then he can cast the spell at his normal percentage.

Once a spell has been enchanted into an item it may not be changed, though more spells could be later added. A point of POW expended during an enchantment will form a matrix for 1 point of spell. Divine spells can be stacked in an item. Stackable spirit spells can be slowly enchanted into the item, a point at a time. A Bladesharp 2 would have to follow a Bladesharp 1 spell. Adding a Bladesharp 1 to a Bladesharp 1 only results in two Bladesharp 1 matrices. A sorcery spell enchanted into an item can be manipulated to make it more powerful, raising the POW that must be sacrificed. A more powerful sorcery spell enchanted into an item will not cost the sorcerer using the item Free INT.

Spirit Magic Spells

Armoring Enchantment 1 point
(Memorization only)
ritual Enchant, passive

This spell is described in the Ritual Magic discussion above.



Bear Fruit 1 point *ritual Ceremony spell*

This spell causes a single tree or a 3-meter-square area of bush or ground cover to yield its fruits, no matter what the season. A full-day ceremony is needed to activate the spell and to appease the plant's spirit. This spell can kill the plant if done at a bad time. Chances of killing affected plants are seasonally determined: spring 30%, summer 15%, autumn 10%, winter 70%, storm 50%. In the Sacred Time, the plant always survives.

Bludgeon variable *touch, temporal, passive*

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spell of Bladesharp.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Binding 3 points *Enchantment* (Memorization only) *ritual (Enchant), passive*

The Binding Enchantment is described in the Ritual Magic discussion above.

Control (Creature) 1 point *ranged, temporal, active until the creature is instructed, then passive*

Each casting of this spell subjects the indicated species to the caster's will. Shamans usually learn to Control spirits. Control spells for other species are not generally available to them. Thus, there is Control Disease Spirit, Control Ghost, Control Wraith, and so forth. Additional otherworld creatures controlled by variations of this spell include: spell spirits, the various elementals, and passion spirits.

To use a Control spell the shaman must first reduce the magic points of the target to zero in spirit combat. The next melee round the shaman must cast his Control spell, attempting to overcome the creature's zero magic points with his own. If successful

the creature must obey all commands issued by the shaman. These commands must be given, acted upon, and completed, before the end of the spell's duration. Thus, spirit magicians use their Control spells primarily to capture otherworld creatures into enchanted devices.

The controlled creature is in a special form of telepathic communication with the shaman. This mental communication is limited to line-of-sight. The shaman must use a Control spell to learn specific information about the creature, such as the creature's True Name or the values of specific characteristics or skills.

To instruct a Controlled creature the shaman must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act.

Coordination variable *touch, temporal, passive*

This spell increases the target's DEX. The target must possess the DEX characteristic in order for this spell to work. Each point of spell increases DEX by 1 point, thereby increasing skills, DEX rolls, and lowering the number of the DEX strike rank. Although there is no limit to the stacking of this spell, a creature's DEX may never be increased to be greater than twice its current, unadjusted DEX.

Darkwall 2 points *ranged, temporal, passive (active to move wall)*

This spell can create a wall of darkness 10m square in area and 10cm thick. The Darkwall can be moved by the caster at a rate of 1 meter per strike rank. Light sources within the darkness give no light nor can any sighted being see through. Other senses, such as sonar or other sound, are unaffected by this wall. A Darkwall can be moved or shaped into the height or width desired, so long as the total area is 10m square and the thickness is always 10cm.

Dispel Magic variable *ranged, instant*

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells; two points will remove one point of divine magic spells. With sorcery spells, only the inten-

sity of the spell must be eliminated to destroy the spell. Thus to dispel a Befuddle spell will require 2 points of Dispel; to dispel a 1-point Shield (a divine spell) requires two points, and to dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern a specific spell.

Extinguish variable *ranged, instant*

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; two points will put out a small campfire; three points will eliminate a bonfire, etc.

Fanaticism 1 point *ranged, temporal, passive*

When cast upon a being with normal INT, this spell will increase its chance to hit by half again its skill percentage (rounding up fractions). Thus a 33% swordsman becomes a 50% swordsman under the influence of the Fanaticism. The fanatic may not parry or cast magic other than attack spells (Disruption, etc.). The spell halves the target's Dodge. A successful Demoralize cancels the effect of a Fanaticism spell, leaving the target with normal morale. If the target does not wish the spell to be cast upon him, then the caster must overcome his target's magic points with his own.

Farsee variable *ranged, temporal, passive*

Each point of this spell halves the apparent distance as seen by the caster to the rest of the universe. The effect includes foreshortening of the field of vision, exactly as if a telephoto lens was being used. If a particular target is specified, then the spell magnifies only the target, and the viewer's Search ability is increased by 5 percentiles for each magic point spent powering the spell.

Glue variable *touch, temporal, passive*

For each point of the spell, the caster gets the equivalent of a 10 cm-square patch of glue to distribute in any shape desired. The STR of the glue equals the magic points powering the spell multiplied by 10. Glue may be resisted by using adventurer STR on the resistance table. If adventurer STR overcomes the STR of the Glue spell, then the spell is broken and the patch is no longer sticky. Glue will never stick to any living tissue or living vegetable material.

Ironhand variable *touch, temporal, passive*

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Though the name implies it works only on hands, various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof, and so on, which work the same way.

Magic Point Matrix 1 point *Enchantment* (Memorization only) *ritual enchantment, passive*

This spell is described in the Ritual Magic discussion above.

Mindspeech variable *ranged, temporal, passive*

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be subvocalized (whispered) and the listeners will hear the message in their minds in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

Mobility variable *ranged, temporal, passive*

Each point of this spell adds 1 meter of movement rate per strike rank for its duration. An adventurer under the effect of Mobility loses one additional fatigue point per



each 3 points of this spell or fraction.

Multimissile **variable**
touch, temporal, passive

Each point of the spell cast upon an arrow, rock, throwing knife, javelin, or throwing axe or crossbow quarrel creates a magical missile the instant that the original is fired. The magical missile does the same damage as the original. Each of the missile attacks is rolled separately. The first roll is for the original, which is the only one that can impale. The magical missiles can still do critical damage. This spell is incompatible with Speedart.

Larger missile weapons require several points of this spell to create a larger missile. An arbalest, for instance, requires 2 points of spell per missile. As a rule of thumb, each 2D6 or fraction of weapon damage requires 1 point of spell.

The temporal nature of this spell means that it can be cast onto a missile and the spell will work once only if the missile is used any time within the spell's duration.

Second Sight **3 points**
ranged, temporal, passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. This spell does not allow the user to view the spirit plane. Shamans naturally have this ability and do not need to expend magic points to use it.

The aura of all creatures within the spell's range will glow only to the caster. If there are a large number of creatures within range it will be difficult for the caster to determine the POW of each. Undead things do not glow this way, for they have no characteristic POW. The POW of enchanted items is also visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the POWs of the viewed creatures are much less than the POW of the user, within 5 points of it, or much greater than the user's POW (for a shaman, include the fetch's POW). An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, as long as they possess POW. He will not be able to parry any blows received from that enemy.

Any heavy opaque surface - a thick woolen blanket, a wooden wall, etc. - will block Second Sight.

Shimmer **variable**
ranged, temporal, passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts 5 percentiles from the skill of any enemy attempting to hit the affected target.

Slow **variable**
ranged, temporal, passive

This spell slows down an enemy at a rate of 1 meter per strike rank per point of spell. It may reduce the movement of a creature to zero. The creature loses fatigue points for its exertions in normal fashion.

A creature whose movement is reduced to zero may still move by increasing its movement rate by running, though a sufficiently powerful Slow spell will immobilize even a runner. This tactic also increases the target's fatigue point loss for the distance traveled, and will tire him out.

Sneeze **2 points**
ranged, instant

The caster must overcome the magic points of the target with his own. If successful, the target begins sneezing the strike rank following casting, and continues sneezing for 1D10 strike ranks following. During the time spent sneezing, the target is nearly incapacitated, and can only parry or dodge at half normal effectiveness. If casting a spell, he must make a Concentration roll of INT x 3 for each strike rank he is sneezing while attempting the spell.

Spell Matrix **1 point**
Enchantment (Memorization only)
ritual Enchant

This spell is described in the Ritual Magic discussion above.

Vigor **variable**
touch, temporal, passive

Each casting of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points will increase normal hit points for the duration of the spell. Hit points per location will probably have to be refigured.

Although there is no limit to the stacking of this spell, a creature's current CON may never be increased to be greater than twice its current, unadjusted CON.

Divine Magic Spells

Armoring **1 point**
Enchantment **1 point**
ritual (Enchant), stackable, reusable

Refer to the Ritual Magic discussion above.

Binding Enchantment **1 point**
ritual (Enchant), stackable, reusable

Refer to the Ritual Magic discussion above for the effects of this spell.

Carry (Disease) **2 points**
ritual Enchant spell, nonstackable, one-use

This ritual causes the target to become permanently immune to the effects of one specified disease. It simultaneously makes the target a carrier of that disease, exposing anyone he contacts to the disease. Runes are carved into the flesh of the beneficiary.

Cause (Disease) **1 point**
ranged, instant, stackable, reusable

A target resisting this spell contracts the mild form of the specified disease if his magic points are overcome by the caster's. The severity of the disease increases normally. A 2-point stacking of the spell automatically begins the target at the 'acute' stage of severity, 3 points at the serious, and 4 points at the terminal. The spell may not be stacked higher.

Command (Creature) **1 point**
ranged, temporal, nonstackable, reusable

While it endures, this spell allows the caster to take over the actions and will of the specified creature. The caster must see (or be able to distinctly sense) the beast to cast the spell, and its magic points

must be overcome by the caster's magic points. If successful then the creature will be in a special form of line-of-sight, telepathic communication with the caster. The caster must form a mental image of the actions that he wishes the creature to perform. Commanding a creature requires concentration of the caster for a full melee round.

Flight **1 point**
ranged, temporal, stackable, reusable

The caster may transport one object weighing up to SIZ 6 through the air for the duration of the spell. Convert Encumbrance to the equivalent SIZ. Each extra point of Fly increases the potential weight carried by 6 SIZ.

To pick up something nailed or glued down, the caster must use his current magic points to overcome the STR of the nails or glue (which must be determined by the gamemaster) on the resistance table.

An object affected by this spell moves at 3 meters per strike rank. An unwilling target's magic points must be overcome or this spell has no effect on him.

Magic Point Matrix **1 point**
Enchantment **1 point**
ritual Enchant, stackable, reusable

Refer to the Ritual Magic discussion above.

Mindlink **1 point**
ranged, temporal, stackable, reusable

Each point of this spell allows mind-to-mind communication between two people. It must be cast upon both people at once. It allows transmission of conscious thoughts, magic points, and spell knowledge.

Mindlink may be stacked so that several sets of two people are linked together, so that several pairs of people are independently linked in pairs, or so that one central person is linked to many people who are not otherwise linked. One point of Mindlink will link two characters. If person A is linked to person B and person C, B and C are not linked.

Any participant in a Mindlink may use the spell knowledge and the magic points of other participants without their consent, though they must willingly consent to be included in the Mindlink in the first place.



Consequently, this spell may endanger participants perhaps otherwise safe. INT- or morale-affecting spells (Befuddle, Demoralize, Stupefaction, etc.) cast against one member of the Mindlink will attack all those connected by means of a single resistance roll. Example: a 12 magic-point attacker casts at a target with 14 magic points. The attacker's player needs to roll 40 or less on D100 for a success, and gets a 37. The target is Demoralized. But the target's friend, who was in Mindlink with the target, has 15 magic points: he is not Demoralized because his magic points were not overcome. Although the participants in Mindlink share magical energies and conscious thought, they maintain separate identities and retain their respective INT and POW for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges, or permanent spell knowledge. It cannot be used to teach a spell. Adventurers in the link defend against spells with their own magic points. Any person can leave the link at any time. Mindlink remains in effect as long as the participants are within spell range of each other.

Seastrength 2 points
*ranged, temporal,
nonstackable, reusable*

This spell doubles the target's base STR, with no restrictions on maximum limit. The target must be in contact with seawater when the spell is cast.

Shattering 1 point
*ranged, instant, nonstackable,
reusable*

The caster must overcome the target's magic points for this spell to take effect. It does 2D6 points of damage to a random hit location of the target. Armor protects against this damage normally.

**Spell Matrix
Enchantment** 1 point
*ritual Enchant, stackable,
reusable*

Refer to the Ritual Magic discussion above.

Sprout 2 points
ritual Ceremony spell

This causes a seed to immediately quicken and send forth roots. Over the course of 15 minutes the infant

plant grows and expands until its tiny shoot unfurls true leaves. Then the spell's effect ends. This spell affects any seed. If more than half the seed is destroyed, whether eaten by insects, riddled with fungus, cooked, cracked, or poisoned, the spell has no effect.

Whirlpool 1 point
*ranged, temporal, stackable,
reusable*

Each point of this spell creates a whirlpool 1 meter in diameter and 3 meters in depth, with a STR of 1d6. Each additional point adds 1 meter to the diameter, 3 meters to the depth, and 1d6 to the strength. Creatures flying above the water surface are immune to the whirlpool's effects. Anything caught in the whirlpool must successfully match its STR vs. the whirlpool's STR or be caught in it and sucked under. A victim caught in the whirlpool cannot take any actions except try to escape in until the effect ends or he can overcome the pool's STR. Non-aquatic beings caught in the pool must succeed in a Swim roll before being allowed a STR roll.

Sorcery Spells

Armoring Enchantment
ritual Enchant

This spell is described in the Ritual Magic discussion above.

Binding Enchantment
ritual Enchant

This spell is described in the Ritual Magic discussion above.

Create Cockatrice
ritual Enchant

To create a cockatrice the sorcerer must have a live toad or adder and an egg laid by a rooster. The Create Cockatrice ritual is performed over the egg, and then the toad or snake must incubate the egg for at least one month per permanent point of POW sacrificed in the ritual. The sorcerer can use Holdfast or Dominate Toad or Dominate Snake to make the incubator behave. When the cockatrice hatches, its deadly glance will be the equivalent of a one point divine magic spell per point

of POW used in the Create Cockatrice ritual. The cockatrice will not be friendly to nor subservient to its creator, and a Dominate Cockatrice" spell is usually used on the monster soon after it hatches. The characteristics of the new basilisk must be determined randomly. This spell is extremely rare, and should be allowed into a game only after deliberation by the gamemaster.

Dominate (Creature)
*ranged, temporal, active until
commanded, then passive*

This spell is used to gain command over a specific species of creature. The creature may be complete or incomplete, intelligent or not. Dominate spells do not work on creatures that contain two personalities (beings that are dominantly possessed) or that have artificially changed (i. e., familiars).

To use a Dominate spell, the sorcerer must pit the Intensity of his Dominate versus the creature's magic points using the resistance table.

If the result of the Dominate is successful then the creature must obey the commands of the sorcerer for the duration of the spell. The controlled creature is in a special form of telepathic communication with the sorcerer. This mental communication has a line-of-sight range. Dominate spells can also be used in Questioning creatures so that the magician can find out specific information about the creature, such as the creature's name (see Other Uses and Consequences of Summoning in the Ritual Magic chapter of the *Deluxe RuneQuest* Magic book) and discovering the strength of specific characteristics and skills. To command the creature the sorcerer must form a mental image of the actions that he wishes the creature to perform. Commanding a creature takes a full melee round before the creature will act. If the result of the Dominate spell is unsuccessful then the creature is free to act as it will. If the creature is aggressive, it will attempt to attack the sorcerer who tried to Dominate it. Otherwise the creature will simply flee. A sorcerer may attempt to Dominate a creature as long as he has magic points to spend and as long as the creature is within range of his spell.

Fly
ranged, temporal, active

This spell allows 1 SIZ to fly at a movement rate of 1 meter per strike rank. This movement can be vertical, horizontal, or diagonal. The caster of the spell will, at all times, control the direction of the movement. The target of the spell cannot, however, be moved away from the caster farther than the spell's range allows. Of course, the caster may use the spell on himself.

If the spell is cast on an unwilling target then the caster must succeed in a roll of his magic points vs. the magic points of the target.

Greater intensity spells will either increase the SIZ of the target that can be flown or the speed of flight, depending on the desires of the caster. Flight speed will increase 1 meter per SR per level of Intensity. He can vary the weight carried and the speed with the same spell. The caster can choose to fly the target at a slower speed than allowed by the spell. The speed of the flown object can be changed at the rate of 1 meter per strike rank per strike rank. The minimum speed that can be flown is zero (hovering). The maximum speed is defined by the intensity of the spell.

Spell Matrix Enchantment
ritual Enchant

Refer to the Ritual Magic discussion above.

Gods and Goddesses

To list all of the gods and goddesses mentioned in the following creature entries, in such a manner that all are fully playable in a *RuneQuest* game is difficult the space allowed. Therefore, some of the deity entries are not fully explained with all game information. These are the gods who do not enjoy widespread worship by the species listed as worshipping them. All other deities are given brief description, in a manner similar to that used in Standard Edition *Runequest*.

Some of the following gods and goddesses are more fully described in The Avalon Hill Game Company publication *Gods of Glorantha*. These deities are iden-



tified by this symbol (§) following their name. In **Gods of Glorantha**, these gods have more spells and detail given.

ALDRYA §

Goddess of the primal forest and of elves. Elves may automatically join Children of the Forest; no POW sacrifice required, no rune magic available. Non-elves joining Children of the Forest must roll POW or less on d100.

Upon maturity, elves can automatically join High King Elf as initiates; expend 1 POW point. Non-elves are tested in skills listed; failure means death. Initiates can sacrifice POW for one-use rune spells listed.

Skills: none for elves, non elves: Climb, Hide, Plant Lore, Sneak.

Divine Magic: Divination*, Heal Body, Shield.

Spirit Magic: CHILDREN: Befuddle, Food Song*, Speedart. INITIATES: Extinguish*, Heal, Light, Mobility*, Multimissile*, Second Sight*, Shimmer*, Silence*.

DALIATH

The Keeper of the Well, the god of secret wisdom. He lives near the bottom of Magasta's realm.

DROSPOLY

The cold death who lives in the abyssal depths where sunlight never reaches and where the water is always freezing cold. Only corpses and deformed monsters live there with him.

FLAMAL §

God of seeds and plants. Parent of all plant life in the world. Not generally accessible to worshipers, so worshipers are few; mostly elves.

Elves may join automatically; sacrifice 1 POW point. Non-elves must have 50%+ Plant Lore skill, and must roll POW x5 or less on d100; sacrifice 1 POW point.

Skills: Plant Lore.

Divine Magic: Bear Fruit*, Sprout*.

Spirit Magic: none. Most initiates also worship another deity.

FRAMANTHE

The soul of the primal ocean, the embodiment of its power and energy. Understanding her is a mystical

experience, and she is almost never directly worshiped.

HORNED GOD §

The Horned God, also Horned Man, is the father of shamans. He sometimes visits children in their sleep and, if they do not cry out, then they are destined for a shaman's career. As a god, he defies the normal scope of worship. No initiates sacrifice POW to him, nor regularly feed magic points to him. There are no temples or shrines to him. The **RuneQuest** rules describe the correct practices for Gloranthan shamans.

Skills: Animal Lore, Plant Lore, World Lore, First Aid.

Divine Magic: none.

Spirit Magic: all spells allowed by gamemaster are available.

IKADZ

The god of torture receives the souls of misdoers and cleanses them before they can join the dead. Few folk worship Ikadz directly, and his worship is tolerated by only a few bureaucracies.

IPHARA

Iphara always appears as a fog, and within her body are held fearsome mist-monsters and the powers of illusion. Sailors especially curse her.

KARRG

Karrg is one of the sons of Kyger Litor, the mother of trolls. Karrg's worshipers serve as the runelords (warrior guardians) of Kyger Litor's cult. Worshipers may never learn the spirit spell Light.

Skills: Weapon Attack, Weapon or Shield Parry, Darktongue; POW of 10 or more.

Divine Magic: Berserk, Fear, True Maul.

Spirit Magic: Bludgeon, Darkwall*, Disruption, Extinguish*, Fanaticism*, Protection.

MAGASTA §

Magasta the Churner is the Lord of the Sea, the head of a complex pantheon of water deities. Anyone wishing to worship Magasta must either live in the ocean or belong to either the Wachaza or Triolina cults; sacrifice 1 POW point. Once

yearly, each initiate must sacrifice 2 POW points to Magasta or lose initiate status.

Skills: none.

Divine Magic: Command Undine*, Fear, Whirlpool*.

Spirit Magic: Bladesharp, Coordination*, Demoralize, Mobility*, Protection, Strength*.

MALIA §

The goddess of disease, widely worshiped by broos and other foul monsters. Acceptance is automatic; sacrifice 1 POW point.

Skills: Dodge, Net Attack, Scan, Weapon Attack.

Divine Magic: Carry Disease*, Cause Disease*, Command Disease Spirit*.

Spirit Magic: Bladesharp, Counter-magic, Demoralize, Disruption, Sneeze*.

MOLUCCA

Goddess of mollusks. Worshiped by some mer-tribes, especially the dwerulan.

ORLANTH §

The storm god, patron of adventurers and barbarian kings. Also god of warriors.

Skills: Jump, Weapon Attack, Weapon Parry, Speak Own Language.

Divine Magic: Command Sylph*, Flight*, Shield.

Spirit Magic: Bladesharp, Demoralize, Detect Enemies, Disruption, Heal, Mobility*, Strength*.

SLOR

The ancestor of all ferns and related plants, and of red elves.

SOKAZUB

God of dark animals. Worshiped by some mer-tribes, especially the dwerulan.

SPIRIT CULTS

Sometimes a shaman will, in his journeys to the spirit world, meet spirits of unusual power. Provided the shaman survives and gains understanding with the spirit, that spirit can be worshiped by the shaman and the shaman's fol-

lowers, and will grant the worshipers limited divine magic.

Each spirit has its own holy spot where it may be contacted with the appropriate spell (Summon (Name of Spirit)). Once contacted, the shaman and followers each must sacrifice one point of POW to the spirit. At least once per season, all worshipers must engage in worship service, sacrificing all magic points but one to spirit. Shaman can then sacrifice POW to gain spirit's single divine spell on a reusable basis. Other worshipers can gain divine spell on one-use basis. The spell learned varies with the spirit, and is frequently unique in the world.

STORM BULL §

The god of berserks whose primary purpose is to prevent the rise of the Devil or any associated form of Chaos.

Skills: any Attack, any Attack or Parry, Scan, Search.

Divine Magic: Berserk, Command Sylph*, Fear, Shield.

Spirit Magic: Detect Enemies, Dispel Magic*, Fanaticism*, Heal, Protection.

SWEMS

Goddess of worms.

TRIOLINA §

The mother of sea life; all life in the oceans owes existence directly to her. Worshipers must be intelligent sea dwellers. If neither parents were initiates of Triolina, applicant must roll equal to or less than POW x3 on d100, and donate 100 pennies worth of goods; sacrifice 1 POW point.

Skills: none.

Divine Magic: Command Undine*, Heal Body.

Spirit Magic: Coordination*, Detect Magic, Heal, Mindspeech*, Protection, Second Sight*, Shimmer*.

VALIND §

The god of winter and god of the frozen north wastes. Applicant must live in a land subject to winter (essentially, wherever water freezes in winter).

Skills: Climb, Scan, Weapon Attack, World Lore.

Divine Magic: Command Sylph*.



Spirit Magic: Bladesharp, Dispel Magic*, Disruption, Extinguish*, Shimmer*.

VARCHULANGA

Mother of both the common and unique monster living in the oceans depths.

VIVAMORT

The god of undeath who willfully sacrificed his soul to gain empty immortality.

VRONKAL

Lord of the forest.

WACHAZA §

The sea god of death and war — the war god for the majority of Gloranthan mermen and for a few sea-going cultures of humans.

Skills: Dodge, Net Attack*, Scan, Weapon Attack.

Divine Magic: Command Undine*, Fear, Sea Strength*.

Spirit Magic: Bladesharp, Coordination*, Demoralize, Disruption, Second Sight*, Slow*.

magic points. The victim does not lose characteristic points in this attack, though he may if the spirit possesses him. The victim resists through normal spirit combat to reduce the spirit's magic points.

WASTING DISEASE SPIRIT: this spirit attacks against STR; if victorious victim loses one current STR point per day.

CREEPING CHILLS: attacks against CON; victim loses one current CON point per day.

BRAIN FEVER SPIRIT: attacks against INT; victim loses one current INT point per day.

SOUL WASTE SPIRIT: attacks against POW; victim loses one current POW point per day.

SHAKES SPIRIT: attacks against DEX; victim loses one current DEX point per day.

characteristics average
POW 3D6+6 16-17
attributes
Move: equal to POW.

Passion Spirit

There are several types of passion spirits, only pain spirits are described here. Pain spirits possess only POW, and can engage in spirit combat. They match their magic points against the victim's CON. If victorious, victim loses 1d3 magic points. If victim victorious, spirit loses 1d3 magic points. If the pain spirit possesses victim, the victim is momentarily overcome with agony. From that point onward, he will always be conscious of a dull ache in his bones and muscles. Whenever he acts quickly or concentrates, then shooting pains afflict his joints and skull. This reduces all of his percentile rolls equal to the spirit's POW.

characteristics average
POW 3D6+6 16-17
attributes
Move: equal to POW.

Wraith

A wraith is a ghost formed when an individual's feelings at death are of overwhelming frustration and hate. Wraiths are malignant to all life. They appear as skeletal and usually rotten and putrid-looking spectral forms. There are different

forms of wraiths; only the INT-attacking form is described here.

Wraiths possess only INT and CON. Its hit points are equal to its CON. Match the wraith's magic points vs. the target's INT. This is considered to be a form of spirit combat. If it overcomes the target, the target suffers 1d6 points of damage directly to a (missile/spell) hit location. Armor or magical protection will not help against this damage.

If a wraith's target is sleeping, unconscious, incapacitated, or reduced to zero magic points, and the individual can be overcome as per the normal wraith attack, then the wraith can reduce the victim's current characteristic INT by 1d6 points (instead of doing hit point damage). The wraith gains one magic point for each characteristic point it saps. This is not considered to be a form of spirit combat.

characteristics average
CON 6D10 33
INT 2D6+6 13

attributes

Move: equals magic points.
Magic Points: 3d6+6

location D20 points
wraith 01-20 all

ARMOR: none, but may only be struck by magic.

Sylph

Sylphs are elementals, tangible creatures formed of "solidified air". Sylphs have no fixed volume, and SIZ is used primarily to determine how much damage a sylph does in combat.

ABILITIES: a sylph can carry objects and people with a total SIZ no greater than the sylph's STR. It can create a breeze or small whirlwind.

ATTACK FORMS: a sylph fights by picking up and dropping enemies. It can lift a number of victims with a total size equal to or less than its STR. The victims are lifted and dropped 3 meters for every cubic meters the sylph possesses. Normal falling rules are used to determine damage (1d6 damage per 3 meter drop).

A victim can resist being lifted by matching his STR against the sylph's STR. Instead, he may try to hit the sylph, hoping to destroy it before it lifts him into the air. A

sylph can lift more than one target by dividing its STR among them.

STATISTICS: sylphs have 2d6 STR, 1d6 POW, and 1d6 hit points per cubic meter. Sylphs fly 10 meters per strike rank. A sylphs attack takes place on SR 10 of the round in which it grabs its prey.

Undine

An undine is an elemental form of "solidified water". An undine may form from any fluid of at least 90% water. It is possible to make undines of diluted milk, wine, urine, etc. Undines flow over land like huge, liquid amoebas, and move through water like a living ripple or current.

ABILITIES: an undine can purify itself of sediment, insoluble oils, or particles by sitting and churning for a full turn. It cannot remove dissolved chemicals (such as salt) or miscible liquids (alcohol) in this way.

An undine can push a ship through water. An undine can carry objects or beings if its STR can support the SIZ. It can carry things entirely under the water, or partially exposed to air.

ATTACK FORMS: an undine on land attacks foes by forcing itself into mouths and lungs. Use normal drowning rules (asphyxiation), but the victim starts out at CON x3. As normally, a victim failing a CON roll suffers 1d8 points of damage. An undine can engulf 10 SIZ points of foe per cubic meter of volume.

Underwater an undine can smash victims against the bottom, doing 1d6 damage per cubic meter of undine. A victim can resist by succeeding in a STR vs. STR roll. An undine attacking multiple targets must divide its STR among them.

An undine can suffocate water-breathing organisms in the water by drawing away oxygen from gills, causing suffocation as per the drowning rules, beginning at CON x10.

STATISTICS: undines have 2d6 STR, 1d6 POW, and 1d6+6 hit points per meter of volume. Undine swim at 6 meters per strike rank or crawl overland a 2 meters per strike rank. An undine's attacks are all performed on SR 10 of the round in which they grab their victim.

Creatures

The following are those creatures from Deluxe Edition **RuneQuest** which are not included in Standard Edition. In a few instances, where one creature type appears in several forms, fewer than the maximum number of forms are described. Those given represent the most interesting/useful/necessary forms for use with the creatures presented in the next section.

Disease Spirit

There are several types of disease spirits. They have only POW as a characteristic. They also carry a specific disease. Disease spirits are capable of attacking in spirit combat and, if victorious, covertly possess their victim. A disease spirit attacks by matching its magic points against one of the victim's characteristics. It is overcomes the characteristic, the victim loses 1d3



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The Creatures of Glorantha

*The creatures below are listed alphabetically by name. This is a mere sampling of the multitude of wondrous beings inhabiting Glorantha, catalogued by noted Jrusteli scientist Ocron Everseer in his **Compendium of Species**.*

ALTICAMELUS

Alticamelus domesticus

GENERTELA — Often called High Llamas, alticameli are tall giraffe-like camels which live in

small herds, roaming the vast expanses of the Genertelan wastes and the chaparral of Prax.

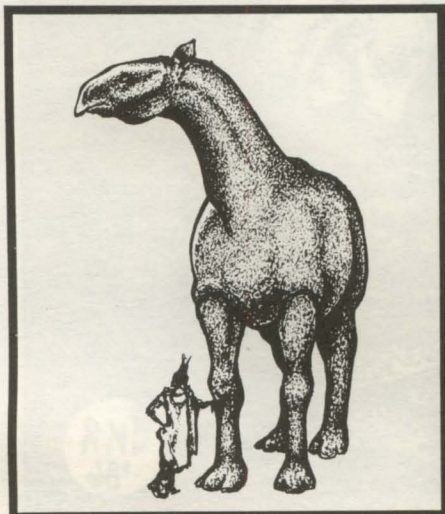
The Alticamelus riders of Prax use very long spears and lances to better reach foes fighting on foot.

Alticameli are so tall that their riders roll 1D10+10 on the hit location table when striking

an opponent, even against mounted foes (except other alticamelus riders). They can only use missile weapons or melee weapons with a SR of 1 or 0 when attacking footmen.

Female alticameli have STR and SIZ of 3D6+18 and 3D6+24, respectively.

Baluchithere



Charnjibber





characteristics	average	attributes
STR 3D6+24	35-36	Move: 10
CON 2D6+9	16	Hit Points: 29
SIZ 3D6+30	40-41	Fatigue: 52
INT 4	4	DEX SR: 3
POW 3D6	10-11	
DEX 3D6	10-11	

location	melee	missile	points
rh leg	01-02	01-02	4/8
lh leg	03-04	03-04	4/8
hind q	05-07	05-09	4/12
fore q	08-10	10-14	4/12
rf leg	11-13	15-16	4/8
lf leg	14-16	17-18	4/8
head	17-20	19-20	4/10

weapon	sr	a%	damage
Kick	6	50+5	1D8+4D6
R&P†	10	25+5	2D8+4D6

† rear and plunge.

NOTE: an alticamelus can attack once per round.

ARMOR: 4 point hide.

BABOON, GIANT

Papio sapiens

GENERTELA — In the Genertelan Wastelands dwell troops of gigantic, intelligent, baboons. Not only are these creatures much larger than their primitive brethren, but they are noted for psychic competency. Normally, they travel in small family groups of no more than 15-20 individuals, but may join into larger troops.

Baboons are quadrupeds, and lack full arm mobility. In combat, may use only their bite or a thrusting melee weapon. The only missile weapons they can use are thrown weapons (generally thrown spears) and slings. They cannot use shields effectively.

A baboon walking on its hind legs moves at a rate of 1 meter/SR. If it walks on three legs (presumably using one arm to carry an object or weapon) it moves at a rate of 3 meters/SR. Baboon spears are easily identifiable by the strap affixed to the shaft, allowing the baboon to sling the spear for easy quadrupedal running.

The statistics below are for a male baboon. Females have a STR of 3D6 and a SIZ of 2D6.

characteristics	average	attributes
STR 3D6+6	16-17	Move: 5
CON 3D6	10-11	Hit Points: 10-11
SIZ 3D6	10-11	Fatigue: 27
INT 2D6+6	13	Magic Points: 13
POW 2D6+6	13	DEX SR: 2
DEX 3D6+6	16-17	
APP 3D6	10-11	

location	melee	missile	points
rh leg	01-02	01-02	1/3
lh leg	03-04	03-04	1/3
hind q	05-07	05-09	1/5
fore q	08-10	10-14	1/5
rf leg	11-13	15-16	1/3
lf leg	14-16	17-18	1/3
head	17-20	19-20	1/4

weapon	sr	a%	damage	p%	pts
Bite	7	30+10	1D8+1D4	--	--
Javelin	6	20+10	1D6+1+1D4	20+6	8
Javelin (T)	2/7	20+10	1D8+1D2	--	--
Sling	2/7	20+10	1D8	--	--

COMBAT NOTES: a common technique is to stab with javelin, then bite three SRs later. As with humans, if a baboon attacks twice, it waives any parry or dodge.

DODGE: 25+6

MAGIC: Baboons are experts in spirit magic and shamanry. Most adopt some variation on ancestor worship, honoring Grandfather Baboon. Popular spells include Disruption, Iron-hand*, Protection, and Mobility*.

SKILLS: see below. All skills not listed are as per humans.

Agility (+6): Boat 0, Climb 80, Dodge 25, Ride 0.

Communication (+6): as per human.

Knowledge (+3): Animal Lore 25.

Manipulation (+10): as per human.

Perception (+6): Track 20.

Stealth (+5): Sneak 25.

LANGUAGES: Baboon 30+6, Praxian 10+6.

ARMOR: 1 point fur.

BALUCHITHERE

Baluchitherium chenoa

PAMALTELA — A colossal, long-necked, hornless rhinoceros from the plains of Pamaltela. Even sabertooth cats avoid a full-grown baluchithere, which stands up to 5 meters at the shoulder, up to 8 meters to the crown of the head, and measures 9 meters in length. Baluchitheres avoid swamps, though they adore waterholes and river bottoms.

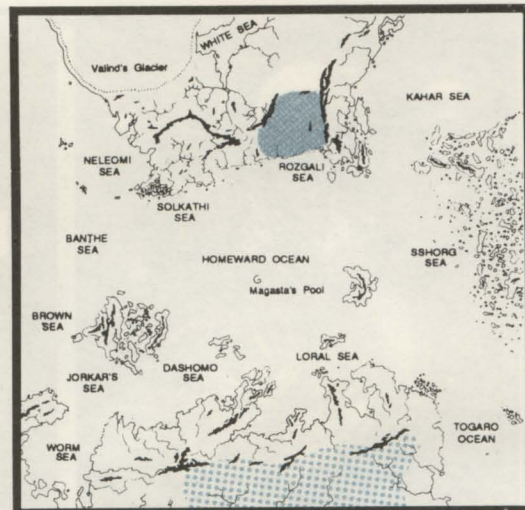
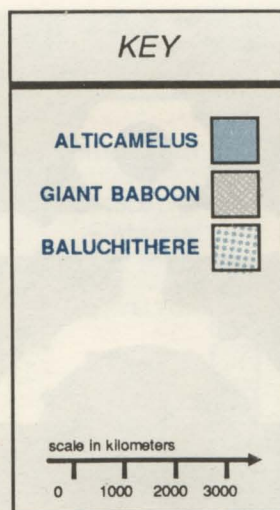
Baluchitheres are held sacred by most native humans, thus unhunted. These animals generally ignore activity around them, as if aloof from all lesser beings.

Unlike most rhinos, baluchitheres are calm, mild-natured creatures. They are only aggressive in rutting season (summer), when attacked, or when they perceive their huge calves as being threatened.

characteristics	average	attributes
STR 10D6+40	75	Move: 6
CON 6D6+10	31	Hit Points: 53
SIZ 10D6+40	75	Fatigue: 106
INT 4	4	DEX SR: 4
POW 1D6+12	15-16	
DEX 2D6	7	

location	melee	missile	points
rh leg	01-02	01-02	12/14
lh leg	03-04	03-04	12/14
hind q	05-07	05-09	12/22
fore q	08-10	10-14	12/22
rf leg	11-13	15-16	12/14
lf leg	14-16	17-18	12/14
head	17-20	19-20	12/18

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weapon	sr	a%	damage
Bite	7	40+1	8D3
Kick	7	25+1	1D6+8D6
Trample	7	75	16D6 vs. downed foes or foes with SIZ less than 1/3 the baluchitheres's SIZ.

COMBAT NOTE: baluchitheres can attack once round. The bite attack does 1/2 the animal's damage bonus. Against small foes such as humans, the animal normally tramples.

SKILLS: Smell Foe 50+7.

ARMOR: 12 point hide.

BISON

Bison praxus

GENERTELA — These resemble the North American bison, and travel in great herds in Prax, the Genert Wastes, and Pent. Smaller herds are known in Pelorian wilderness areas. The Bison Riders of Prax delight in mass charges. They claim that all the wild bison of the plains, as well as the domesticated ones, belong to them.

Female bison have a SIZ and STR of only 3D6+18 each.

characteristics	average	attributes
STR	3D6+30	40-41 Move: 8
CON	3D6+9	19-20 Hit Points: 30
SIZ	3D6+30	40-41 Fatigue: 60
INT	4	4
POW	3D6	10-11
DEX	2D6	7

location	melee	missile	points
rh leg	01-02	01-02	6/8
lh leg	03-04	03-04	6/8
hind q	05-07	05-09	6/12
fore q	08-10	10-14	6/12
rf leg	11-13	15-16	6/8
lf leg	14-16	17-18	6/8
head	17-20	19-20	6/10

weapon	sr	a%	damage
Butt	7	50+1	2D6+4D3
Charge	7	50+1	2D6+4D6
Trample	7	75	8D6 to downed foe

COMBAT NOTE: A bison can use one attack per round. It must charge at least its DEX SR to get its Charge attack. The Butt attack only receives half normal damage bonus.

ARMOR: 6 point skin

CETOI

See: Mermen

CHARNJIBBER

Metamorphosum ephemerus

PAMALTELA — The charnjibber is bizarre and highly chaotic, whose natural shape is unknown. It is only found during the dry season. A charnjibber always takes the shape of whatever creature it last swallowed, plus 1d6 tentacles. At the start of the dry season, charnjibbers are rather small, taking the form of rats or lizards. As the season progresses,

the creatures gradually increase in size, as they manage to pull down and eat bigger and bigger prey. Near the end of the season, charnjibbers are found in the form of tentacled sabertooth tigers, titanothers, or even dinosaurs. Charnjibbers can only devour beings with physical bodies.

A charnjibber always takes the STR, SIZ, DEX and APP of its current form, but retains its own CON, INT, and POW. It gains all the special powers and natural skills of its chosen form if a charnjibber eats a vampire, it gains the ability to drain magic points, hypnotize at a glance, and change shape. It would also gain a vampire's special vulnerabilities. If a charnjibber eats a being lacking CON, INT, or POW, refer to the "Lacking and Gaining Characteristics" section of *RuneQuest*. Since a charnjibber has fixed INT, it cannot use the spells, knowledge skills, or communication skills of its prey.

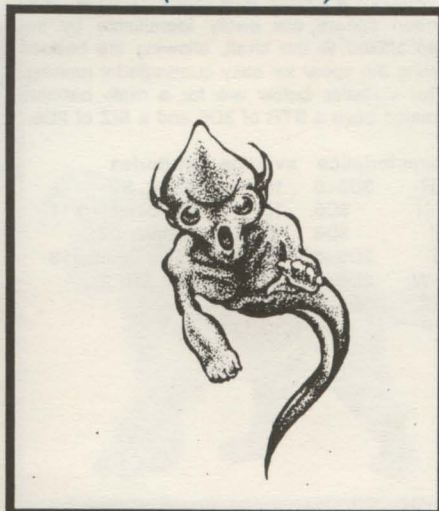
characteristics	average	attributes
STR	as prey	varies Move: as prey
CON	3D20	31-32 Hit Points: varies
SIZ	as prey	varies Fatigue: varies
INT	9	9 Magic Points: 19
POW	2D6+12	19 DEX SR: as prey
DEX	as prey	varies
APP	as prey	varies

HIT LOCATION TABLE: as per prey, plus 1d6 tentacles. To determine the location of the tentacles, roll 1d20 on the melee hit location table for each tentacle. The number rolled, plus the next higher number (unless a "20" is rolled), becomes that tentacle's hit location result. If a given number is rolled more than once, reroll. If the prey creature has a separate missile hit location table, use common sense to extrapolate the hit locations. A hit location may be entirely turned into tentacles in this manner. **EXAMPLE:** the gamemaster wishes to generate a charnjibber that has eaten a lion. He rolls 1d6

Dwerulan



Surutran (Dwerulan)





for the number of tentacles it possesses. "5" is the result, so 1d20 is rolled five times and compared to the hit location table. The rolls are: 4, 8, 9, 11, and 20. The rolls of 8 and 9 conflict, so the gamemaster chooses to reroll the 9, and gets an 11. This also conflicts with a previous result so he rolls yet again for a 13. The final hit location table is:

location	melee	missile
rh leg	01-02	01-02
lh leg	03	03
tentacle 1	04-05	04-05
hindquarters	06-07	06-09
tentacle 2	08-09	10-11
forequarters	10	12-14
tentacle 3	11-12	15
tentacle 4	13-14	16-17
lf leg	15-16	18
head	17-19	19
tentacle 5	20	20

Note that the right foreleg has been entirely replaced by tentacles. The missile hit location table is also provided. Here is how it was figured: tentacle one should still overlap the lh leg and hindquarters location, so it was unchanged. Tentacle two covered part of the forequarters, so it moved to location 10-11. Tentacle three covered part of the right foreleg, so it became location 15, and tentacle four covered the other part of the right foreleg, plus part of the left foreleg, so it became location 16-17. Tentacle five covered part of the head, so it became location 20. This system for determining a charnjibber's hit locations may seem cumbersome. The gamemaster is free to simply choose hit locations as he sees fit.

ATTACKS: as last-eaten prey, plus

weapon	sr	a%	damage
tentacle	3+Melee SRM	50+varies	equal to damage bonus or grapple.

COMBAT NOTE: the charnjibber attacks with all its tentacles on a single SR, followed 3 SRs later by its current form's normal attacks in each melee round. Normally, the charnjibber uses its tentacles to keep a prey creature from running away or to hold it still so its natural weapons can kill it. It can flail with the tentacles to cause damage, doing damage equal to the creature's damage bonus (i.e., usually 2d6 in the case of a lion, 3d6 in the case of a horse, etc.). The tentacles do 1d3 damage if the charnjibber has no damage bonus, and they do only 1 point of damage if it has a negative "bonus."

SKILLS: as per prey.

ARMOR: as per prey. However, a charnjibber cannot be incapacitated or knocked unconscious, and cannot even be killed by ordinary means. If it is reduced to 0 hit points, its "corpse" lies inert for a few days while it devolves into the form of a previous, smaller prey. For instance, a killed charnjibber lion might "backslide" into a human or dog. If the creature is dismembered, the separate parts devolve individually (a man's hand might turn into a shrew or large spider). Burning the corpse (unless it has the chaos feature of "highly inflammable") or dissolving it in acid only delays reanimation by several weeks.

CHAOS FEATURES: has all chaos features of its last-eaten prey, plus roll 1d100. If the result is less than the charnjibber's POW x 3, it has a chaos feature, and roll again. Keep rolling and adding chaos features until you roll higher than the charnjibber's POW x 3.

COCKATRICE

Viperigallo lithophilus

WHEREVER SORCERERS ARE FOUND — Cockatrices are artificial monsters, much like the sinister basilisk. These large, rooster-like monsters have hideously wattled heads and toothy beaks. They have feathered wings, scaled bodies, and long serpentine tails with barbed tips. A cockatrice's body is sickly grey-green in color, with red-black wattles, and brightly colored wings.

Cockatrices are created in a sorcerous ritual similar to that used in the manufacture of basilisks. The ritual is called Create Cockatrice, and requires the same components and time as Create Basilisk. The ritual costs the creator 4 POW. A cockatrice is not under the control of its creator, and a spell such as Dominate Cockatrice must be cast on it.

A cockatrice's peck can inject a venom which acts as a carrier for the "attack" of the cockatrice's magic points vs. the victim's. If the peck penetrates the target's armor, and the cockatrice's magic points overcome the target's, the target turns to stone. Since this attack directly enters the body of the victim, anti-magical spells cannot prevent it, though protec-

tive spells make it harder for the peck to penetrate armor.

Dispel Magic spells will not help a stoned victim, though Divine Intervention or some obscure spell (possibly known by dwarfs) may help. Cockatrices, like basilisks, are creatures tainted by chaos.

characteristics	average	attributes
STR	2D6+6	13
CON	3D6	10-11
SIZ	2D6+3	10
INT	4	4
POW	1D6+12	15-16
DEX	3D6+12	22-23
		Move: 3/5
		Hit Points: 11
		Fatigue: 24
		DEX SR: 2

location	melee	missile	points
tail	01-02	01	3/3
r claw	03-05	02-03	3/3
l claw	06-08	04-05	3/3
body	09-12	06-10	3/5
r wing	13-15	11-14	3/4
l wing	16-18	15-18	3/4
head	19-20	19-20	3/4

weapon sr a% damage

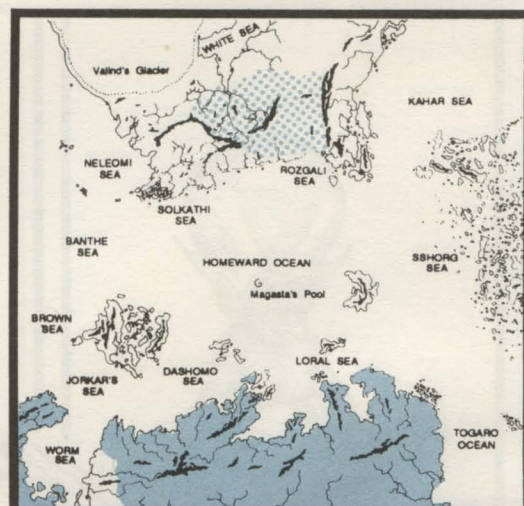
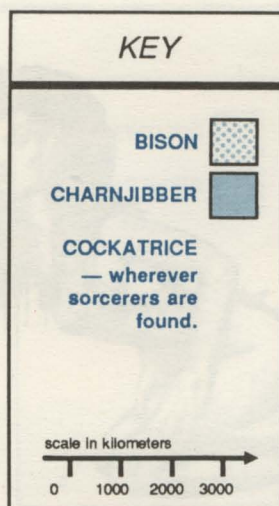
Tail	6	35+9	1D8
Claw	6	25+9	1D6 + knockdown
Peck	6	40+9	1D10 + turn to stone

COMBAT NOTE: each round, a cockatrice may peck and either strike with the tail or claw. A successful claw hit allows the cockatrice to match its SIZ and STR vs. the target's SIZ and STR. If the cockatrice overcomes the target, he is knocked down. A cockatrice cannot use its claws when in flight.

SKILLS: Dodge 25+15, Listen 45-2, Search 45-2.

ARMOR: 3 point scales and feathers.

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CHAOS FEATURE: normally none.

DWERULAN

Platyura pisces var. dwerula

THE OCEANS — A dwerulan is scaleless, as smooth and slimy as an eel. It resembles a pallid hybrid between a human fetus and a tadpole. Its tail is long, unforked, and flattened from side to side. Sometimes they are classified as Piscoi mermen.

Dwerulans live in the Worm Sea and the bordering marshes. They cannot hold their breath long and lose 1 point of fatigue for each round spent underwater. Once their fatigue reaches -100, they begin losing general hit points instead.

Dwerulans are hermaphrodites. Eggs fertilized by another Dwerulan hatch normally. However, eggs that are self-fertilized hatch into sterile creatures called surutrans (described below). Surutrans mature physically in a single year — a sixth as long as a normal dwerulan. Some dwerulan tribes forbid the breeding of surutrans. Others raise them in vast hordes as slaves.

characteristics	average	attributes
STR 3D6	10-11	Move: 1
CON 6D6	21	Hit Points: 16
SIZ 2D6+4	11	Fatigue: 32
INT 2D6+6	13	Magic Points: 7
POW 2D6	7	DEX SR: 2
DEX 3D6+6	16-17	
APP 2D6	7	

location	melee	missile	points
hindtail	01-03	01-03	0/5 (.25)
midtail	04-06	04-06	0/6 (.33)
abdomen	07-09	07-10	0/8 (.40)
forebody	10-12	11-15	0/8 (.40)
r arm	13-15	16-17	0/5 (.25)
l arm	16-18	18-19	0/5 (.25)
head	19-20	20	0/6 (.33)

weapon	sr	a%	damage	p% points
2H Spear	5	25+11	1D10+1	25+7 9
Stiletto	7	25+11	1D6 *	25+7 5

* impaling damage with a stiletto is 3D6, not 2D6.

DODGE: 15+7.

MAGIC: Dwerulans prefer divine magic, because their low POW limits spirit magic use. They worship weird gods, such as Sokazub, god of dark animals; Swems, goddess of worms; Slor, god of swamps; and Molucca, goddess of mollusks.

SKILLS: Devise 25+11, Hide 30+9, Listen 30+8, Scan 30+8, Sneak 40+9.

LANGUAGES: Dwerulan 30+1.

ARMOR: none. Rely on Dodge and Parry.

DWERULAN, (SURUTRAN)

Platyura pisces var. surutra

WHEREVER DWERULANS ARE FOUND — Surutrans are small creatures, byproducts of the dwerulans. They are sterile — no independent colonies of surutrans survive more than a single generation.

Like dwerulans, surutrans lose 1 point of fatigue for each round spent underwater. Once their fatigue reaches -100, they begin losing general hit points instead.

characteristics	average	attributes
STR 2D6	7	Move: 1
CON 6D6	21	Hit Points: 14
SIZ 2D6	7	Fatigue: 28
INT 3D6	10-11	Magic Points: 3-4
POW 1D6	3-4	DEX SR: 2
DEX 3D6+6	16-17	
APP 1D6	3-4	

location	melee	missile	points
hindtail	01-03	01-03	0/4 (.25)
midtail	04-06	04-06	0/5 (.33)
abdomen	07-09	07-10	0/6 (.40)
forebody	10-12	11-15	0/6 (.40)
r arm	13-15	16-17	0/4 (.25)
l arm	16-18	18-19	0/4 (.25)
head	19-20	20	0/5 (.33)

weapon	sr	a%	damage	p% pts
2H Spear	7	25+7	1D8+1	25+9 9
Stiletto	8	25+7	1D6 *	25+9 5

* impaling damage with a stiletto is 3D6, not 2D6.

DODGE: 15+9.

SKILLS: Hide 30+16, Sneak 40+16.

Black Elf



Green Elf



Gargoyle





LANGUAGES: Dwerulan 30-5.

ARMOR: none, usually rely on Dodge and Parry.

ELF, BLACK (Voralans)

Mycota troglodytes

FOUND WORLDWIDE, BUT RARE — The black elves are not really Aldryami, but popular conceptions mistakenly place them in this category. The black elves claim no descent from Flamal, nor do any other elves claim them to be such. But since they are not animals, human scholars mistake them for plants. These are kinfolk of mushrooms and other fungi. Black elves are small and hermaphroditic, and siblings are in telepathic communication with each other. Black Elves are found across Glorantha, in secret underground caverns, troll lands, or the rare toadstool forests. They are the rarest-seen of all elf types.

characteristics	average	attributes
STR	2D6	7 Move: 3
CON	3D6	10-11 Hit Points: 8
SIZ	2D4	5 Fatigue: 17-18
INT	4D6	14 Magic Points: 13
POW	2D6+6	13 DEX SR: 2
DEX	3D6+6	16-17
APP	3D6	10-11

location	melee	missile	points
r leg	01-04	01-03	0/3
l leg	05-08	04-06	0/3
abdomen	09-11	07-10	0/3
chest	12	11-15	0/4
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/3

weapon	sr	a%	damage	p%	pts
Hesh	9	25+10	special*	--	--
Sling	2	40+10	1D8 or special**	--	--

* The hesh is a large moist pad, which seeps drugs, poison, venomous parasites, or acid. In combat, the dark elf simply slaps the hesh onto his opponent's flesh. A hesh contains enough fluid for at least a dozen hits.

** Voralan slings hurl either stones or small packets of vile potions similar to those contained in the hesh.

DODGE: 40+11.

MAGIC: black elves worship the fungus-goddess Mee Voral. Typical spirit magic includes Darkwall*, Disruption, and Heal.

SKILLS: Hide 65+9, Sneak 75+9.

LANGUAGES: Voralan 30+7, Aldryami 10+7, Darktongue 15+7.

ARMOR: None.

ELF, BLUE (Murthoi)

Murthalgus sp.

THE OCEANS — Blue elves tend underwater seaweed forests. They are very different from other elves, and are almost as aberrant as black elves. There are three main species of blue elves, one of which is found in fresh water. In appearance, blue elves are quite androgynous. One species is hermaphroditic, while the other two have four sexes each. Little is known of these secretive beings, though they sometimes trade with their landbound brethren. Blue elves are not air-breathing and die quickly when taken out of the water.

Blue elves have webbed fingers, magenta skin, long filamentous hair, and no legs. An extended tail, like a flagellum or the hindpart of an eel, propels them through the water.

Blue elves live near the coast, where seaweed grows thickest. Some colonies live in the open sea amid floating colonies of seaweed.

characteristics	average	attributes
STR	2D4+1	6 Move: 0/5 swimming
CON	3D6	10-11 Hit Points: 9
SIZ	2D6	7 Fatigue: 16-17
INT	1D6+12	15-16 Magic Points: 13
POW	2D6+6	13 DEX SR: 3
DEX	3D6+3	13-14
APP	3D6	10-11

location	melee	missile	points
flagellum	01-07	01-05	4/3 (.33)
abdomen	08-10	06-10	2/3 (.33)
chest	11-12	11-15	2/4 (.40)
r arm	13-15	16-17	2/3 (.25)
l arm	16-18	18-19	2/3 (.25)
head	19-20	20	3/4 (.33)

weapon	sr	a%	damage	p%	pts
Sea Dart*	3/9	30+8	1D6	20+5	3
Lancet**	7	30+8	1D10	30+5	6

* Sea darts are extremely thin and sharp flechettes. The elves can flick these with a basic range of 10m underwater. Above water, the range is increased to 20m. Sea darts are thrown weapons, and are capable of impaling. They weigh .25 ENC each, and usually eight are carried.

** Lancets are long, thin, and sharp spines made entirely of a single bone or a bamboo splinter. They are used two-handed, have a SR modifier of 1, are ENC 1, and require a DEX of 11+ to use properly.

DODGE: 25+5.

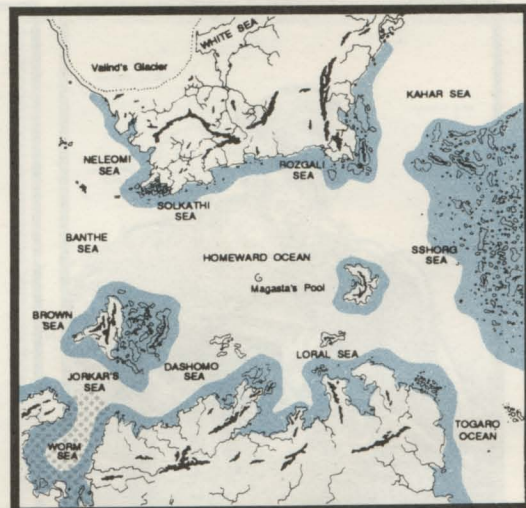
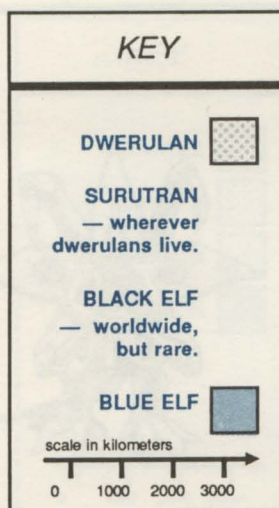
MAGIC: sea elves worship the sea-goddess Murthdrya. Common spirit spells are Heal, Shimmer*, and Speedart.

SKILLS: Hide 40+4, Sneak 45+4.

LANGUAGES: Murthoi 30+9, Aldryami 10+9.

ARMOR: The fibers of the sea elf's whiptail are naturally tough, acting as 4-point armor. Other locations have no natural armor, but usually fish hide worth 2 points is worn over torso and arms and a thick lizard-skin helm worth 3 points is on the head.

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ELF, BROWN (Mreli)

Dendro sapiens

GENERTELA — Brown elves live in deciduous forests. They sleep all winter, protected by green elves. Brown elves are both male and female, and also interbreed with dryads, who have an important place in their society. Brown elf forests are ruled by the Council of Elders, on which sit representatives of all major parts of the forest.

Brown elves are just like the statistics in *RuneQuest*. They worship Aldrya, goddess of the trees.

ELF, GREEN (Vronkali)

Parapinus mobilens

GENERTELA, PAMALTELA — The green elves were the most important elf type during the Great Darkness, but have lost ground since then. Green elves are both male and female, and do not breed with dryads. The males are stronger, more magical, and rule. They are organized into clans, which are further conjoined into forest-kingdoms. Members of each clan are associated with their own type of tree. The forest kingdoms are each ruled by a king, whose clan represents the Vronkal, Lord of the Forest. No one type of tree monopolizes this kingship. Green elves, like brown elves, have a Council of Elders, but the High King Elf's seat

is by far the most honorable, and the other Elders generally defer to his judgment.

Green elves are associated with pine woods. They inhabit cool temperate lands. In warmer lands, they often share their forests with brown elves.

The statistics below are for male green elves. Females have STR and CON of 2D6 and POW of 3D6.

characteristics	average	attributes
STR 2D6+4	11	Move: 4
CON 3D6	10-11	Hit Points: 11
SIZ 3D6	10-11	Fatigue: 22-10=12
INT 4D6	14	Magic Points: 13
POW 2D6+6	13	DEX SR: 3
DEX 3D6+3	13-14	
APP 3D6	10-11	

location	melee	missile	points
r leg	01-04	01-03	2/4
l leg	05-08	04-06	2/4
abdomen	09-11	07-10	2/4
chest	12	11-15	2/5
r arm	13-15	16-17	2/3
l arm	16-18	18-19	2/3
head	19-20	20	2/4

weapon	sr	a%	damage	p%	pts
Elf Bow	3/9	25+9	1D8+1	20+4	8
2H Spear	6	20+9	1D10+1	20+4	10
Gladius	7	20+9	1D6+1	20+4	10
Buckler	7	5+9	1D4	20+4	8

DODGE: 20+4.

MAGIC: worship Aldrya. Common spirit magic is Heal and Speedart.

SKILLS: as per *RuneQuest* elves.

LANGUAGE: Aldryami 30+7.

ARMOR: hammered bark armor (equivalent of 2 point leather).

ELF, YELLOW (Embyli)

Dendro xanthophylla

GENERTELA, PAMALTELA — These are kin-folk of broadleaf trees of all types, but especially the broad leafed evergreens, including palm trees. Female yellow elves are much fewer in number than the males, and are actually wood spirits, dryads. The less-magical males are called elves. Bands of male elves are organized by dryads into forest-wide queendoms, or tribes. These queendoms have long been empire-sized organizations in Pamaltela.

Embyli are distinctively different from other elf types. They are physically smaller, have dark olive-brown, almost khaki-colored skin, and lack all body and head hair, except for occasional patches of moss.

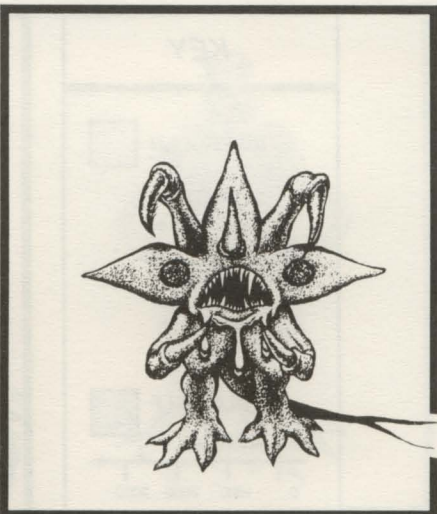
Embyli rule the great Pamaltelan jungle. They are also found in the southeast corner of Genertela, in Teshnos and Fethlon.

Embyli are like the elf statistics in *RuneQuest*, but their SIZ is only 2D6 and all are male (except the ruling dryads, of course). When randomly creating an Embyli character using the character generation system given in *Deluxe RuneQuest*, any roll of "Plant Tender" is considered to be the Warrior occupation, and vice versa. Embyli plant tenders are special assistants to the dryads and are highly respected. Embyli speak Aldryami and worship Aldrya.

Gnydron



Gobbler



Gray Giant



GARGOYLE, LESSER HORNED

Gargolus lapicutis cornutum

GENERTELA, PAMALTELA — Gargoyles are strange creatures, seemingly made of stone. When resting they are like statues, and can be treated as such, but when active they are very deadly. There are several gargoyle species, all mountain- or forest-dwelling. Most types live in Genertela, though one species is native to Slon and another has been imported into Vralos.

All gargoyle varieties share several traits. All have hideous faces, rock-hard flesh, and crudely humanoid bodies. All are stupid, and most are winged. The Lesser Horned Gargoyle, described here, is a common variety. It is found throughout the Rockwoods mountains and environs and is often tamed or enslaved (depending on your point of view) by more intelligent beings.

To determine the size of a random Lesser Horned Gargoyle, roll 1D6. The result is the number of D6's of both SIZ and STR it possesses.

characteristics	average	attributes
STR 1-6d6+12	15-33	Move: 2/4 flying
CON 3D6	10-11	Hit Points: 7-16
SIZ 1-6d6	3-21	Fatigue: 25-44
INT 1D6	3-4	
POW 3D6	10-11	
DEX 3D6	10-11	

location	melee	missile	points
r leg	01-03	01-02	6/4
l leg	04-06	03-04	6/4
abdomen	07-09	05-08	6/4
chest	10	09-13	6/5
r wing	11-12	14-15	6/3
l wing	13-14	16-17	6/3
r arm	15-16	18	6/3
l arm	17-18	19	6/3
head	19-20	20	6/4

weapon	sr	a%	damage
Javelin	3	25+2	1D8 + 0 to 2D3, depending on STR & SIZ
Claw	9	35+2	1D6 + 0 to 2D6, depending on STR & SIZ

COMBAT NOTES: an especially big or fast gargoyle may be able to use both claws in melee, clawing with the second 3 SRs after the first.

SPELLS: very bright gargoyles may know spells like Speedart, but this is rare.

SKILLS: Dodge 20+7.

ARMOR: 6 point rock-like skin.

GNYDRON (Piscoi Mermen)

Piscanthropus gnydronus

THE OCEANS — These huge beings are finned and scaly. They are the only merfolk which still breathe water. Gnydron suffocate in the air, and cannot endure fresh water. They live in the deep sea depths of all oceans and are rarely seen. Mermen are very respectful of the Gnydron, who descend from the strongest Naiads of all -- who actually defeated and plundered the storm gods who attacked them.

The Gnydron use sea monsters from the deep ocean in combat.

characteristics	average	attributes
STR 5D6+9	28-29	Move: 5
CON 3D6+9	19-20	Hit Points: 29-30
SIZ 6D6+18	39	Fatigue: 48-12 = 36
INT 4D6	14	Magic Points: 13
POW 2D6+6	13	DEX SR: 1
DEX 3D6+12	22-23	
APP 3D6	10-11	

location	melee	missile	points
tail	01-06	01-06	10/6 (.33)
abdomen	07-10	07-10	10/6 (.33)
chest	11-12	11-15	10/8 (.40)
r arm	13-15	16-17	10/5 (.25)
l arm	16-18	18-19	10/5 (.25)
head	19-20	20	10/6 (.33)

weapon	sr	a%	damage	p%	pts
Trident	2	35+27	2D3+3D6	35-6	7
Dagger	4	20+27	1D4+2+3D6	20-6	5
Tail Slap	4	25+27	1D4+3D6	--	--

MAGIC: worship sea gods such as Magasta and Wachaza, as well as lesser-known gods such as Daliath, god of secret wisdom; Framanthe, goddess of the primal ocean; Drosopol, the cold death; and Varchulanga, mother of monsters. Popular spirit magics include Blade-sharp, Demoralize, Shimmer*, and Strength*. Popular divine spells include Command Undine*, Command Sea Serpent*, and Command Giant Squid*.

SKILLS: Animal Lore 25+4, Listen 50+8, Mer-man Lore 50+4, Plant Lore 25+4, World Lore 25+4.

LANGUAGES: Seaspeech 60+7, Triolini 30+7.

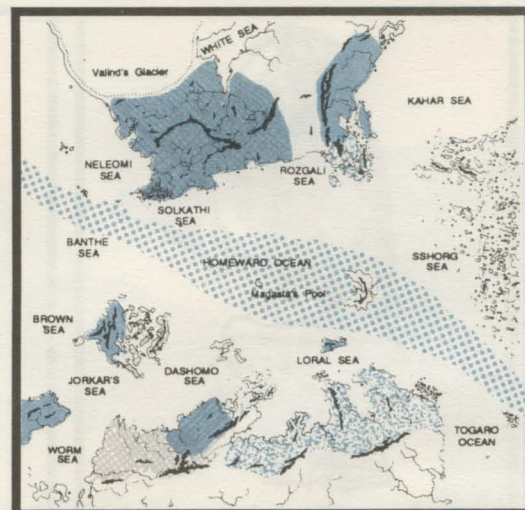
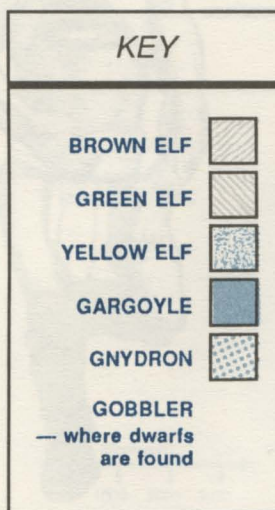
ARMOR: 7 point scales plus 3 point sharkskin armor.

GOBBLER

no scientific name

WHEREVER DWARFS ARE FOUND — Dwarfs have invented many interesting and useful substances (such as black powder), which are occasionally stolen by daring humans. Gobblers have been developed to deal with this threat. These notorious creatures are programmed to devour a particular type of substance. They can eat anything, but the smell and taste of their special foodstuff overwhelms them. The more of it they eat, the hungrier they get, until finally they expend themselves in great orgies of destruction. Entire cities have been ruined by these violent creatures.

The World of GLORANTHA





Gobblers are bizarre creatures, with four arms, two legs, a deeply forked tail, a huge central mouth, and two sensory patches, each of which consists of three separate organs.

characteristics	average	attributes
STR 2D6+12	19	Move: 3
CON 4D6+12	26	Hit Points: 25
SIZ 3D6+12	22-23	Fatigue: 45
INT 1D6+2	5-6	Magic Points: 15
POW 2D6+8	15	DEX SR: 3
DEX 3D6	10-11	

location	melee	missile	points
r leg	01-02	01	7/7 (.25)
l leg	03-04	02	7/7 (.25)
tail	05	03	7/7 (.25)
rl arm	06-08	04-05	7/9 (.33)
ll arm	09-11	06-07	7/9 (.33)
ru arm	12-14	08-09	7/9 (.33)
lu arm	15-17	10-11	7/9 (.33)
head/body	18-20	12-20	7/14 (.50)

weapon	sr	a%	damage
Paw	6/9	50+4	1D6+2D6

COMBAT NOTE: a gobbler attacks four times each round, with both upper paws on its initial strike rank and both lower paws three strike ranks later.

For each ENC of target substance eaten add 1 percentile to its paw attack skill. For each 10 ENC of target substance eaten, add 1 point to a particular stat chosen by the dwarfs when the gobbler was programmed.

MAGIC: a gobbler can eat limitless quantities of its assigned substance. Sometimes gobblers are taught a little sorcery by dwarfs, or enchantments are placed into their hide.

SKILLS: Smell Foodstuff 150+6.

LANGUAGES: none. Cannot be communicated with.

ARMOR: 7 points of thick hide.

GOBLIN (Slorifings)

no scientific name

PAMALTELA — "Goblins" is a generic term for a whole group of varied swamp- and forest-dwelling beings inhabiting the far east and west coasts of Pamaltele, linked only by their peculiar means of reproduction. Sometimes goblins are called "red elves" or "fern elves" by pedants, or "Slorifings" by elves. All are small in size, and fierce in nature.

All goblins are male, except for one strain the mysterious Olarians. When the time has come for a goblin to mate, it seeks out an Olarian and the two perform a special ritual together. Afterwards, the goblin digs a hole in the ground and crawls within. Soon afterward, a peculiar plant grows on the goblin's grave. The seeds or spores of this plant hatch into more goblins, similar to their parent. New-hatched goblins, called "imps," are identical to adults, except for size. They have a full measure of cunning and intelligence, and can speak their language from the moment of birth. Other goblins treat them as adults, and any group of goblins includes an array of scurrying imps of all sizes, from only a few inches long to full size.

Two types of goblins are described in this manuscript: the Orveltor, and the Scythanni.

GORGER

Ingurgitum gulosus

PAMALTELA — Gorgers are inhuman beings with emaciated-looking torsos, long skinny limbs, great talons, and huge malformed heads. Manes frame their grotesque faces.

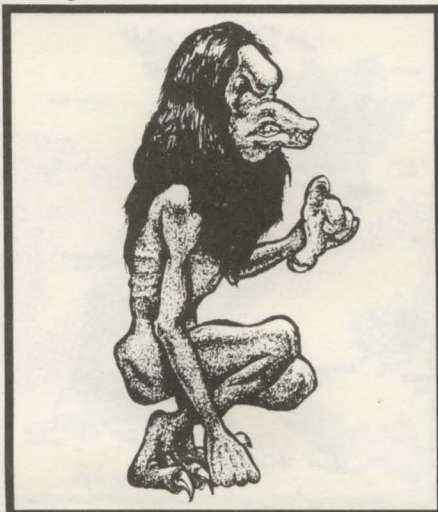
Gorgers wage eternal war on the humans of Kimos. This war is fought with earth-shattering magic, Rune spells, and sorcery, for humans cannot withstand gorgers in hand-to-hand combat. Gorgers live only on the Kimos peninsula.

Gorgers radiate a harmful psychic aura which causes fear and pain to most other beings. Anyone near a gorger (except another gorger) must subtract the gorger's POW x 5 in percentiles from all attempted D100 rolls, due to the bone-breaking agony and freezing terror emanating from the monster. Each 10 meters distance from the gorger subtracts 10 percentiles from this effect. Thus, a human standing 20 meters away from a gorger with a POW of 15 would lose 55% off all D100 rolls.

characteristics	average	attributes
STR 2D6+12	19	Move: 9
CON 2D6+6	13	Hit Points: 18
SIZ 3D6+12	22-23	Fatigue: 32
INT 3D6	10-11	Magic Points: 15-16
POW 1D6+12	15-16	DEX SR: 1
DEX 1D6+18	21-22	
APP 2D6	7	

location	melee	missile	points
r leg	01-04	01-03	2/6
l leg	05-08	04-06	2/6
abdomen	09-11	07-10	2/6
chest	12	11-15	2/8
r arm	13-15	16-17	2/5
l arm	16-18	18-19	2/5
head	19-20	20	2/6

Gorger



Grotaron



Grue



**weapon sr a% damage**

Claw 4 30+18 1D10+2D6

NOTES: usually attacks with both claws in a single round, 3 SRs apart.

MAGIC: gorgers use divine magic and sorcery to manipulate the ocean and rivers. They also use weather -- fierce storms and whirlwinds -- against their human enemies.

ARMOR: 2 point skin.

GRAY GIANT

Homo canus

PAMALTELA — The giants of Pamaltela are a gray-skinned bestial race which tracks by scent and often travels on all fours.

These flesh-eaters live in the Tarmo and Mari mountains.

characteristics average attributes

STR	9D6+18	49-50	Move: 8
CON	6D6+18	39	Hit Points: 45
SIZ	9D6+18	49-50	Fatigue: 89
INT	2D6	7	Magic Points: 10-11
POW	3D6	10-11	DEX SR: 2
DEX	3D6+6	16-17	
APP	2D6	7	

location	melee	missile	points
r leg	01-04	01-03	8/15
l leg	05-08	04-06	8/15
abdomen	09-11	07-10	8/15
chest	12	11-15	8/18
r arm	13-15	16-17	8/12
l arm	16-18	18-19	8/12
head	19-20	20	8/15

weapon sr a% damage

Fist	5/8	40+14	1D6+5D6
Grapple	5	40+14	special
Bite	8	100	5D6 vs. grappled victims only

COMBAT NOTES: can either attack twice with fists (3 SRs apart) or grapple and bite.

MAGIC: usually none.

SKILLS: Climb 50+14, Track 60+8.

ARMOR: 8 point skin.

GREMLIN

no scientific name

WHEREVER DWARFS ARE FOUND — An occasional nilmerg proves better at destroying than repairing. Rather than trying to alter these defective creatures, the dwarfs take them, train them to perfection in harming and destroying machinery, equip them with magical tools and spells, and set them loose to infest the tools of those stealing dwarf secrets. Gremlins, like nilmergs, are keyed to specific targets. Some

gremlins ruin magic potions, while others destroy mechanical transport. One variety sabotages crossbows and siege equipment. In wartime, gremlins are sent to infest and incapacitate the machines of enemies. They are rarely seen, but their effects are well-known and cursed by innovative humans everywhere.

characteristics average attributes

STR	2D6	7	Move: 2
CON	2D6	7	Hit Points: 5
SIZ	2	2	Fatigue: 14
INT	3D6	10-11	Magic Points: 10-11
POW	3D6	10-11	DEX SR: 1
DEX	2D6+18	25	

location	melee	missile	points
r leg	01-04	01-03	2
l leg	05-08	04-06	2
abdomen	09-11	07-10	2
chest	12	11-15	3
r arm	13-15	16-17	2
l arm	16-18	18-19	2
head	19-20	20	2

No effective attacks.

DODGE: 90+22.

SKILLS: Destroy Object 90+15, Devise 90+15, Hide 100+22, Sneak 100+22.

ARMOR: usually none. However, the gremlin's small size causes all attackers to subtract 20% from their chances of success.

EQUIPMENT: gremlins are always armed with equipment which will help them sabotage devices. These items vary with the type of gremlin. For example, an alchemical gremlin carries packets of poisons, acids, and mineral salts to spoil potions with. An engineering gremlin is equipped with abrasive dust, wire clip-

pers, and other tools. Frequently, gremlins are equipped with magical gear.

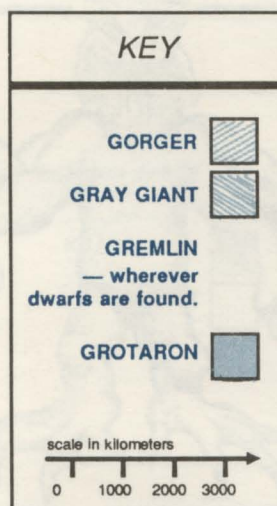
GROTARON (Maidstone archers)

Trimanus saggitarius

GENERTELA — The Maidstone Archers live in the Maidstone Mountains of northern Fronela. These creatures have no head, and stand around three meters high at the shoulder. A third arm grows from where the neck would be on a human. A sickle-shaped mouth gapes on the upper chest. Protruding from the back of each hand and facing forward, towards the fingers, is a yellow eye. The Maidstone Archers are not a gregarious race.

Grotarons fight with gigantic bows. The creatures' side arms hold the bow stave horizontally and the center arm pulls back the string. The location of their eyes makes them extremely accurate when firing their bows in this manner. They try to avoid melee, but when pressed, often hold a shield in their center arm and a maul in each side arm. They are often hired as mercenaries.

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characteristics	average	attributes
STR 3D6+24	34-35	Move: 3
CON 4D6+12	26	Hit Points: 34
SIZ 3D6+30	40-41	Fatigue: 61-27 = 34
INT 3D6	10-11	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 1
DEX 2D6+18	25	
APP 2D6	7	

location	melee	missile	points
r leg	01-03	01-03	8/12 (.33)
l leg	04-06	04-06	8/12 (.33)
abdomen	07-09	07-10	11/15 (.40)
chest	10-11	11-14	11/15 (.40)
r arm	12-14	15-16	8/9 (.25)
l arm	15-17	17-18	8/9 (.25)
c arm	18-20	19-20	8/9 (.25)

weapon	sr	a%	damage	p%	pts
Great Bow	3/9	50+26	3D6+1	20-6	15
Maul	4	20+26	2D8+4D6	20-6	16
Shield	6	05+26	1d8+4d6	20-6	18

DODGE: 30-6.

MAGIC: Farsee*, Heal, Mobility*, Multimissile*, Speedart.

SKILLS: Climb 60-6, Scan 20+10, Search 40+10.

LANGUAGES: Maidstone 30+1, Aldryami 10+1.

ARMOR: 8 point skin plus cuirbouilli torso armor.

GRUE

Anthrophagous chaos

PAMALTELA — Grues are large black murderous monsters of diabolic cunning. They are

bipedal, with huge deformed heads and black horn-like growths all over their bodies. Their tongues are bony and stiff.

Grues inhabit the Pamaltelan plains. They are solitary and generally make a specific river bottom, grove, or cave into a lair. This lair is trapped and often populated by lesser chaos monsters tamed by the grue.

The blood of a grue is highly corrosive. Any weapon penetrating its armored hide takes acid damage equal to the damage delivered to the grue, not counting magical bonuses. For example, a bastard sword that critically hit a grue for 11 points of damage would itself take 11 points of damage.

characteristics	average	attributes
STR 2D6+12	19	Move: 5
CON 3D6+12	22-23	Hit Points: 21
SIZ 2D6+12	19	Fatigue: 42
INT 2D6+6	13	Magic Points: 13
POW 2D6+6	13	DEX SR: 2
DEX 2D6+12	19	
APP 2D6	7	

location	melee	missile	points
tail	01-02	01	10/6
r leg	03-05	02-04	10/7
l leg	06-08	05-07	10/7
abdomen	09-11	08-11	10/7
chest	12	12-15	10/9
r arm	13-15	16-17	10/6
l arm	16-18	18-19	10/6
head	19-20	20	10/7

weapon	sr	a%	damage
Claw	6	40+17	1D6+1D6 or grapple
Tongue	2	95	10 + acid POT 7
Tail	9	25+17	grapple

COMBAT NOTES: attacks with both claws simultaneously and the tail 3 SRs later. The grue can either grapple with its claws or do damage. If the grue manages to grapple any foe with any appendage, then on the next

round it holds the victim close and uses the tongue attack. The victim can only escape by overcoming the grue's STR with his own. If he is gripped by two appendages, he must resist twice. If gripped by all three, he must resist three times.

The tongue does damage equal to half the grue's STR (fractions rounded up), plus acid damage equal to half the grue's POW (fractions rounded up). The grue need not roll on the hit location table for the tongue attack -- it strikes whatever location the grue desires, normally the head or weapon arm.

MAGIC: Countermagic, Second Sight*.

SKILLS: Dodge 40+5, Hide 60-3, Sneak 60-3.

ARMOR: 10 point bony armor.

CHAOS FEATURES: acid blood, plus a grue has a chaos feature on a roll of POW or less on 1D100.

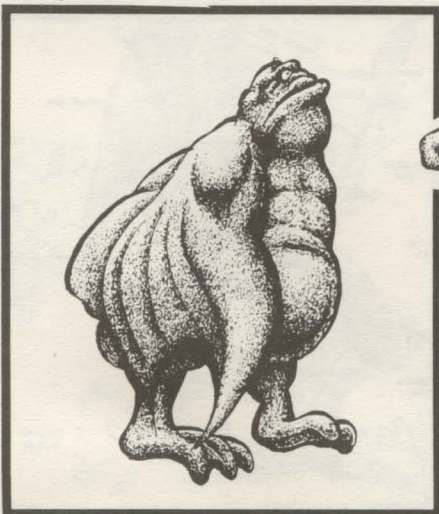
GULPER

Faux vorax

PAMALTELA — Gulpers inhabit Pamaltelan swamps and rain forests. They are appetite incarnate. Gulpers are mostly wrinkled head, jaws, jowls, and wings. Greedy red eyes peer out of folds around an enormous downturned mouth. Gulpers can not only fly, but are amphibious, swimming with huge webbed feet.

Gulpers have distendable mouths and stomachs. They can swallow prey up to double their size, and their bellies expand to accept that prey. The Gulp attack does no actual damage, but swallows the rolled number of hit points, starting at the location struck and

Gulper



Hoolar



Hoon





proceeding to adjacent locations. On subsequent rounds, more points are automatically gulped down. A successful parry means that the gulper grabs the parrying weapon in his mouth. A successful STR vs. STR wrenches the weapon away before it is swallowed. If he cannot wrest it free immediately, he must let go or permit his arm to be gulped down with it. This can be a problem if a shield is strapped firmly to an arm.

For example: a gulper attacks a human with 13 hit points. The gulper hits the left arm for 6 points. The man's left arm has 4 hit points, so it is completely engulfed, along with 2 hit points of the chest. The next round, the gulper swallows another 7 hit points. The remaining 4 points of chest are swallowed, and the gulper proceeds by gulping down 3 points of the target's head. And so forth.

Gulpers are intelligent enough to aim for a specific location when tactically advisable. They do so by using the normal Aimed Blow rules (i.e., waiting till SR 10 and then Gulping at half normal ability).

A gulper's interior belly is better-armored than its exterior and has 9 points of armor. A swallowed victim is simply held immobile until he asphyxiates and, later, is digested. A failed CON roll while suffocating in a gulper's belly-pouch gives the victim 1D8 points of damage. Gulpers cannot digest metal, and after their prey is properly absorbed, they regurgitate any metal tack or jewelry they swallowed along with the prey. This is usually done near the creature's lair, possibly accumulating quite a pile of weapons and armor.

characteristics	average	attributes
STR 3D6+12	22-23	Move: 2/3 swim/4 fly
CON 2D6+6	13	Hit Points: 16
SIZ 2D6+12	19	Fatigue: 36
INT 6	6	
POW 1D6+12	15-16	
DEX 3D6	10-11	

location	melee	missile	points
r leg	01-02	01	6/5 (.25)
l leg	03-04	02	6/5 (.25)
abdomen	05-07	03-06	6/6 (.33)
chest	08-09	07-11	6/8 (.40)
r wing	10-13	12-15	6/6 (.33)
l wing	14-17	16-19	6/6 (.33)
head	18-20	20	6/6 (.33)

weapon	sr	a%	damage
Gulp	7	90+4	2D6 (equal to the gulper's damage bonus)

SKILLS: Dodge 40-1.

HOOLAR

Lodril imprimus

PAMALTELA — The hoolar are huge, half-legendary beings. They possess three faces, two legs and four arms, and are fantastically strong (though peaceful), though not too bright. They can make enchanted objects.

Hoolar can be found anywhere in Pamaltela except the marshes, but are so rare that generations may pass by without a single hoolar sighting. In mythology, hoolars were the first form of intelligent life to populate Pamaltela.

Many traditional Trickster stories include Hoolar as a big, good-natured fellow whom Trickster is always despicably trying to cheat, always failing. One classic story, "Trickster and Hoolar's Pantry," describes Trickster's attempted theft of Hoolar's food. Trickster searches and searches, but cannot find anything edible in Hoolar's house. When Hoolar returns home unexpectedly, Trickster disguises himself as a rock in the corner, hoping to spy on Hoolar and see where he keeps the food (and what he eats). But Hoolar sees the rock, licks his lips, and eats it. That's the end of Trickster.

No statistics are given for hoolar, because they are so incredibly rare. However, almost everyone in Pamaltela has heard of hoolars, and often knows several hoolar stories.

HOON

Noctusagittarius dirus

PAMALTELA — Hoons are large flying creatures from the mountains of Pamaltela. The undersides of their long, heavy tails bristle with a row of sharp spines or darts. Hoons have shaggy skin, hideous skull-like heads, and bat wings.

When hunting, a hoon flies low. When it spots prey, it flicks its tail to hurl 1D4 tail darts. These have a base range of 40 meters, and

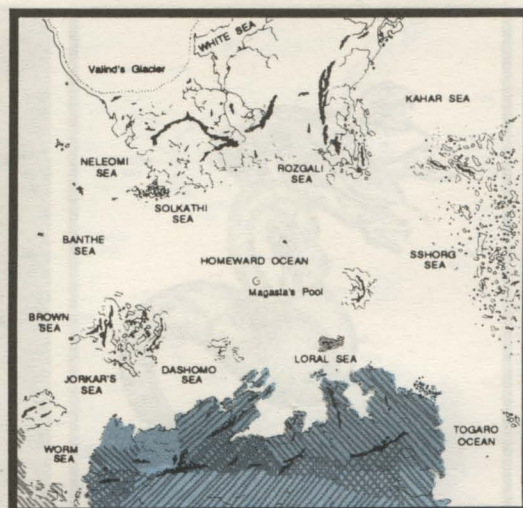
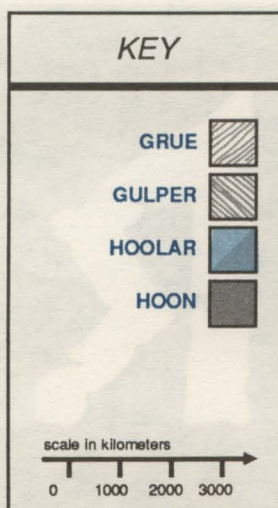
can be flung as often as the hoon's DEX SR permits. All the darts flung in each attack must be aimed at the same target. A hoon has well over a hundred tail spines available for hurling, and new ones sprout nightly, so it is unlikely to run out of ammunition.

The hoon's acid saliva is the creature's second most important weapon. When prey hides in or under trees to avoid the tail darts, the hoon can fly directly over the prey and drool on the tree. The 1-point acid is sufficient to defoliate a swath of the tree's leaves and leaving a clear path through which the hoon can fling its tail darts. The hoon may also drool on prey that is too heavily armored for its liking. A hoon has enough acid to last it for its CON x 5 melee rounds of continuous drooling.

After incapacitating or killing a prey with its tail darts, the hoon usually flies in low and snatches away its food in its jaws. Hoons are quite fearless and attack even large parties of humans. Elves hate hoons for their defoliating saliva.

characteristics	average	attributes
STR 5D6+12	29-30	Move: 2/5 flying
CON 2D6+10	17	Hit Points: 29
SIZ 8D6+12	40	Fatigue: 47
INT 7	7	
POW 3D6	10-11	
DEX 2D6+6	13	

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location	melee	missile	points
r leg	01-03	01-02	7/10 (.33)
l leg	04-06	03-04	7/10 (.33)
abdomen	07-08	05-07	7/10 (.33)
chest	09-11	08-13	7/12 (.40)
tail	12	14	7/10 (.33)
r wing	13-14	15-16	7/8 (.25)
l wing	15-16	17-18	7/8 (.25)
head	17-20	19-20	7/10 (.33)

weapon	sr	a%	damage
Dart	3/9	40+8	1D6+3D3 x 1D4 darts
Drool	3	50+8	1 point acid
Bite	7	25+8	1D8+3D6 + 1d3 points acid.

COMBAT NOTE: the drool covers a swath 2 meters wide. It extends for as long as the hoon keeps flying, at 5 meters per SR. The hoon cannot drool effectively when flying at double speed. It cannot drool with any other attack.

The hoon cannot hurl its darts and bite in the same round.

SKILLS: Search 50+2.

HUAN TO

Corruptagens foedus

GENERTELA — The Huan To are chaos horrors from the mountain foothills of Kralorela. Their heads are huge and bony, nearly as large as their torsos. They have sinewy limbs with rather large, almost bird-like talons, and fanged mouths. Huan To are usually accompanied by companies of ghouls. They are highly intelligent, and can use any type of weapons.

Their primary motivation seems to be to overthrow the ancient governmental system of the Kralori. They have been known to ally with and assist animal nomads, Hsunchen, trolls, elves,

merfolk and even foreign invaders from overseas to encompass this aim. They are an ancient enemy, and the Huan To are listed in Imperial Kralori Catalogs of Foes dating back to the early Godtime.

The bite of the Huan To injects a magic venom with a potency equal to the Huan To's POW. If the victim's CON is overcome, he falls to the ground and becomes comatose in 1d6 rounds. If the poison's full potency is not purged from his system within an hour or two, he reawakens, but he is now a ghoul. Once the transformation to ghoul has taken place, the victim can never be changed back, even through divine intervention.

characteristics	average	attributes
STR	3D6+12	22-23 Move: 5
CON	3D6+6	16-17 Hit Points: 22
SIZ	4D6+12	26 Fatigue: 39
INT	3d6+6	16-17 Magic Points: 15-16
POW	1d6+12	15-16 DEX SR: 3
DEX	3d6	10-11
APP	2d6	7

location	melee	missile	points
r leg	01-02	01	4/6 (.25)
l leg	03-04	02	4/6 (.25)
abdomen	05	04-05	4/8 (.33)
chest	06	06-08	4/8 (.33)
r arm	07-08	09	4/6 (.25)
l arm	09-10	10	4/6 (.25)
head	11-20	11-20	8/11 (.50)

weapon	sr	a%	damage	parry	pts
Bite	7	50+15	1D8+2D3	*	--
Greatsword	4	25+15	2d8+2d6	25-8	12
Claw	7	25+15	1d6+2d6	--	--

COMBAT NOTE: a Huan To can attack and parry normally plus bite in the same round. The bite and the normal attack must be at least 3 SR apart.

MAGIC: can use any type of magic. Often learn sorcery, specializing in Dominate and Tap spells. May worship gods such as Malia, Vivamort (god of undead), or Ikadz (god of torture).

SKILLS: Conceal 50+15, Human Lore 40+7, Scan 40+14.

LANGUAGE: Kralori 80+7.

ARMOR: 4 point skin. 8 point skin on head. Any armor would have to be made specially, and few smiths would do such an evil deed.

CHAOS FEATURES: normally only the venomous bite.

HYDRA, LESSER

Hydra polycephalus

PAMALTELA — Hydras are chaos monsters from the jungles and swamps of Pamaltela. They have multiple snake-like heads and reptilian or serpentine bodies.

Each lesser hydra has 2D6 heads. To determine the number of hit points per head, divide its total hit points by the number of heads, dropping fractions. Thus, a lesser hydra with 7 heads and 21 hit points would have 3 hit points per head.

Spells such as Fear, Madness, and the like only affect one head of the hydra, and spirit combat also only affects a single head. Each head defends with the hydra's full POW or magic points.

The true, or greater hydras are not described here. Only a dozen or so exist in all Pamaltela. These horrors can be as large as castles, have many magical powers, and are far beyond the

Lesser Hydra



Impala





ability of even the most persistent band of player-characters to defeat.

characteristics	average	attributes
STR 2D6+12	19	Move: 2/3 swim
CON 1D6+12	15-16	Hit Points: 21
SIZ 2D6+18	25	Fatigue: 35
INT 2	2	
POW 2D6+6	13	
DEX 2D6+12	19	

location	melee	missile	points
tail	01	01	6/7 (.33)
body	02-03	03-05	6/13 (.60)
heads	04-20	06-20	6/varies *

* the Heads hit location should be divided up as evenly as possible among the creature's heads.

weapon	sr	a%	damage
Bite	5	40+6	1D6 + 2D6 + poison + acid

COMBAT NOTE: the hydra bites with all heads simultaneously. The bite injects poison with a potency equal to the hydra's CON, as well as applies acid with a potency equal to the hydra's POW/2 (drop fractions).

CHAOS FEATURES: each separate head of the hydra has a POW x 1 chance of having a chaos feature.

IMPALA

Aepyceros gigans

GENERTELA — Impalas are small antelopes ridden by a tribe of pygmies in Prax. They move in medium-sized herds, and are capable

of leaping up to 9m in a single bound. Their riders are expert bowmen who avoid melee combat.

Female impalas have a SIZ and STR of only 2D6+6 each.

characteristics	average	attributes
STR 1D6+12	15-16	Move: 13
CON 3D6	10-11	Hit Points: 13
SIZ 1D6+12	15-16	Fatigue: 26
INT 4	4	DEX SR: 3
POW 3D6	10-11	
DEX 2D6+6	13	

location	melee	missile	points
rh leg	01-02	01-02	0/4
lh leg	03-04	03-04	0/4
hind q	05-07	05-09	0/6
fore q	08-10	10-14	0/6
rf leg	11-13	15-16	0/4
lf leg	14-16	17-18	0/4
head	17-20	19-20	0/5

weapon	sr	a%	damage
Butt	7	25+0	1D8+1D4
Kick	7	25+0	1D4+1D4 *

* can kick while running away.

DODGE: 50+0.

SKILLS: Jump 90+0, Smell 50+0.

JELMRE

Paralemuroides secundus

PAMALTELA — The jelmre are the result of Pamal's second attempt at creating intelligent

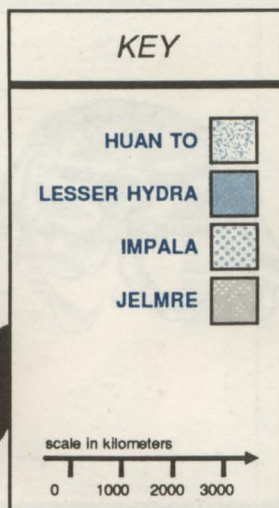
life (working with Eurmal, the Trickster). Though the jelmre have succeeded as a life-form, they have not prospered in the world and they remain relatively few in number. In general the jelmre lack significant culture, though they are quite intelligent.

They are diminutive climbers, humanoid in form, but with attenuated, foot-long fingers and huge ears and eyes. Their stronghold is in the Palarkri mountains, in eastern Pamalta.

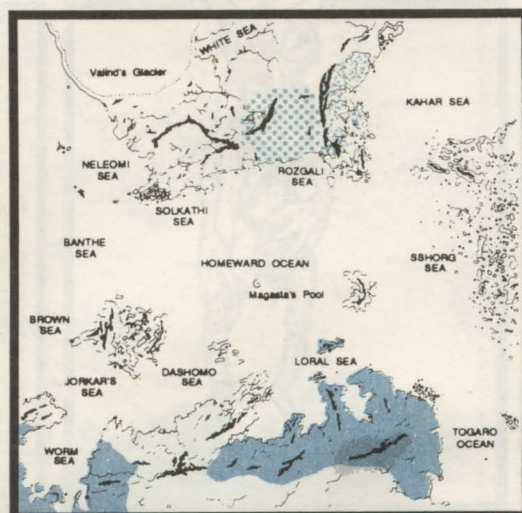
Jelmre have the unique ability to experience whatever emotion they require. When a jelmre wishes to be frightened, he is frightened. When one wishes to be courageous, he is courageous, and so forth. Normally, they are rather cautious, timid beings.

The jelmre can also 'crystallize' their emotions. When they desire, a particular jelmre will grow a specialized tumor somewhere on his body which crystalizes and can be plucked off. This is the emotion crystal, a particularly deep, iridescent shade of solid color — the shade depending on the emotion. This crystal can then be given to another being. Only one emotion can be crystallized at a time, and once so crystallized, that jelmre forever loses the ability to feel that emotion.

The being to whom the crystallized emotion is given can later break it, swallow it, dash it to the ground or use it in another manner specified by the jelmre, to gain powerful effect. The effect is similar to the effects given for the jelmre (on the Sample Emotions list on the next page), but at three times the beneficial effect for the same cost. This effect can be gained once only.



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characteristics	average	attributes
STR	2D6	7
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+18	28-29
APP	3D6	10-11

location	melee	missile	points
r leg	01-03	01-02	0/3 (.25)
l leg	04-06	03-04	0/3 (.25)
abdomen	07-09	05-08	0/4 (.33)
chest	10	09-13	0/5 (.40)
r arm	11-14	14-16	0/4 (.33)
l arm	15-18	17-19	0/4 (.33)
head	19-20	20	0/4 (.33)

weapon	sr	a%	damage
Blowgun	1	20+19	1D3

DODGE: 25+17.

MAGIC: the Jelmre use their own special magic, with the following typical effects. A Jelmre can only experience one emotion at a time he cannot be both Brave and Angry at once.

SKILLS: see below. Unlisted skills are as per humans.

Agility (+17): Climb 50, Dodge 25.

Communication (+3): as per humans.

Knowledge (+1): Craft Bone 40, Craft Stone 30, Craft Wood 50, Jelmre Lore 10.

Manipulation (+19): Conceal 30, Devise 35.

Perception (+3): Listen 55, Scan 55, Search 55.

Stealth (+17): Hide 25, Sneak 25.

LANGUAGE: Jelmre 30+3.

ARMOR: none.

Sample Emotions

ANGER: increase Strength by 50%. Double all fatigue costs.

BRAVERY: Fanaticism (as per the spell).

FEAR: Demoralized (as per the spell), but double movement speed at no extra fatigue cost.

HATRED (directed toward target): target must resist Jelmre's magic points with his own or suffer 1d6 damage to a hit location chosen by the Jelmre. The Jelmre takes 1d3 damage to the corresponding location on himself.

PITY (directed toward target): heals target. For each 1d3 damage the Jelmre takes upon himself, the target is cured of 1d6 damage in the corresponding hit location. General damage is cured similarly.

SELF-PITY: heals 1 hit point of own damage at the cost of 1d20 fatigue. General hit point damage costs 1d100 fatigue per point.

STOICISM: can ignore the effects of pain, such as in incapacitation or the need of a CON roll to withdraw an impaled weapon. All skills are reduced by 10 percentiles while stoic.

JOLANTI

no scientific name

GENERTELA — Jolanti are living stone statues. They are usually quite large. Dwarfs use them as laborers. Jolanti do not breed and are quite difficult to create. Most dwarf heretic sects have forgotten how to make Jolanti. During the elf-dwarf wars of the early Second Age, a large number of Jolanti were freed from captivity by friendly giants, and some were

given intelligence and free will by elves (*Mos-taliformus sapiens*). A colony of these giants lives in Saug and another in Aggar.

Normal Jolanti are incomplete, lacking CON and POW, and possess only fixed INT. They can be made in any shape, but most are humanoid. The magic points of a Jolanti are provided during the manufacturing process and cannot normally be increased.

Jolanti have armor points instead of hit points. Their total armor points are equal to their SIZ, and are divided up among the Jolanti's hit locations as per hit points. If a Jolanti is struck for damage exceeding a hit location's armor points, that location takes a single point of damage. Critical hits do full damage in excess of the location's armor points. Thus, if a Jolanti with 10 armor points in a location is hit for 11 or more points of damage, the location goes down to 9. If it is critically hit for, say, 15 points of damage, the location goes down from 10 to 5.

The stats given here are for a typical specimen.

characteristics	attributes
STR	50
SIZ	30
INT	5
DEX	3
	Move: 2
	Armor Points: 30
	Fatigue: none
	Magic Points: 15
	DEX SR: 4

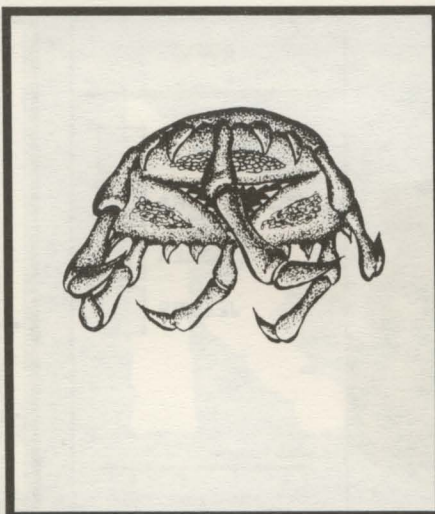
location	melee	missile	points
r leg	01-04	01-03	10
l leg	05-08	04-06	10
abdomen	09-11	07-10	10
chest	12	11-15	12
r arm	13-15	16-17	8
l arm	16-18	18-19	8
head	19-20	20	10

weapon	sr	a%	damage
Fist	7	15%	1D6+5D6

Jelmre



Krarshtkid



Lucan





NOTE: A jolanti's attack % is normally equal to his DEX x 5.

MAGIC: a jolanti cannot cast spells, but dwarfs may engrave enchantments* into the jolanti's stone.

KRARSHTKID

Krarsht minutem

GENERTELA, JRUSTELA — Krarshtkids are underground horrors that riddle the earth with tortuous burrows. These crab-like arachnids are never seen aboveground. They are eyeless, asymmetrical creatures with a Hunger sense to direct them to prey.

Most surface folk have never heard of these monsters. Krarshtkids do not communicate in any obvious manner, though they cooperate with each other and with high-ranking worshippers of Krarsht. Perhaps they share a group mind. Perhaps they are mindless thralls, each obeying their Mother's instructions. Perhaps the secret is more simple or complex than that.

Because of their burrowing habits, it is difficult to know just how far they range, but they are known to exist beneath the earth of both Genertela and Jrustela.

characteristics	average	attributes
STR	2D6+6	13
CON	3D6	10-11
SIZ	2D6	7
INT	3D6	10-11
POW	2D6+12	19
DEX	3D6+6	16-17

location	melee	missile	points
leg one	01-03	01-02	3/3 (.25)
leg two	04-06	03-04	3/3 (.25)
leg three	07-09	05-06	3/3 (.25)
leg four	10-12	07-08	3/3 (.25)
leg five	13-15	09-10	3/3 (.25)
leg six	16-18	11-12	3/3 (.25)
body	19-20	13-20	7/4 (.40)

weapon	sr	a%	damage
Bite	8	40+10	2D6 *
Tongue	2	60+10	4D3 acid **
Spit Pratzim	2	60+10	entanglement (STR = krarshtkid's SIZ x 2)
Claw	8	20+10	1D8†

COMBAT NOTES: a krarshtkid can only use one attack form each melee round.

* the bite injects a paralytic poison with a POT equal to the krarshtkid's CON. If the victim's CON is overcome, he is paralyzed for the poison's POT in days. If the victim resists the poison the only effect is that 5% is added to the chances of success of all future krarshtkid bites for the rest of the victim's life.

** destroys and dissolves armor first, then hit points. The tongue attack has a range of 5 meters and counts as a missile weapon.

*** pratzim is a gummy, web-like mess which goes up the target and immobilizes him while the krarshtkids move in. A victim of pratzim

may try to overcome the pratzim's STR with his own STR each round to escape. He may not fight or cast offensive spells until he breaks free. If a victim is gummed by more than one dose of pratzim, he must escape from each separately, but he still only gets one STR vs. STR roll per round.

† attacks with its digging claws, it may use up to three claws simultaneously. No more than two may be used against a single target.

MAGIC: krarshtkids cannot learn magic.

SKILLS: Sense Life 90%.

LANGUAGES: none. Other creatures which wish to communicate with krarshtkids must use Mindlink*.

ARMOR: chitinous shell worth 7 points on the body and 3 points on the legs.

CHAOS FEATURE: normally lack chaos features.

LUCAN (Timinits)

Lucanoides scutifer

PAMALTELA — Lucans are stout-bodied, beetle-like timinits covered in glossy black armor. A typical lucan is about five feet tall, but extremely robust and squat. Their heads are adorned with large mandibles, which are enormous and branched for males and shorter for females. They live in highland woods and breed in piles of rotting logs. They are usually only found alone or in small groups, unless

there is plenty of deadwood nearby, in which case numbers of lucans can be found climbing over the trunks and examining them closely.

Lucans are slow-witted and aggressive. Though they are herbivores, they react violently to any threat to their logs or themselves, and sometimes attack log cabins or similar structures to avail themselves of the lumber.

Female Lucans do 1D8 bite damage instead of 2D6. A female's lifespan is about 15 years. Males rarely survive 5 years, and males over 7 years are quite senile.

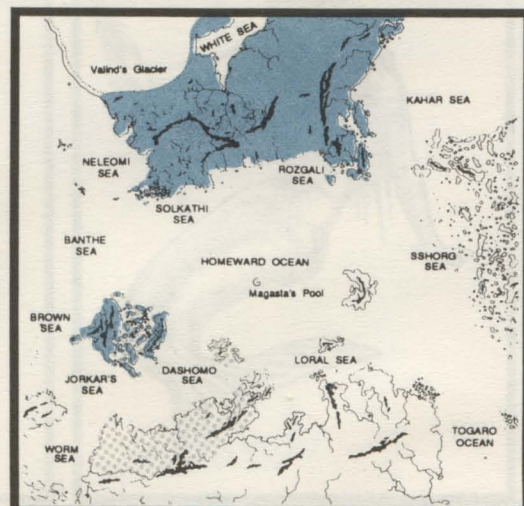
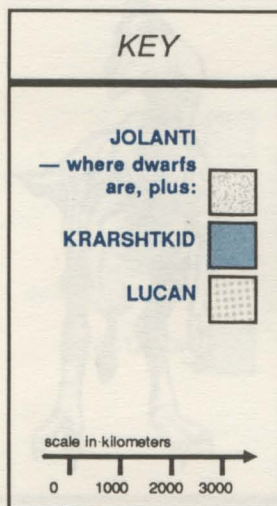
characteristics	average	attributes
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	2D6+12	19
INT	2D6	7
POW	3D6	10-11
DEX	3D4	7-8
APP	3D6	10-11

location	melee	missile	points
r leg	01-02	01-02	8/6
l leg	03-04	03-04	8/6
abdomen	05-07	05-09	8/8
thorax	08-09	10-15	8/8
rl arm	10-11	15	8/5
ll arm	12-13	16	8/5
ru arm	14-15	17	8/5
lu arm	16-17	18	8/5
head	18-20	19-20	8/6

weapon	sr	a%	damage	p%	pts
4H Sword	6	30-1	3D8+1D6	30-7	14
Wall Shield	8	15-1	1D8+1D6	30-7	24
Bite	8	30-1	2D6+1D6	--	--

COMBAT NOTE: like humans, lucans are restricted to one attack and one parry per round. When using their enormous four-handed

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shields, the usual tactic is to parry with the shield and bite.

MAGIC: Demoralize, Heal.

SKILLS: Climb 60-7, Listen 40+2.

LANGUAGE: Lucan 30-1.

ARMOR: 8 point black chitin. Rarely obtain other armor.

LUDOCH (Cetoi Mermen)

Cetanthropus ludoch

THE OCEANS — The ludoch are seen more often by humans than any other type of merman. Their tail skin is smooth and slick, like that of a porpoise or whale, and their flukes project sideways. They are neutral or friendly to mankind.

Ludoch live in the Togaro Ocean, the Marthino Sea, and along the south coast of Generetela. The Holy Country holds a kingdom of ludoch who cooperate with the local fishermen.

A ludoch can stay underwater for an hour at a time. Each minute past that costs the ludoch 1 fatigue point which cannot be regained by rest, only by air-breathing. When fatigue is reduced to -100, the ludoch begins losing general hit points instead.

The stats below are for a male. Ludoch women have 3D6 STR, 2D6+6 SIZ, and 4D6 APP.

characteristics	average	attributes
STR 2D6+6	13	Move: 4
CON 3D6	10-11	Hit Points: 14
SIZ 3D6+6	16-17	Fatigue: 24
INT 2D6+6	13	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 3
DEX 2D6+6	13	
APP 3D6	10-11	

location	melee	missile	points
tail	01-06	01-06	2/8
abdomen	07-10	07-10	0/6
chest	11-12	11-15	0/8
r arm	13-15	16-17	0/5
l arm	16-18	18-19	0/5
head	19-20	20	0/6

weapon	sr	a%	damage	p%	pts
Trident	6	30+8	2D3+1D4	30-2	7
Knife	8	25+8	1D3+1+1D4	25-2	3
Buckler	8	05+8	1D4+1D4	25-2	7
Trident* (T)	3	20+8	1D8+1D2	--	7
Tail Slap	8	25+8	1D4+1D4	--	-
Fist	8	15+5	1D3+1D4	--	-

* cannot throw underwater.

DODGE: 20-2.

MAGIC: worship sea gods such as Magasta, Triolina, and Wachaza. Preferred spirit magics are Bladesharp, Heal, and Mobility*.

SKILLS: see below. Skills not listed are as per humans except for "Swim," which is no more a skill with mermen than "Walk" is a skill with humans.

Agility (-2): Boat 00, Climb 00, Dodge 20, Ride 00.

Communication (+4): as per human.

Knowledge (+3): Merman Lore 05.

Manipulation (+5): as per human.

Perception (+5): Listen 45, Track 00.

Stealth (-5): as per human.

LANGUAGES: Cetoi 30+5, local human tongue 20+5.

ARMOR: 2-point blubber on tail. May wear sharkskin (2 point armor), sea-serpent hide (4 points), or giant-crab cuirass (8 points, but chest only can be protected).

MAGISAURUS

Draco sapiens var. magus

GENERTELA — Sometimes a crested dragonewt (scout) fails or refuses to metamorphose into the warrior stage. Instead, the creature progresses along a different path of development until it ultimately transforms into a dinosaur-like creature known as a magisaur.

Magisaur are herbivorous and cold-blooded. Their forepaws are clumsy, webbed, and non-prehensile. Often they travel in packs of 4-8 creatures, rough family groups. Males remain with the family until maturity, when they are forced from the family by the eldest male. The young males may challenge the elder to tremendous battles of combat and magic, the loser dying bloodily.

They can use all types of magic (except dragon magic!) and are unaggressive. Magisaur have lost the dragonewt power of rebirth and most no longer remember their former existence. They prefer swamps and marshes. Often they are confused with such dinosaurs as trachodonts and hadrosaurs.

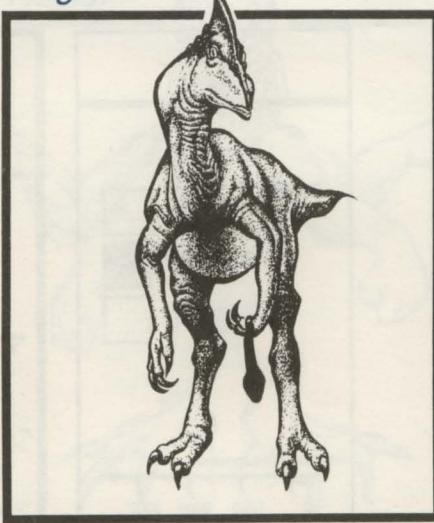
It is unknown what influences cause a particular dragonewt to evolve into a particular variety of magisaur.

The most common magisaur are the smallest, **magus profundus**; the rarest are also the largest, **magus magnus**. Magisaur normally

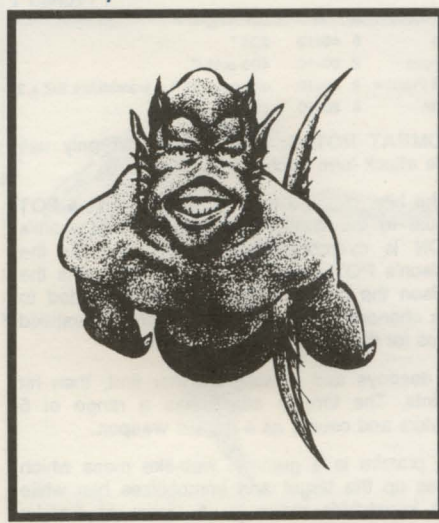
Ludoch



Magisaur



Malasp





have enchantments embossed into their hide with a total POW value equal to the magisaur's CON. Magisaur's prefer armoring enchantments, bound elementals, spell matrices, and magic point holding enchantments. Since all the enchantments are in a single object (the magisaur's body), only one point of POW need be spent on the condition that the enchantments are only available to the magisaur itself. Magisaur's always use this condition, otherwise they'd be hunted and killed by greedy humans.

Most know spirit spells up to their full INT, though a few learn sorcery. A few even become priests of appropriate deities.

Small Magisaur

(var. *magus profundus*)

characteristics	average	attributes
STR 2D6+8	15	Move: 3/3 swim
CON 3D6	10-11	Hit Points: 15
SIZ 2D6+12	19	Fatigue: 26
INT 3D6	10-11	DEX SR: 3
POW 2D6+12	19	
DEX 1D6+6	9-10	

location	D20	points
tail	01-02	2/5
r leg	03-05	2/5
l leg	06-08	2/5
abdomen	09-11	2/6
chest	12-15	2/6
r forepaw	16	2/4
l forepaw	17	2/4
head	18-20	2/5

weapon	sr	a%	damage
Kick	8	25+4	1D6+1D6
Bite	8	25+4	1D6+1D3

COMBAT NOTE: the magisaur's bite only receives half normal damage bonus. Exceptionally large or fast Profundus magisaur's may be able to attack twice a round, with kick and bite 3 SRs apart.

SKILLS: Ceremony 40+10, Enchant 40+10, Summon 40+10.

Medium Magisaur

(var. *magus mediocris*)

characteristics	average	attributes
STR 2D6+18	25	Move: 4/3 swim
CON 3D6+6	16-17	Hit Points: 24
SIZ 2D6+24	31	Fatigue: 42
INT 2D6	7	DEX SR: 3
POW 2D6+18	25	
DEX 1D6+6	9-10	

location	D20	points
tail	01-02	4/8
r leg	03-05	4/8
l leg	06-08	4/8
abdomen	09-11	4/10
chest	12-15	4/10
r forepaw	16	4/6
l forepaw	17	4/6
head	18-20	4/8

weapon	sr	a%	damage
Kick	10	25+5	1D6+2D6
Bite	7	25+5	1D6+2D3

COMBAT NOTE: the magisaur's bite only receives half normal damage bonus. Mediocris magisaur's can attack twice a round, with kick and bite 3 SRs apart.

SKILLS: Ceremony 40+13, Enchant 40+13, Summon 40+13.

Large Magisaur

(var. *magus magnus*)

characteristics	average	attributes
STR 2D6+24	31	Move: 5/3 swim
CON 3D6+12	22-23	Hit Points: 32
SIZ 2D6+36	43	Fatigue: 26
INT 1D6	3-4	DEX SR: 3
POW 2D6+24	31	
DEX 1D6+6	9-10	

location	D20	points
tail	01-02	6/11
r leg	03-05	6/11
l leg	06-08	6/11
abdomen	09-11	6/14
chest	12-15	6/14
r forepaw	16	6/9
l forepaw	17	6/9
head	18-20	6/11

weapon	sr	a%	damage
Kick	10	25+4	1D6+4D6
Bite	7	25+4	1D6+4D3

COMBAT NOTE: the magisaur's bite only receives half normal damage bonus. Magnus magisaur's can attack twice a round, with kick and bite 3 SRs apart.

SKILLS: Ceremony 40+15, Enchant 40+15, Summon 40+15.

MALASP (Piscoi Mermen)

Piscanthropus malasp

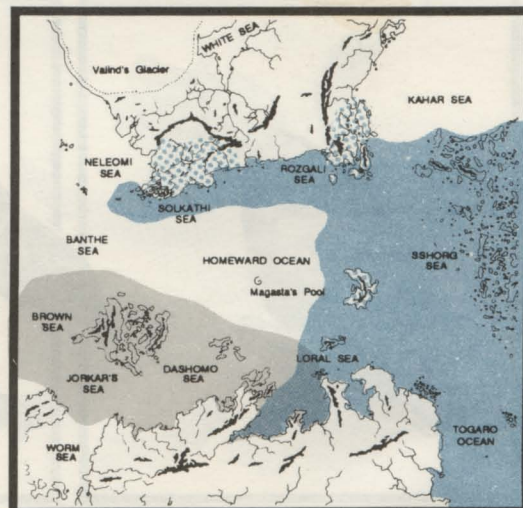
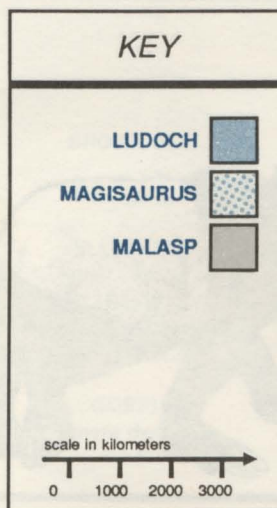
THE OCEANS — Malasps have scales and fish-like fins and tails. Unlike most Piscoi, malasps have been known to deal peaceably with humans.

They live in the Brown and Dashomo Seas, and feud with the ludoch over possession of the Marthino Sea.

A malasp normally breathes at least every hour. Each consecutive hour he spends entirely underwater costs him 1D6 fatigue points which can be regained only by air-breathing — not merely rest. When his fatigue has been reduced to -100, he begins losing hit points instead.

characteristics	average	attributes
STR 3D6	10-11	Move: 3
CON 3D6	10-11	Hit Points: 14
SIZ 3D6+6	16-17	Fatigue: 21
INT 3D6+6	16-17	Magic Points: 14
POW 4D6	14	DEX SR: 4
DEX 3D6	10-11	
APP 3D6	10-11	

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location	melee	missile	points
tail	01-06	01-06	2/6
abdomen	07-10	07-10	0/5
chest	11-12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

weapon	sr	a%	damage	p%	pts
Trident	5	30+9	2D3+1D4	30-5	7
Buckler	7	10+9	1D4+1D4	25-5	7
Crossbow	3	20+9	1D6+2	20-5	6
Rapier	6	25+9	1D6+1+1D4	25-5	7
Tail Slap	7	25+9	1D4+1D4	--	--

COMBAT NOTE: the specially-made waterproof malasp crossbow is the equivalent of a light crossbow. It can be fired both above or beneath the water surface. Beneath the water, its range is limited to 20m maximum. Above the water, it has half the range of a normal light crossbow, and damage is unchanged.

MAGIC: worship sea gods such as Magasta, Triolina, and Wachaza. Shamans are popular as well. Favorite spirit magics are Demoralize, Heal, Shimmer, and Speedart.

SKILLS: see below. Skills not listed are as per humans except for "Swim," which is no more a skill with mermen than "Walk" is a skill with humans.

Agility (-5): Boat 00, Climb 00, Dodge 20, Ride 00, Throw 10.

Communication (+10): as per human.

Knowledge (+7): Merman Lore 10.

Manipulation (+9): as per human.

Perception (+10): Track 00.

Stealth (-10): as per human.

LANGUAGES: Triolini 30+10.

ARMOR: 2 point scales on tail.

MANATEE

Trichechus lacertarum

THE OCEANS — Manatees are large water animals common in warm rivers and coastal waters. In Glorantha, they are quite common in Enklosa and Vralos, where some humans raise them in pens for food or even worship them. Manatees have no hind legs, prehensile front flippers, extremely homely faces, and large circular tails. They swim extremely slowly and feed on river weeds. Manatees are quite peaceful, and their usual reaction to an attack is to swim away.

The statistics below are for males. Females have a STR of 3D6+6 and SIZ of 4D6+12.

characteristics	average	attributes
STR	2D6+6	13
CON	2D6+6	13
SIZ	3D6+12	22-23
INT	4	4
POW	2D6	7
DEX	1D6+6	9-10

location	melee	missile	points
tail	01-03	01-03	2/5 (.25)
abdomen	04-08	04-08	2/6 (.33)
chest	09-13	09-15	2/8 (.40)
r flipper	14-15	17	2/5 (.25)
l flipper	16-17	18	2/5 (.25)
head	18-20	19-20	2/6 (.33)

weapon	sr	a%	damage
Bite	6	15-4	1D6+1D6
Tail Slap	6	25-4	1D4+1D6

COMBAT NOTE: can attack once per round.

SKILLS: Scan 20-5.

MERMEN

THE OCEANS — Only the ignorant believe that all mermen are the same type of creature. The variety of intelligent life beneath the sea is nearly as great as that above.

The most powerful and secret of all sea life are the Tritons, entities of enormous ability which have not been seen on the surface since the Gods War. Their offspring are the much weaker Naiads, who are still quite powerful when compared to mortals. The Naiads were conquered by the storm gods during the Gods War, and their offspring are the mermen.

The several types of mermen are divided into two main groups: the Piscoi and the Cetoi, which are differentiated in a number of ways. The Cetoi descend from Naiads who allied with the storm gods, usually through marriage. The Piscoi, in contrast, are the product of rape -- the children of Naiads who fought the storm demigods unsuccessfully. Cetoi are usually friendly to surface-dwellers and sailors. Piscoi are generally quite hostile. Cetoi are mammalian, with dolphin- or seal-like hindparts. Piscoi are fish-like, with scaly tails and even bodies.

The Cetoi include the Ludoch and the Ouori tribes. The Piscoi include Gnydrion, Malasp, Ysabbau, and Zabdamar mermen. Sometimes Dwerulans, weird inhabitants of the Worm Sea, are termed Piscoi.

MIDGET SLASHER

Microstygus vorax

PAMALTELA — These creatures are purely carnivorous. They have long hind legs and a

Manatee



Morocanth



Nightrider





small ball-like torso. Their mouthful of long, thin fangs give them a very gruesome appearance. They live on the Pamaltelan savanna.

They have extraordinarily well-developed jaws. In hunting, they hide in ambush until prey nears, then rush out and run it down, biting out great hunks while it is still alive. The normal prey of midget slashers consists of titan-otthers, rhinos, and other large mammals. Midget slashers make their own crude stone or bone weapons and attack in packs of 3D6 or more.

characteristics	average	attributes
STR	3D6	10-11 Move: 4
CON	2D6+6	13 Hit Points: 12
SIZ	1D6+6	9-10 Fatigue: 24
INT	1D6+2	5-6 DEX SR: 3
POW	1D6+6	9-10
DEX	4D6	14

location	melee	missile	points
r leg	01-04	01-03	2/4
l leg	05-08	04-06	2/4
abdomen	09-11	07-10	2/4
chest	12	11-15	2/5
r arm	13-15	16-17	2/3
l arm	16-17	18-19	2/3
head	19-20	20	2/4

weapon	sr	a%	damage
Bite	9	80+1	3D6
Dagger	9	25+1	1d6
Grapple	9	40+1	special

COMBAT NOTE: can either bite, grapple, or attack twice with flint daggers (on the same strike rank) in one round. Usually one or two midget slashers in a gang grapple an opponent to hinder him, while the rest bite away.

DODGE: 30+5.

SKILLS: Hide 70+4, Track 35-2.

ARMOR: 2 point skin.

MOROCANTH

Morocanthus anthropophagus

GENERTELA — These intelligent, tapir-like creatures live in the marshes and plains of Prax and the Wastelands. They are quadrupedal, clawed, and black to grey of hide. Morocanth relations with mankind are formal and strained at best. They herd humans as food animals. This is a tolerated, but not appreciated practice. The morocanth are one of the Five Great Tribes of Prax.

Morocanth are generally nocturnal, and have better night vision than humans, though they do not possess any special senses for seeing in the dark. They have an excellent sense of smell. They are often considered to be creatures of Darkness.

All the other Great Tribes of Prax, and many of the minor tribes possess mounts, while the morocanth are far too large to ride their puny herd-men. To counteract these handicaps, the

morocanth have trained their herd-men to fight with crude weapons alongside the morocanth.

The morocanth possess a combat discipline resembling the human Martial Arts systems taught in Kralorela or Peloria. The morocanth martial arts skill is useless to humans and the reverse is also true.

Morocanth lack true hands, and so are limited in certain skills. No manipulation skill may increase past the morocanth's DEX or its Manipulation Modifier x 5%, whichever is higher. No combat skill (except natural weapons and dodge) can increase past the morocanth's DEX x 5%. The base chance of success in all non-missile weapons skills is 05%. They are incapable of using any missile weapon, even thrown rocks. Because of their clumsy claws, weapons must be specially adapted for their use. The most common weapons adopted by morocanth are spears and mauls. When moving on their hind legs, a morocanth has a speed of 1; on three legs it has a speed of 3. As quadrupeds, they cannot wield shields or two weapons at once without greatly limiting movement.

characteristics	average	attributes
STR	3D6+6	16-17 Move: 4
CON	3D6	10-11 Hit Points: 14
SIZ	3D6+6	16-17 Fatigue: 28
INT	2D6+6	13 Magic Points: 10-11
POW	3D6	10-11 DEX SR: 4
DEX	2D4+3	8
APP	3D6	10-11

location	melee	missile	points
rh leg	01-02	01-02	4/5
lh leg	03-04	03-04	4/5
hind q	05-07	05-09	6/6
fore q	08-10	10-14	6/6
rf leg	11-13	15-16	4/5

If leg	14-16	17-18	4/5
head	17-20	19-20	6/5

weapon	sr	a%	damage	p%	pts
Claw	8	25+5	1D6+1D6	--	--
2H Spear	6	05+5	1d10+1+1d6	05-5	10
Maul	6	05+5	1d10+2+1d6	05-5	12

DODGE: 20-5.

MAGIC: Morocanth worship the same gods as the humans of Prax. Their favorite spirit spells are: Countermagic, Heal, Ironclaw*, Mobility*, and Protection.

SKILLS: see below. Skills not listed are as per humans.

Agility (-5): Boat 00, Climb 05, Dodge 20, Jump 30, Ride 00, Swim 35, Throw 00.

Communication (+5): as per human.

Knowledge (+3): Martial Arts 10.

Manipulation (+5): all are 00.

Perception (+5): Search 05, Track 25.

Stealth (-6): Hide 20, Sneak 20.

LANGUAGE: Praxian 30+5.

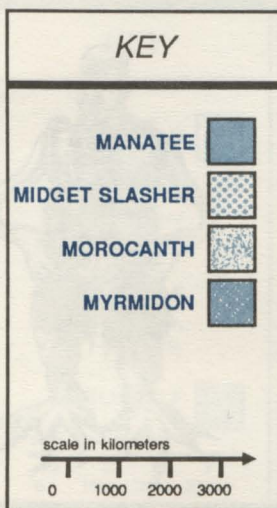
ARMOR: 4 point hide, plus often wears 2 point leather on head and body.

MYRMIDON

Myrmidon bellophilus

PAMALTELA — Myrmidons are a type of timinit. Myrmidons stand taller than humans, but are very slender. Their heads are flattened,

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their faces expressionless, with complex mouthparts. Delicately sculptured chitin decorates their entire bodies.

Their lands throng with hive-like towns, and periodically swarms of implacable soldiers issue forth to pillage neighboring lands. The several different myrmidon subspecies differ in chitin color and sculpturing. Each subspecies has a different homeland, and is hostile to all other subspecies.

Myrmidons do not think or act as do humans, but, unlike dragonewts, they at least behave consistently. It is sometimes possible to visit myrmidon territory and return safely, even profitably. Though myrmidons have no conception of trade, they may permit visitors to cart off objects, possibly treasures of great value. On the other hand, they may accost a human party and carry off party members or pack beasts for unknown, presumably fatal, purposes.

Myrmidons fight with perfect discipline and precision. They have no leaders -- each soldier performs that action which is most profitable for the army as a whole.

Myrmidons have four combat options per round. They may still only dodge one opponent. Thus, they may attack twice and parry twice; attack, parry twice, and dodge; attack four times (assuming they have sufficient strike ranks to do so), etc.

While all myrmidon subtypes have similar (if not identical) characteristics and attributes, different subtypes use different weapons, tactics, spells, and even prefer different foods. The type described below are the Blue-Points, which live on the northeast shore of Jrustela's largest island. They are one of the largest myrmidon tribes and live dangerously close to human settlements. Blue-Points are generally eggshell-white in color, with a bright blue tinge at the ends of their appendages and at their joints.

characteristics	average	attributes
STR 3D6+3	13-14	Move: 4
CON 3D6+6	16-17	Hit Points: 15
SIZ 2D6+6	13	Fatigue: 36
INT 1D6+10	13-14	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 2
DEX 1D6+15	18-19	
APP 3D6	10-11	

location	melee	missile	points
r leg	01-02	01-02	8/5
l leg	03-04	03-04	8/5
abdomen	05-07	05-09	8/6
thorax	08-09	10-15	8/6
rl arm	10-11	15	8/4
ll arm	12-13	16	8/4
ru arm	14-15	17	8/4
lu arm	16-17	18	8/4
head	18-20	19-20	8/5

weapon	sr	a%	damage	p%	pts
Javelin	6	50+15	1D6+1+1D4	25+8	8
Javelin (T)	†	50+15	1D8+1D2	--	8

† Blue-Points use four javelins simultaneously, one in each hand. Extra javelins are kept in a case on the myrmidon's back, for use when those held are broken or thrown. The myrmidon is capable of throwing all four javelins in rapid succession, taking only DEX SRs between each throw (on SR 2/4/6/8).

DODGE: 50%.

MAGIC: it is unknown how myrmidons learn spells. They have no visible priests or other leaders. They use only divine magic and seem incapable of becoming shamans. The particular divine spells used are limited in number and vary with the subtype. These spells are one-use to the myrmidons.

Blue-Point myrmidons use only the Rune spells of Heal Wounds and Shattering*.

SKILLS: Scan 40+9.

ARMOR: The Blue-Point myrmidons wear 4 point shellac armor over their entire body. They also have 4 point natural chitin.

NEWTLING

Triturus sapiens

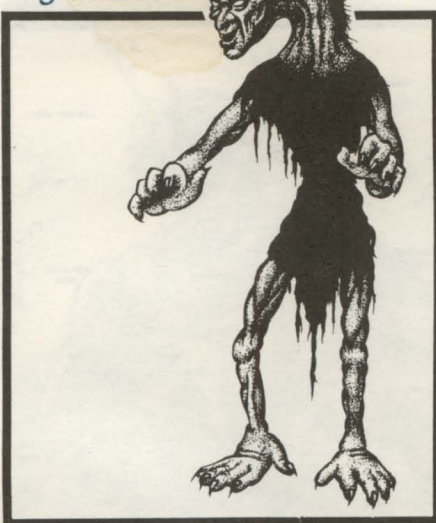
GENERTELA — Newtlings are an amphibian species with a complicated life-cycle. They are sometimes used as slaves by dragonewts, and live mainly in Maniria. The far-roving bachelors live in Prax and the Ralios river bottoms.

Starting out as huge tadpoles, after three years of tadpolehood, a newt grows into the next stage: the bachelor (though they are actually sexless). Bachelors travel far and wide, and store water in their tails for use in dry territory. The bachelor stage usually lasts about thirty years, after which the newtling returns to its homeland, grows into the final, sexual, stage, and lives out its life in one of several secret marsh villages, tending giant tadpoles.

The statistics here are for the bachelors, which both range further and are more often met than the rare adults. Adults have a CON of only 2d6 and an APP of 6d6 (for purposes of communicating with newtlings with humans or other races, the APP is still only 3d6).

characteristics	average	attributes
STR 3D6	10-11	Move: 2/4 swim
CON 3D6	10-11	Hit Points: 9
SIZ 2D6	7	Fatigue: 21
INT 2D6+6	13	Magic Points: 11
POW 3D6	10-11	DEX SR: 3
DEX 2D6+6	13	
APP 3D6	10-11	

Nightstalker



Orveltor



Ouori





location	melee	missile	points
tail	01-02	01	0/3 (.25)
r leg	03-05	02-04	0/3 (.33)
l leg	06-08	05-07	0/3 (.33)
abdomen	09-11	08-11	0/3 (.33)
chest	12	12-15	0/4 (.40)
r arm	13-15	16-17	0/3 (.25)
l arm	16-18	18-19	0/3 (.25)
head	19-20	20	0/3 (.33)

weapon	sr	a%	damage	p%	pts
Trident	8	30+7	2D3	30+7	9
Sling	3	25+7	1D8	--	--
Buckler	9	15+7	1D4	25+7	8

DODGE: 30+7.

MAGIC: usually practice spirit magic, specializing in the Horned God type of small spirit cults.

SKILLS: see below. Skills not listed are as per humans.

Agility (+7): Boat 20, Swim 80.

Communication (+5): as per humans.

Knowledge (+3): Shiphandling 05.

Manipulation (+7): as per humans.

Perception (+5): Search 30, Track 30.

Stealth (+5): Hide 50.

LANGUAGES: Newtling 30+5, local human tongue 20+5.

ARMOR: no natural armor. Sometimes wear fish-hide leather or waterproofed metal armor.

grows into its mount, and cannot easily be pushed off (it is automatically braced vs. knock-back with twice its STR+SIZ). Even an unconscious nightrider retains its grip, though it can no longer give commands. A nightrider can detach itself at will, taking one full melee round to pull out its hands and feet and preparing to take a new target. It retains control until no part of the nightrider's body remains touching the mount's body.

The mount gains the benefits of the nightrider's excellent senses, its conceal skill, and wits. The nightrider can transfer its own fatigue, damage points, and magic points to its mount as needed, and vice-versa. General hit point damage must be transferred as general damage. Damage by location may be transferred to any location the nightrider wishes. The nightrider can even transfer damage points when incapacitated, though not when unconscious.

Only actual points of damage are transferred, not results. Thus, if a nightrider took 4 points of damage in its abdomen, crippling it, it could transfer the 4 points to its baluchitherium mount's leg, where it would hardly be noticed.

Spell effects can also be transferred. If a nightrider is Demoralized, it can transfer the Demoralize to its mount. Similarly, it can cast a Protection spell and transfer the spell's effects between itself and its mount at will.

Though nightriders are tainted by chaos, they usually have no chaotic features other than the ability to dominate their mount and transfer damage and magic points back and forth.

characteristics	average	attributes
STR	1D6+12	15-16
CON	1D6+12	15-16
SIZ	2D4	5
INT	3D6	10-11
POW	1D6+12	15-16
DEX	2D6+15	22
APP	1d6	3-4

location	melee	missile	points
r leg	01-03	01-02	1/3 (.25)
l leg	04-06	03-04	1/3 (.25)
abdomen	07-09	05-08	1/4 (.33)
chest	10	09-13	1/5 (.40)
r arm	11-14	14-16	1/4 (.33)
l arm	15-18	17-19	1/4 (.33)
head	19-20	20	1/4 (.33)

weapon	sr	a%	damage
Touch	8	40+16	Dominate
Bite	8	25+16	1D10

COMBAT NOTE: the dominate effect reaches through armor and matches the nightrider's magic points vs. the target's. When a nightrider touches any target, the target must resist the nightrider's magic points. If he is overcome, he becomes the nightrider's servant, permits it to mount, and obeys its mental commands from then on.

MAGIC: nightriders may dominate an intelligent being with access to magic and force him to cast spells for it, or even teach it spells. Favored spells include Befuddle, Detect Life, Second Sight*, and Shimmer*.

SKILLS: Camouflage 80+13, Darksense/Scan 50+7, Darksense/Search 50+7, Dodge 40+20, Listen 50+7.

LANGUAGES: Aldryami 40+1, local human tongue 40+1.

NIGHTRIDER

Eques ater

PAMALTELA — Nightriders are horrible little chaos monsters from the Pamaltelan rain forest. They have long slit-like red eyes, hunched backs, flattened skulls, and wrinkled black skin. Their toes and fingers are long, branched, and root-like, used to retain its perch by growing into the prey's body. They are nocturnal.

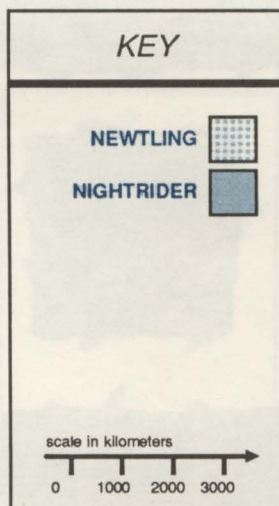
They are always found riding on the back of another creature. Common mounts include crocodiles, grampuses, panthers, hoon, chaos monsters such as headhangers, and even elves or humans.

Nightriders can transmit emotions and suggestions to their mounts. Fixed-INT mounts always obey all the nightrider's orders thus-conveyed. A sentient mount may attempt to overcome the nightrider's magic points once a day. If he succeeds, he is freed of the nightrider's evil thrall, and the nightrider must try to conquer him all over again.

If a nightrider leaves its mount for any reason, the mount is freed of all mental compulsion and can act as it pleases. Usually a nightrider stays on a mount until the mount dies, unless it has an opportunity to take over a far superior creature.

The nightrider takes moderately good care of its mount, and tries to avoid abandoning it in the middle of a fight. A nightrider actually

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CHAOS FEATURES: on a roll of 01-05 on 1d100 the nightrider has a chaos feature.

NIGHTSTALKER

Parastygius mirelensis

PAMALTELA — Nightstalkers live in the northern jungles. A cool-weather species, *P. vralensis*, identical in statistics to the creature described here, lives in the forests and hills of Enkloso, Vralos, and Fonrit. Nightstalkers are nocturnal. Nightstalkers are incredibly thin and tall. All four limbs end in human-like hands. Despite their gangling appearance, nightstalkers are extremely strong, and wiry muscles lie like bundles under their skin. Their heads, ugly and mask-like, dangle on long wrinkled necks. Their skin is pasty gray, and a shock of shaggy black hair adorns their skulls. A mane-like band of this hair runs up the back of the neck and down the animals' spines.

Nightstalkers kill by picking up their prey and slamming it against a tree. If no trees are nearby, the nightstalker smashes it against a rock or the ground. The damage done by this method is figured as a damage bonus, using twice the nightstalker's STR as a base, and ignoring his SIZ. Thus, a nightstalker with a STR of 42 would do 4d6 damage on a slam attack.

characteristics	average	attributes
STR	12D6	42 Move: 5
CON	4D6	14 Hit Points: 18
SIZ	6D6	21 Fatigue: 56
INT	2D6	7 DEX SR: 3
POW	3D6	10-11
DEX	2D6+10	17
APP	2d6	7

location	melee	missile	points
r leg	01-04	01-03	4/6
l leg	05-08	04-06	4/6
abdomen	09-11	07-10	4/6
chest	12	11-15	4/8
r arm	13-15	16-17	4/5
l arm	16-18	18-19	4/5
head	19-20	20	4/6

weapon	sr	a%	damage
Grapple	5	50+14	special
Tree Slam	2	95	4D6 vs. grappled foe
Bite	8	35+14	1D8+3D3
Fist	5	15+14	1D3+3D6

COMBAT NOTE: normally grapples and on each subsequent round slams target against a tree or the ground. Alternatively, it can punch with its fist and either punch again or bite 3 SRs later.

DODGE: 20+6.

ARMOR: 4 point skin.

NILMERG

no scientific name

WHEREVER DWARFS ARE FOUND— Nilmergs, like gremlins and gobblers, are manufactured by dwarfs. These small and nearly mindless creatures are each made to perform a single task or repair a single type of machine. Hence there are floor-cleaning nilmergs, crossbow-repair nilmergs, nail-hammering nilmergs, etc. Nilmergs are incapable of intelligent independent action and are rarely allowed outside dwarf strongholds. They are often trained to worship special pieces of machinery which run on sacrificed magic points.

characteristics	average	attributes
STR	2D6	7 Move: 2
CON	2D6	7 Hit Points: 5
SIZ	2	2 Fatigue: 14
INT	6	6 Magic Points: 3-4
POW	1D6	3-4 DEX SR: 2
DEX	2D6+6	13

location	melee	missile	points
r leg	01-04	01-03	2
l leg	05-08	04-06	2
abdomen	09-11	07-10	2
chest	12	11-15	3
r arm	13-15	16-17	2
l arm	16-18	18-19	2
head	19-20	20	2

No effective attacks.

SKILL: Craft (specific object) 100-2.

ARMOR: None. However, the nilmerg's small size forces all foes to subtract 20% from chances to hit.

ORVELTOR (Hornilian swamp goblin)

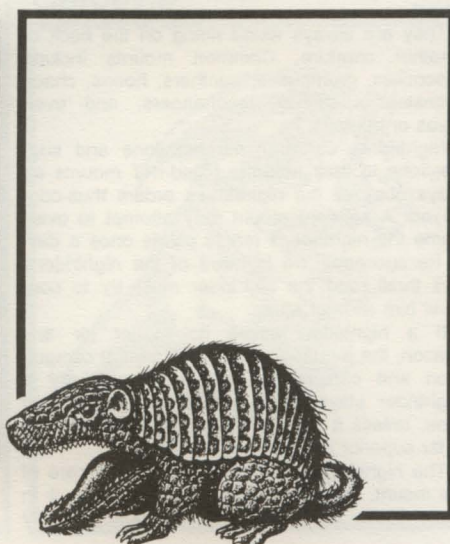
Slor orveltor

PAMALTELA — The Orveltor is a type of goblin (also known as a red elf or a fern elf). The orveltor is one of the largest and most common Hornilian goblins. Unlike most goblins, orveltor imps are rarely seen, as they live in water-filled burrows, and only come aboveground when near maturity.

Rascullu



Rubble Runner





The orveltor has two twisted short strong legs with root-like toes, a stocky body, and three long flattened arms. The head is small and hairless, and the face is flattened, wrinkled, and ugly to human eyes.

characteristics	average	attributes
STR 2D4	5	Move: 3/4 swimming
CON 1D6+12	15-16	Hit Points: 12
SIZ 3D4	7-8	Fatigue: 20-21
INT 3D6+3	13-14	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 2
DEX 2D6+9	16	
APP 3D6	10-11	

location	D20	points
r leg	01-02	2/4 (.33)
l leg	03-04	2/4 (.33)
body	05-10	0/5 (.40)
r arm	11-13	0/3 (.25)
l arm	14-16	0/3 (.25)
c arm	17-19	0/3 (.25)
head	20	0/3 (.25)

weapon	sr	a%	damage	p%	pts
R Stiletto	7	45%	1D6	25%	4
L Stiletto	10	45%	1D6	25%	4
C Stiletto	7	15%	1D4	55%	10

COMBAT NOTE: the orveltor holds three long thin stilettos. The one held by the central hand is stout, with strong crossguards and are inforced blade -- it is used mostly for parrying. The orveltor has three combat options in a round, except that a Dodge counts as two of these options. Usually it attacks once each with right and left hands (3 SR apart), and parries with the central hand.

MAGIC: Bladesharp, Heal, Mobility*.

SKILLS: Dodge 40%, Hide 30%, Sneak 30%, Swim 80%.

LANGUAGE: Vorlarian 30+6; (Vorlarian is spoken by all red elves of Porlaso and Hornilio).

ARMOR: legs have woody hide of 2 points each. No other natural armor.

OUORI (Cetoi Mermen)

Cetanthropus ouori

THE OCEANS — The Ouori are ugly, baggy, and wrinkled, and are sometimes called the walrus-people. They are friendly to humans and never attack without provocation. They inhabit the Neleomi Sea and eastern coast of Genertela, spending much of their time on the shore or floating on the surface.

An ouori can stay underwater for an hour at a time. Each minute past that costs him 1 fatigue point which cannot be regained by rest, only by air-breathing. When fatigue is reduced to -100, the ouori begins losing general hit points instead.

characteristics	average	attributes
STR 6D6	21	Move: 3
CON 2D6+6	13	Hit Points: 16
SIZ 2D6+12	19	Fatigue: 34
INT 2D6+6	13	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 2
DEX 3D6+6	16-17	
APP 2D6	7	

location	melee	missile	points
tail	01-06	01-06	1/8 (.33)
abdomen	07-10	07-10	1/6 (.33)
chest	11-12	11-15	1/8 (.40)
r flipper	13-15	16-17	1/5 (.25)
l flipper	16-18	18-19	1/5 (.25)
head	19-20	20	1/6 (.33)

weapon	sr	a%	damage	p%	pts
Lance	1+	25+16	1D10+1+1D6	--	9
Dagger	5	25+16	1D4+2+1D6	25+4	5
1H Spear	3	25+16	1D8+1+1D6	25+4	9
Tail Slap	5	25+16	1D6+1D6	--	--

COMBAT NOTES: in battle, the ouori tuck their lances under one flipper and charge, just as would mounted cavalry. Their daggers are carved carefully out of walrus tusks.

MAGIC: worship sea gods such as Triolina and winter gods, such as Valind. Prefer spirit magic spells like Demoralize, Heal, Protection, and Vigor*.

SKILLS: see below. Skills not listed are as per humans except for "Swim," which is no more a skill with mermen than "Walk" is a skill with humans.

Agility (+4): Boat 00, Climb 00, Ride 00.

Communication (+3): as per human.

Knowledge (+3): Merman Lore 05.

Manipulation (+16): Devise 00, Sleight 00.

Perception (+6): Track 00.

Stealth (-3): as per human.

LANGUAGES: Cetoi 30+3, local human tongue 20+3.

ARMOR: 1 point blubber.

PISCOI

See: Mermen

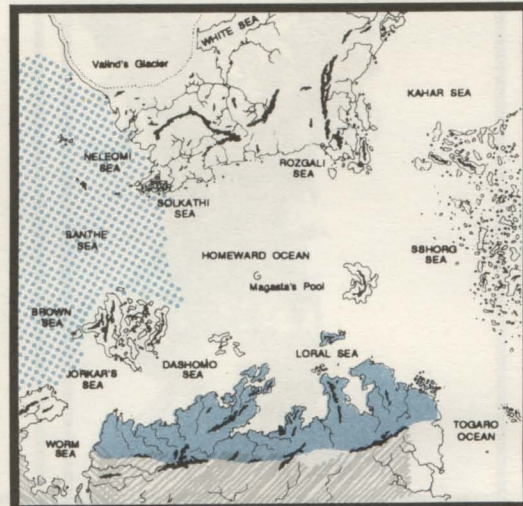
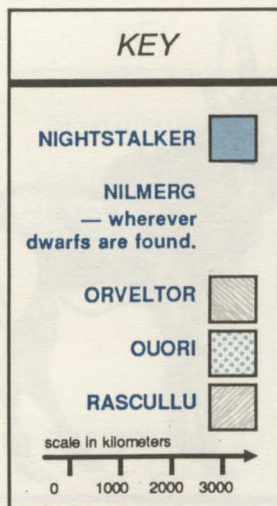
RASCULLU

Centaurus rascullu

PAMALTELA — The rascullu are classified as a branch of the Beast Men. Rascullu have the centaur body-form, but their lower bodies are more rhinoceros- than horse-like. Their entire body is armored with great plates of tough hide. A typical rascullu stands nearly 3 meters high at its beast-shoulder, and a full 5 meters to the crown of its head.

They are found on the Pamaltelan plains, and originated at the time of the Six Legged Empire. They are omnivorous, stupid, and extremely vicious. They are primitive and often fight using only their monstrous fists and feet, but sometimes they use tree-trunks or stones in combat, especially when working with other, more intelligent, beast men. Even when armed with weapons, rascullu are usually too big and

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clumsy to be able to parry effectively, so they usually don't bother, simply attacking twice per round.

characteristics	average	attributes
STR 6D6+36	57	Move: 6
CON 3D6+18	28-29	Hit Points: 40
SIZ 6D6+30	51	Fatigue: 86
INT 1D6+2	5-6	DEX SR: 3
POW 3D6	10-11	
DEX 3D6	10-11	
APP 1D6	3-5	

location	melee	missile	points
rh leg	01-02	01	11/11
lh leg	03-04	02	11/11
hind q	05-06	03-06	11/17
fore q	07-08	07-10	11/17
rf leg	09-10	11	11/11
lf leg	11-12	12	11/11
chest	13-14	13-17	11/17
r arm	15-16	18	11/11
l arm	17-18	19	11/11
head	19-20	20	11/14

weapon	sr	a%	damage	p%	pts
Fist	6	35+7	1D3+6D6	--	--
Kick	9	35+7	1D6+6D6	--	--
Club	5	30+7	2D8+6D6	30-31	16

COMBAT NOTE: a rascullu can kick 3 strike ranks after striking with fist or other melee weapon.

ARMOR: 11 point hide.

MAGIC: usually at least one spirit magic spell.

RUBBLE RUNNER

Pavicursor rudi

GENERTELA — Picture a large, rat-shaped creature about 1/2 meter long. Move the corners of the mouth back to the front shoulders and open the mouth about 60 degrees to reveal a row of sharp teeth. Cover the whole gruesome thing with armadillo-like scales. Realize that it is always hungry and runs in packs, and you have a rubble runner.

They are usually only found in ruins and caves. They live in central and western Generetela.

characteristics	average	attributes
STR 1D6	3-4	Move: 3
CON 3D6	10-11	Hit Points: 7
SIZ 1D4	2-3	Fatigue: 14
INT 4	4	DEX SR: 3
POW 1D6+6	9-10	
DEX 2D6+6	13	

location	melee	missile	points
rh leg	01-02	01-02	2/3
lh leg	03-04	03-04	2/3
hind q	05-07	05-09	2/4
fore q	08-10	10-14	2/4
rf leg	11-13	15-16	2/3
lf leg	14-16	17-18	2/3
head	17-20	19-20	2/3

weapon	sr	a%	damage
Bite	9	30-6	1D6

COMBAT NOTE: once it connects with a bite, the rubble runner hangs on and continues to bite. Roll each round to see if the "hit" is critical and thus gets through armor.

SKILLS: Dodge 20+7.

RUNNER

Dendro pygmaeus

GENERTELA — Runners are stunted and degenerate elves, who possess their own culture among the trees of an Aldryami forest. They are associated with green, brown, and yellow elves. They do not willingly leave the branches of the trees of their forests. They wear neither armor nor clothes, and are covered by fur. While they could learn powerful magic if they wished, they rarely do. If they fight, it is with mass attacks of screaming runners pouring out of the trees.

They have the same relation to the shrubs and bushes of a forest as elves possess with the trees. The many varieties of runners mostly share these same statistics.

characteristics	average	attributes
STR 2D6	7	Move: 2/3 in trees
CON 2D6+6	13	Hit Points: 10
SIZ 2D6	7	Fatigue: 20
INT 3D6	10-11	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 3
DEX 2D6+6	13	
APP 3D6	10-11	

location	melee	missile	points
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

weapon	sr	a%	damage	p%	pts
Dart	3/9	30+1	1D6	--	4
Whipstick	8	30+1	1D6*	30+5	6

* plus wraps around and immobilizes location struck. (Match victim's STR vs. runner's STR +

Runner



Sable Antelope



Sabretooth Cat





the whipstick's armor points to escape.) Strangles target on a head hit unless he wears hard armor there.

DODGE: 50+5.

MAGIC: worship Aldrya, but rarely advance beyond the status of Children of the Forest. Common spirit magic is Heal.

SKILLS: Climb 80+5, Hide 50+5, Sneak 50+5.

LANGUAGES: Aldryami 30+3. Rarely learn other languages.

ARMOR: none.

SABRETOOTH CAT

Smilodon Lisaii (and others)

GENERTELA, PAMALTELA — These animals are found in varying shades of brown and gold. The Doraddi give these creatures great respect. Several different species live in Pamaltela. A striped variety lives in the jungle. One species even lives in Genertela.

Though it can do terrific damage, the great cat cannot outrun game. Its short legs are unable to attain the speeds necessary to chase down a foe. Saber-tooths normally lie patiently downwind of a watering hole or trail until a possible dinner comes by. The cat then springs, stabbing the victim and digging in with its massive claws. Few creatures can long survive such an attack. The cat rarely bothers with men, but if attacked or hungry, they will tear into hunters or adventurers with gusto. They normally feed on rhinos, titanotheres, and sometimes young brontosaurus.

characteristics	average	attributes
STR	4D6+18	32 Move: 4
CON	2D6+10	17 Hit Points: 22
SIZ	4D6+12	26 Fatigue: 49
INT	4	4 DEX SR: 2
POW	2D6+6	13
DEX	2D6+10	17

location	melee	missile	points
rh leg	01-02	01-02	3/6
lh leg	03-04	03-04	3/6
hind q	05-07	05-09	3/10
fore q	08-10	10-14	3/10
rf leg	11-13	15-16	3/6
lf leg	14-16	17-18	3/6
head	17-20	19-20	3/8

weapon	sr	a%	damage
Claw	5	50+11	1D8+2D6
Bite	8	40+11	2D6+2D6
Rip	5	80	2D8+2D6

COMBAT NOTE: attacks with both claws simultaneously, followed 3 SRs later by the bite, which is capable of impaling (though it never gets stuck in the wound). If both claws hit, the cat will hold on, continuing to bite, and rake with its hind legs next round.

DODGE: 25%.

SKILLS: Hide 80-13, Sneak 75-13, Track 50+0.

SABLE ANTELOPE

Hippotragus niger

GENERTELA — These large antelope are sometimes called Lunar Deer because of the great crescent sweep of their horns. The Sable Riders of Prax use a wide variety of weapons and tactics in warfare, unlike the other animal nomads, who are more conservative. One large group of Sable Riders lives in Peloria as direct vassals of the Lunar Emperor.

characteristics	average	attributes
STR	3D6+12	22-23 Move: 9
CON	2D6+6	13 Hit Points: 20
SIZ	4D6+12	26 Fatigue: 36
INT	4	4 DEX SR: 3
POW	3D6	10-11
DEX	3D6	10-11

location	melee	missile	points
rh leg	01-02	01-02	2/6
lh leg	03-04	03-04	2/6
hind q	05-07	05-09	2/9
fore q	08-10	10-14	2/9
rf leg	11-13	15-16	2/6
lf leg	14-16	17-18	2/6
head	17-20	19-20	2/7

weapon	sr	a%	damage
Butt	6	40+2	1D8+2D3
Charge	6	40+2	1D8+2D6
Kick	6	30+2	1D6+2D6

COMBAT NOTE: can attack once per round. Can kick to the rear or front. Must charge for DEX SR for Charge attack. Butt attack has only half normal damage bonus.

ARMOR: 2 point hide.

SCYTHANNI (Sozganjio Swamp Goblin)

Orientaslor scythanni

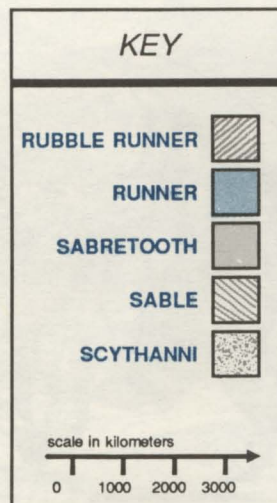
PAMALTELA — The Scythanni are a species of swamp goblin (also called red elves or slorifings). They are scrawny, evil-looking creatures, despised even by other types of swamp goblins. However, they are extremely prolific and are the most numerous of the goblins of Sozganjio.

They inhabit Sozganjio and always travel in groups.

characteristics	average	attributes
STR	2D6 *	7 Move: 2
CON	2D6	7 Hit Points: 7
SIZ	1d10	5-6 Fatigue: 14
INT	3D6	10-11 DEX SR: 3
POW	2D6	7
DEX	2D6+6	13
APP	2D6	7

* but no more than twice SIZ in any case.

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location	melee	missile	points
r leg	01-04	01-03	0/3
l leg	05-08	04-06	0/3
abdomen	09-11	07-10	0/3
chest	12	11-15	0/4
r arm	13-15	16-17	0/3
l arm	16-17	18-19	0/3
head	19-20	20	0/3

weapon	sr	a%	damage	p%	pts
2H Spear	7	25+3	1D8+1	25+5	10
Gladius	8	25+3	1D6+1	25+5	8

MAGIC: usually at least one spirit magic, such as Befuddle, Demoralize, Fanaticism*, Glue*, Disruption, or Extinguish*.

SKILLS: Camouflage 30+3, Dodge 25+5, Hide 30+9, Listen 30-1.

LANGUAGE: Parolarian 30-1; (Parolarian is the language spoken by all red elves of Soz-ganjo).

SHADOW CAT

Felis umbrosus

GENERTELA — Shadow cats are dark-colored felines which range from the size of a housecat to the size of a good-sized dog. These quick, silent animals live in the foothills and peaks of the Rockwood Mountains of Genertela.

Shadow cats are sometimes called shimmer cats because of their speed, agility, and magic power. They are cautious, and rarely attack any creature larger than themselves.

They are sacred to Orlanth, so are often awakened to serve as allies to the priests and lords of the Orlanth storm cult.

characteristics	average	attributes
STR	2D6	7
CON	2D6+6	13
SIZ	1D6	3-4
INT	5	5
POW	2D6+12	19
DEX	3D6+12	22-23

location	melee	missile	points
rh leg	01-02	01-02	0/3
lh leg	03-04	03-04	0/3
hind q	05-07	05-09	0/4
fore q	08-10	10-14	0/4
rf leg	11-13	15-16	0/3
lf leg	14-16	17-18	0/3
head	17-20	19-20	0/3

weapon	sr	a%	damage
claw	7	40+7	1D6-1D4
bite	10	30+7	1D10-1D4
rip	7	80	2D6-1D4

COMBAT NOTE: a shadow cat first attacks twice with claws simultaneously, followed by a bite three strike ranks later. If both claws hit, the cat hangs on and rips with its hind claws on the next round, while continuing to bite.

SKILLS: Dodge 50+18, Hide 75+10, Sneak 90+10.

ARMOR: none.

SKYBULL

Bos venti

GENERTELA — These large flying bulls are fierce herbivores. They are the offspring of the Storm Bull and mortal heifers, and can be

found everywhere that the Storm Bull is worshiped and cattle are herded. Only rarely can they be tamed. They are prized by griffins as meat.

characteristics	average	attributes
STR	5D6+24	41-42
CON	3D6+12	22-23
SIZ	5D6+24	41-42
INT	4	4
POW	3D6	10-11
DEX	2D6	7

location	melee	missile	points
rh leg	01-02	01	5/8
lh leg	03-04	02	5/8
hind q	05-07	03-07	5/13
fore q	08-10	08-12	5/13
r wing	11	13-14	5/8
l wing	12	15-16	5/8
rf leg	13-14	17	5/8
lf leg	15-16	18	5/8
head	17-20	19-20	5/11

weapon	sr	a%	damage
Charge	7	35+1	2D6+4D6
Stomp	4+†	45+1	2D6+4D6

† the stomp attack requires 4 strike ranks plus any additional strike ranks required for movement.

COMBAT NOTE: sky bulls swoop down on foes and stomp them into the ground on a strike rank equal to the bull's DEX SR + those necessary to move to the foe's position. The head butt is normally only used in aerial combat or when caught on the ground.

SKILLS: Smell Intruder 35+2, Listen 35+2.

Scythanni



Sky Bull



Succubus





SLARGE

Iguana sapiens

PAMALTELA — A slarge is an intelligent reptiles of western Pamaltela. Slarges outnumber humankind in the extreme western parts of Tarien and the lands near the great marshes. They are hostile to humans, and their territories expand at the expense of humanity.

Giant slarges are parthenogenetic and lay clutches of eggs without mating. These eggs hatch into Lesser Slarges. Lesser slarges are the sexual form of the species and mate normally, giving birth to infant giant slarges.

Giant slarges are very individualistic. One might spend its life teaching itself to forge armor and equip itself and its friends in fancy plate. Another might tame and ride a triceratops. Yet another might become a shaman and bind nothing but wraiths. One never knows what talents a giant slarge might display.

Lesser slarges, on the other hand, are cooperative and attack in coordinated groups, usually following pre-arranged tactics.

Giant Slarge

characteristics	average	attributes
STR	7D6	24-25 Move: 4
CON	3D6+6	16-17 Hit Points: 21
SIZ	7D6	24-25 Fatigue: 42
INT	2D6+5	12 DEX SR: 2
POW	3D6	10-11
DEX	3D6+6	16-17
APP	3D6	10-11

location	melee	missile	points
tail	01-02	01	6/6
r leg	03-05	02-04	6/7
l leg	06-08	05-07	6/7
abdomen	09-11	08-11	6/7
chest	12	12-15	6/9
r arm	13-15	16-17	6/6
l arm	16-18	18-19	6/6
head	19-20	20	6/7

weapon	sr	a%	damage	p%	pts
Greatsword	3	25+17	2D8+2D6	25+0	12
Naginata	3	25+17	2D6+2+1D6	25+0	10
Warhammer	4	20+17	1d6+2+2d6	20+0	8
Hoplite Shield	5	05+17	1d6+2d6	20+0	18

MAGIC: spirit and divine magic. Favorite spells include Bladesharp, Protection, Befuddle, and Slow*.

SKILLS: see below. Skills not listed are as per humans.

Agility (+0): Climb 25, Swim 25.

Communication (+4): as per human.

Knowledge (+2): Slarge Lore 25.

Manipulation (+17): as per human.

Perception (+7): Listen 15, Track 20.

Stealth (-9): Hide 20.

LANGUAGES: Slarge 30+4.

ARMOR: 6 point hide. May wear lamellar metal armor or even partial plate.

Lesser Slarge

characteristics	average	attributes
STR	3D6	10-11 Move: 4
CON	1D6+12	15-16 Hit Points: 13
SIZ	3D6	10-11 Fatigue: 26
INT	2D6+5	12 DEX SR: 2
POW	3D6	10-11
DEX	2D6+12	19
APP	3D6	10-11

location	melee	missile	points
tail	01-02	01	3/4
r leg	03-05	02-04	3/5
l leg	05-08	05-07	3/5
abdomen	09-11	08-11	3/5
chest	12	12-15	3/6
r arm	13-15	16-17	3/4
l arm	16-18	18-19	3/4
head	19-20	20	3/5

weapon	sr	a%	damage	p%	pts
Battleaxe	6	25+12	1D8+2	25+9	8
Ball & Chain	6	25+12	1d10+1	25+9	8
Kukri	7	20+12	1d4+3	20+9	8
Buckler	7	05+12	1d4	20+9	8

DODGE: 05+9.

MAGIC: spirit and divine magic. Favorite spells include Heal, Demoralize, Disruption, Mobility*, and Shimmer*.

SKILLS: as per giant slarges, except that skill modifiers differ as follows Agility (+9), Communication (+4), Knowledge (+2), Manipulation (+12), Perception (+5), Stealth (+7).

LANGUAGES: Slarge 30+4.

ARMOR: 3 point skin. May also wear lamellar armor or partial plate.

SUCCUBUS

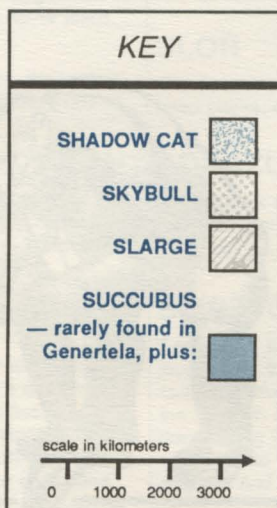
no scientific name

GENERTELA (though rare), **PAMALTELA** — A succubus is a chaotic parallel to a fertility nymph. It takes form from the psychic and physical residue of perversion, rape, passion murder, or similar acts. A succubus can shapechange, appearing female or male at will -- always of the same species involved in the original act. In male form the creature is called an incubus. A succubus or incubus can dematerialize or reappear at will. However, if its body is destroyed, the succubus dissolves and cannot reform without the impetus of another sexual crime.

A succubus travels at night, seeking out people to seduce. Once it has found a victim, it visits him or her nightly until driven off or the victim dies. If necessary, the creature will hypnotize its victim to enable it to continue its activities. When a succubus encounters a lone member of the opposite sex, it can match its magic points vs. the victim's magic points. If the succubus is victorious, the victim's will is suppressed and he obeys all the creature's desires until it leaves him. The next morning, he only vaguely remembers what happened as an extremely pleasant dream. Each consecutive time that a succubus overcomes a particular victim, the succubus's chances for success on subsequent attempts are increased by 10%.

A male visited by a succubus loses a point of CON each time, continuing until death ensues. A woman visited by an incubus eventually becomes pregnant and gives birth to a tainted child -- often a lamia or an ogre. An incubus

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cannot impregnate a woman until it has first visited a male victim (in succubus form).

A succubus can choose any size it desires, up to a maximum of its POW. Its size does not affect its hit points, which are always equal to its CON.

characteristics (male/female)	average	attributes
STR 5D6	17-18	Move: 4
CON 2D6+15	22	Hit Points: 22
SIZ up to POW	varies	(as per CON)
INT 3D6+6	16-17	Fatigue: 33
POW 2D6+12	19	DEX SR: 3
DEX 4D6	14	
APP 2D6+18	25	

location	melee	missile	points
r leg	01-04	01-03	0/7
l leg	05-08	04-06	0/7
abdomen	09-11	07-10	0/7
chest	12	11-15	0/9
r arm	13-15	16-17	0/6
l arm	16-18	18-19	0/6
head	19-20	20	0/7

weapon	sr	a%	damage
Grapple	8	50+13	special
Fist	8	50+13	1D3+0/1D4

SKILLS: Craft/Courtesan 90+7.

ARMOR: none.

MAGIC: forms body from psychic residue of illicit sex; changes form from male to female; hypnosis ability; knows 2D6 sorcery spells, usually including Dominate Human* and Fly*.

LANGUAGE: all local languages at 80+20.

TIMINIT

various scientific names

JRUSTELA, PAMALTELA — Timinits are the insect people of Giorantha. They originated on the island continent of Jrustela, but have now spread to many other islands, as well as parts of Pamaltela. There are several different types of timinits, ranging from the elegant arachans to brutal lucans to the tragic ephemerae. Lucans and Myrmidons, two of the most common types, are described in this work (q.v.).

TITANOTHERE

Brontotherium Brontops

PAMALTELA — Titanotheres are one of the more common animals of the Pamaltelan plains. They have flattened, forked nose horns, large shoulder humps, and concave skulls.

Titanotheres live in small herds protected by bulls. The most common variety of titanotheres is described below. The statistics are given for bulls. Cow titanotheres are identical, but have STR and SIZ of only 6D6+20 each and only 6 points of skin armor.

characteristics	average	attributes
STR 6D6+30	51	Move: 6
CON 3D6+12	22-23	Hit Points: 37
SIZ 6D6+30	51	Fatigue: 74
INT 3	3	DEX SR: 4
POW 3D6	10-11	
DEX 2D6	7	

location	melee	missile	points
rh leg	01-02	01-02	8/10
lh leg	03-04	03-04	8/10
hind q	05-07	05-09	8/16
fore q	08-10	10-14	8/16
rf leg	11-13	15-16	8/10
lf leg	14-16	17-18	8/10
head	17-20	19-20	8/13

weapon	sr	a%	damage
Charge	7	40+0	1D6+5D6
Trample	7	75	10D6 vs. downed foes only
R&P*	7	15+0	2D6+5D6

* rear and plunge.

COMBAT NOTE: must charge for at least its DEX SR to receive a damage bonus for the Charge attack. Can only attack once per melee round.

SKILLS: Listen 35+1.

ARMOR: 8 point hide.

TROLL, GREAT (Uzdo)

Styganthropus uzko var. uzdo

GENERTELA — A breed created by a troll magician in an attempt to break the Curse of Kin. While the resultant mutation was useful, and soon became popular among dark troll leaders, their poor intellect renders them suitable only for manual labor or fighting. All great trolls are male.

These monsters are fostered only in Gener-tela among dark troll civilizations.

Titanotheres



Great Troll



Jungle Troll





characteristics	average	attributes
STR 4D6+12	26	Move: 3
CON 2D6+12	19	Hit Points: 23
SIZ 4D6+12	26	Fatigue: 45-37 = 8
INT 2D6+2	9	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 3
DEX 3D6	10-11	
APP 2D6	7	

location	melee	missile	points
r leg	01-04	01-03	10/8
l leg	05-08	04-06	10/8
abdomen	09-11	07-10	10/8
chest	12	11-15	10/10
r arm	13-15	16-17	10/6
l arm	16-18	18-19	10/6
head	19-20	20	10/8

weapon	sr	a%	damage	p%	pts
troll maul	4	30+8	2D8+2D6	30-7	16
halberd	4	30+8	3D6+2D6	30-7	10
mace	5	25+8	1D10+2D6	25-7	10

MAGIC: taught at least 1 spirit spell, such as Fanaticism*, Bladesharp, or Protection.

LANGUAGES: Darktongue 30-1.

ARMOR: 3 point skin, plus usually wears at least chainmail.

TROLL, JUNGLE (Muri)

Styganthropus muri

PAMALTELA — Jungle trolls, also known as hot trolls, dwell in the sweltering Pamaltelan rain forests. They can no longer survive the normal chill troll climes. Jungle trolls are much more emaciated in appearance than dark trolls, lacking the insulating layer of fat and the great belly common to well-fed trolls. They live in small tribes and are quite friendly to elves, for trolls -- even allying with elves against common enemies, such as humans.

Jungle trolls are immune to the Curse of Kin, perhaps because they descended from the Mistress Race directly. They use spears and blowpipes instead of the traditional troll weapons of mace and sling. They are just as vicious, ravenous, and treacherous as their colder kindred.

They live in the northeast Pamaltelan jungles from Laskal to the fringes of Dinal.

The statistics for jungle trolls are the same as those for dark trolls in *RuneQuest*, except that both females and males possess a SIZ of only 3D6+6. They are mostly wild hunters. They speak a language called Shadowspeech.

TROLL, MISTRESS RACE (Uzuz)

Styganthropus vorax

GENERTELA — These are the original trolls from whence all others derive. All living members of the Mistress Race have either survived since Godtime or were birthed under special magical circumstances. Only a few thousand exist in all Glorantha. Wherever they are found, they are the rulers of troll society. Members of the Mistress Race are nearly as large as great trolls, as intelligent as genius dark trolls, and reputed to possess supernatural powers and immortality. They are rarely seen by humans.

Statistics are not provided for these horrendous beings. Their rarity and high importance renders it nearly impossible to meet one in a normal adventuring situation. They are always accompanied by a guard of experienced troll warriors (including Kaarg's Sons), priestesses, and shamans.

usually found with other trolls. Like cave trolls, they are mildly associated with chaos. Unlike their kin, they are not harmed by sunlight, though they are nocturnal hunters.

They live in the Tarmo, Mari, and Palarkri mountains, and rarely come down from the heights.

characteristics	average	attributes
STR 4D6+18	32	Move: 4
CON 3D6+6	16-17	Hit Points: 28
SIZ 4D6+24	38	Fatigue: 49
INT 1D6+2	5-6	Magic Points: 10
POW 2D6+3	10	DEX SR: 4
DEX 2D6+1	8	
APP 2D6	7	

location	melee	missile	points
r leg	01-04	01-03	7/10
l leg	05-08	04-06	7/10
abdomen	09-11	07-10	7/10
chest	12	11-15	7/12
r arm	13-15	16-17	7/8
l arm	16-18	18-19	7/8
head	19-20	20	7/10

weapon	sr	a%	damage	p%	pts
Club	5	40%	2D8+3D6	25%	16
Claw	8	40%	1D6+3D6	--	--

COMBAT NOTE: Attacks with club, then claws 3 SR later.

MAGIC: usually none.

SKILLS: as per cave troll.

LANGUAGE: grunts and snorts -- rarely a few words.

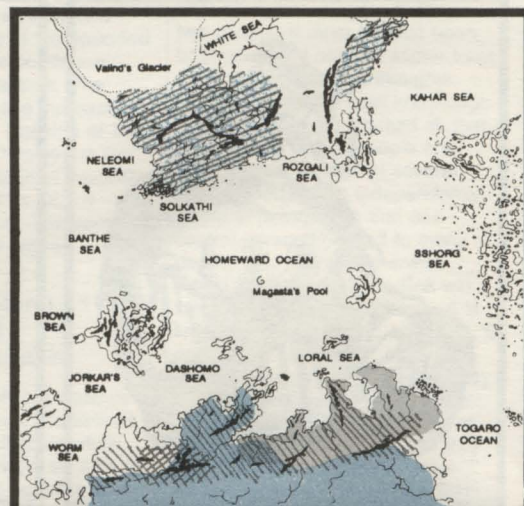
ARMOR: 7 point skin. May wear furs or untanned hides as armor.

TROLL, MOUNTAIN (Snang)

Styganthropus snangus

PAMALTELA — Snangs are a gigantic solitary type of cave troll found in the mountains of Pamaltela. They are very ferocious and are not

The World of GLORANTHA





NOTE: their black blood is corrosive. Whenever a weapon penetrates the monster's skin, that weapon loses 1D6 armor points from the acid blood.

If the troll has been wounded, it can try to splash its foes with its blood. This counts as one of the troll's attacks. When the troll does this, all those engaged with the troll in melee must succeed in a Dodge or Shield Parry or be splashed by the blood in a random hit location. The blood splash does 1D6 acid damage -- armor is corroded first, then hit points. A parrying shield also takes 1D6 damage.

Mountain trolls themselves are immune to the effects of acid and mineral poisons.

daylight. Wounds received under direct sunlight do not regenerate.

They live in western and central Genertelan coastal waters, and also in the depths of Kahar's Sea of Fog, the Neleomi Sea, the Banthe Sea, the Brown Sea, the Sea of Worms, and the Dashomo Sea. They are most dangerous and active in the Sea of Fog, where sunlight rarely penetrates.

characteristics	average	attributes
STR	2D6+12	19
CON	2D6+6	13
SIZ	3D6+12	22-23
INT	2D4	5
POW	2D6	7
DEX	3D6	10-11
APP	2D6	7

location	melee	missile	points
r leg	01-04	01-03	4/6
l leg	05-08	04-06	4/6
abdomen	09-11	07-10	4/6
chest	12	11-15	4/8
r arm	13-15	16-17	4/5
l arm	16-18	18-19	4/5
head	19-20	20	4/6

weapon	sr	a%	damage
Claw	6	60+1	1D6+2D6
Bite	9	40+1	1D10+2D6

COMBAT NOTE: Can either claw and bite or claw twice, 3 SR apart.

MAGIC: usually none.

SKILLS: Darksense/scan 65-4, Darksense/search 65-4, Hide 45-14, Swim 90-8.

LANGUAGES: Seatroll 30-7, Darktongue 10-7.

ARMOR: 4 point skin.

NOTE: Sea trolls regenerate from damage at the rate of 1 point per melee round, just as do

cave trolls. They do not regenerate under sunlight.

TROLL, SNOW (Uzhim)

Styganthropus uzhim

GENERTELA — Trolls are at the top of the food chain in the Gloranthan tundra. Snow trolls have widely-splayed feet, well-adapted to walking on ice and snow. They are fatter and lighter-skinned than ordinary dark trolls. The harpoon is the ubiquitous snow troll weapon, used both in hunting and combat. Snow trolls prefer to live, eat, and sleep in caves, or on the wind-protected side of a rock. They never make structures of any sort, not even snow windbreaks. Humans say snow trolls were unaffected by the Curse of Kin, but it may be that they just eat any offspring too weak and puny to survive in the snowfields.

They live around the northern sea coasts of Genertela, far north Pent, and even Valind's Glacier, where they eat ice demons.

Snow troll statistics are identical to **RuneQuest** dark trolls. Their only occupations are wild fishers and wild hunters.

They speak Darktongue.

TROLL, SEA

Hydrostyganthropus mutans

THE OCEANS — Sea trolls are a strange aberration. They are a primitive troll type, showing affinities to the Mistress Race. Their sonar (darksense) is unexcelled, and it seems that other sea creatures have copied it to a greater or lesser extent. Sea trolls lurk in deep grottos and dark seaweed forests and cannot survive long ashore. Like all trolls, sea trolls are omnivorous. However, they are also very predatory, and prefer fish or meat to seaweed.

Sea trolls have thick gilled necks, webbed fingers, and flippered feet. They are not good swimmers, maneuvering more like a frog than a fish. They primarily lurk in reefs and seaweed thickets, where swimming skill is less important.

Sea trolls, like cave trolls, are touched by chaos and can regenerate from damage. They fear sunlight, and stay deep underwater in

Mistress Race



Mountain



Sea Troll





TROLLKIN (Enlo)

Styganthropus uzko var. enlo

WHEREVER DARK TROLLS ARE FOUND — Trollkin are not only the most degenerate of the trolls in size, but also, thanks to the Great Curse, the most numerous variant of the dark troll species. They are continually being born to other trolls, as well as to their own kind. Trollkin themselves breed true, but many are born dead. They live everywhere that dark trolls are found.

Full sunlight Demoralizes them (as per the spirit spell). Trollkin are used as drudges, food, and sword fodder by their larger brethren. They are not considered to be true trolls by other troll types.

Approximately one trollkin in twenty is superior, with 3d6 INT and POW. STR, CON, SIZ, DEX, and APP are unchanged.

characteristics	average	attributes
STR 2D6+3	10	Move: 2
CON 3D6	10-11	Hit Points: 10
SIZ 1D6+6	9-10	Fatigue: 21-13 = 8
INT 2D6+3	10	Magic Points: 7
POW 2D6	7	DEX SR: 3
DEX 3D6+3	13-14	
APP 2D6	7	

location	melee	missile	points
r leg	01-04	01-03	3/4
l leg	05-08	04-06	3/4
abdomen	09-11	07-10	3/4
chest	12	11-15	3/5
r arm	13-15	16-17	3/3
l arm	16-18	18-19	3/3
head	19-20	20	3/4

weapon	sr	a%	damage	p%	pts
1H Spear	7	20+4	1D8+1	20+4	10
Light Club	7	25+4	1D8	20+4	6
Sling	3	25+4	1D8	--	--
Target	--	--	--	20+4	12

DODGE: 20+4

MAGIC: May know a point or two of spirit magic, chosen by the trollkin's master. Heal, Disruption, and Speedart are common.

SKILLS: (as per dark troll, except) Darksense Scan 20+0, Darksense Search 20+0, Visual Search 15+0, Visual Search 25+0.

LANGUAGES: Darktongue 30-2.

ARMOR: 1 point skin, plus usually two-point leather.

TUSK RIDER (half-trolls)

Homo hybridus

GENERTELA — The actual origins of the tusk riders are unclear, though it is known they first appeared during the Second Age. That they

have human ancestry is obvious, but the mark of the troll is upon them as well. Their Cult of the Bloody Tusk demands blood drinking and further abominations.

They ride gigantic swine called tuskers. Tusk riders and their half-wild mounts live in hilly forests, from whence they issue forth to plunder or to be hired out as mercenaries.

The ruins of the Ivory Plinth, their old temple, stand in Dragon Pass.

characteristics	average	attributes
STR 2D6+6	13	Move: 3
CON 2D6+6	13	Hit Points: 13
SIZ 2D6+6	13	Fatigue: 26
INT 2D6+6	13	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 3
DEX 3D6	10-11	
APP 1D6	3-4	

location	melee	missile	points
r leg	01-04	01-03	4/5
l leg	05-08	04-06	4/5
abdomen	09-11	07-10	4/5
chest	12	11-15	4/6
r arm	13-15	16-17	4/4
l arm	16-18	18-19	4/4
head	19-20	20	4/5

weapon	sr	a%	damage	p%	pts
Lance	1†	25+6	1D10+1+3D6	--	10
2H Spear	6	25+6	1D10+1+1D4	25+0	10
1H Flail	7	20+6	1D10+1+1D4	20+0	8

† 1 strike rank plus movement.

COMBAT NOTES: the lance is the same weapon as the 2H spear. The tusk riders have learned to stand up in their stirrups and fight effectively with 2H spear from tusker back, and always carry two such spears in case one is lost during the initial charge.

MAGIC: the tusk riders worship three deities -- a Silver Age hero, a darkness demon, and a gigantic wild boar. Popular spirit magics are Demoralize and Heal.

SKILLS: Conceal 40+6, Listen 15+6, Ride 75+0, Scan 15+6, Search 40+6, Track 40+6.

LANGUAGES: Tusk Rider 30+1, Theyalan 15+1.

ARMOR: none natural. Usually wear pig-hide cuirbouilli and fur padding. They wear metal armor if they can steal it.

TUSKER

Sus paracaballus

GENERTELA — These are great domestic battle-pigs, as big as buffalo. They are ridden by the bloodthirsty tusk riders of central Generetela. These beasts are ill-tempered and fierce, but love their masters beyond all comprehension.

characteristics	average	attributes
STR 4D6+12	26	Move: 8
CON 2D6+12	19	Hit Points: 26
SIZ 4D6+18	32	Fatigue: 45
INT 4	4	Magic Points: 10-11
POW 3D6	10-11	DEX SR: 4
DEX 1D6	3-4	

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location	melee	missile	points
rh leg	01-02	01-02	4/7
lh leg	03-04	03-04	4/7
hind q	05-07	05-09	4/11
fore q	08-10	10-14	4/11
rf leg	11-13	15-16	4/7
lf leg	14-16	17-18	4/7
head	17-20	19-20	4/9

weapon	sr	a%	damage
Gore	7	50-4	2D6+3D6
Trample	7	75	6D6 to downed foe only

ARMOR: 4 point hide.

WAERTAGI

Homo manthie

PAMALTELA — At the Dawn, the Waertagi were once the most feared seafaring nation of Glorantha. They dominated the seas, and no ship left port without their approval. But at the beginning of the Second Age, the God-Learners burned the combined Waertagi fleet and drove them into obscurity. At the end of the Second Age, the Waertagi returned and destroyed the God-Learners' island of Jrustela, and were in turn wiped out by the Closing. However, some Waertagi survived the Closing, notably on the Edrenlin Archipelago off the coast of Elamle.

Waertagi originated as a hybrid of man and merman. They resemble normal humans, but often have a blue or green hue to their skin. Many are born with webbed fingers or feet. Statistics are identical to normal humans, but Swim and Boat skills have a base chance of 70%. Waertagi sicken and sometimes die if they spend too much time on shore. Give a

Waertagi a cumulative 1% chance of contracting some ailment for every full day spent on land. This illness may take the form of mental malaise, deep depression, or physical disease, such as the Creeping Chills, depending on the keeper's mood.

WATCHWERE

Perceptus chaos

PAMALTELA — A watchwere has a hulking ape-like body, all shags and tatters, with deformed thin claw-like fingers, and a disproportionately tiny beaked head. All have the chaotic ability to selectively see through almost any substance as if it were transparent. They are found in the jungles and warm mountains of Pamaltela. Their ability is used to great effect in laying ambushes and avoiding traps. They are often used as guards by other chaos beings.

characteristics	average	attributes
STR	1D6+12	15-16
CON	2D6+6	13
SIZ	3D6+6	16-17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6	7
APP	2D6	10-11

location	melee	missile	points
r leg	01-04	01-03	3/5 (.33)
l leg	05-08	04-06	3/5 (.33)
abdomen	09-11	07-10	3/5 (.33)
chest	12	11-15	3/6 (.40)
r arm	13-15	16-17	3/4 (.25)
l arm	16-18	18-19	3/4 (.25)
head	19-20	20	3/3 (.17)

weapon	sr	a%	damage	p%	pts
Claw	8	25+1	1D8+1D4*	--	--

* After hitting, the watchwere hangs on with its claw, continuing to damage the hit location struck. Even if the claw is severed from the watchwere, it will continue to hang on and constrict for 1D6 rounds.

MAGIC: watchweres can learn any type of magic, but only other chaos creatures will teach them. They specialize in visually-targeted spells, which they cast upon enemies from behind the protection of some opaque barrier, such as a rise in the ground or tree trunk.

CHAOS FEATURES: watchweres have a chaos feature on a roll of POW or less on 1D100.

SKILLS: Scan 40+4, Search 40+4.

LANGUAGE: these solitary monsters have no tongue of their own, but can be taught to speak, usually by other chaos monsters.

ARMOR: 3 point shaggy fur.

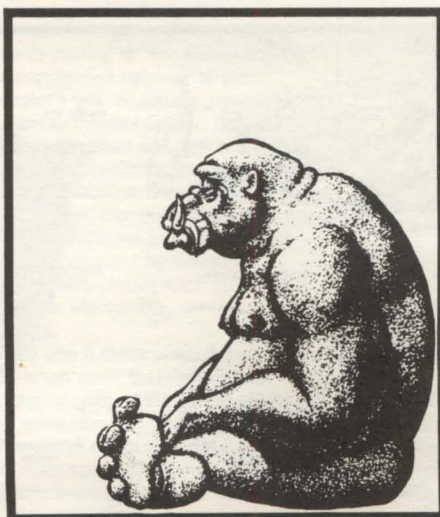
WIND CHILD

Homo anthropteris

GENERTELA — Extremely humanoid beings, except for the magnificent feathered wings with which they fly. They are tied to the Air Rune and are the product of a blasphemous crossbreed between storm spirits and mankind. They are very rare, found only on the fringes of Genert's Waste.

Wind children are adept in the use of sylphs. When a wind child casts any spell at a sylph,

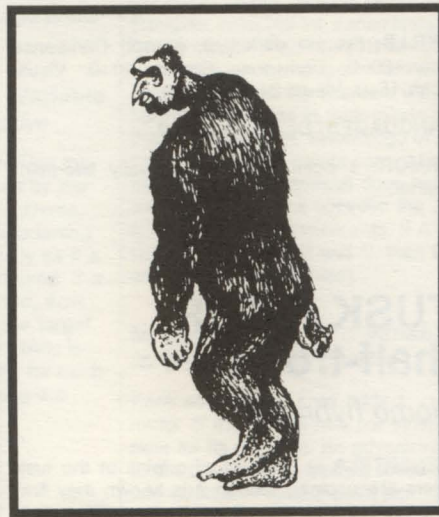
Snow Troll



Trollkin



Watchwere





the wind child's chance of overcoming the sylph's resistance is increased by 50 percentiles. When a Command, Control, or Dominate spell is cast at a sylph already under a wind child's control, 50 percentiles are subtracted from the attacker's chances of overcoming the sylph's resistance. Thus, when a wind child tries to wrest a sylph away from another wind child, chances of success are normal.

Wind children disdain close combat and armor, using missile weapons and spells whenever possible in battle. They are extremely claustrophobic, never go underground, and rarely even enter a roofed structure.

characteristics	average	attributes
STR	2D6	7
CON	3D6	10-11
SIZ	2D6	7
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6+6	16-17
APP	2D6+6	13

location	melee	missile	points
r leg	01-03	01-02	0/3 (.33)
l leg	04-06	03-04	0/3 (.33)
abdomen	07-09	05-08	0/3 (.33)
chest	10	09-13	0/4 (.40)
r wing	11-12	14-15	0/3 (.25)
l wing	13-14	16-17	0/3 (.25)
r arm	15-16	18	0/3 (.25)
l arm	17-18	19	0/3 (.25)
head	19-20	20	0/3 (.33)

weapon	sr	a%	damage	p%	pts
Rapier	7	25+9	1D6+1	25+9	8
Sling	2	25+9	1D8	--	--
Swordstick	6	15+9	2D6+2	15+9	10

COMBAT NOTE: "swordstick" is the wind children name for the naginata.

DODGE: 40+9.

MAGIC: Wind Children worship storm gods, such as Orlanth and Valind. Favorite spells include Disruption, Heal, Shimmer*, Speedart.

SKILLS: see below. Skills not listed are as per humans.

Agility (+9): Boat 00, Climb 25, Dodge 40, Jump 15, Swim 05.

Communication (+7): Orate 10, Sing 15.

Knowledge (+3): World Lore 25.

Manipulation (+9): as per humans.

Perception (+6): Scan 30, Search 30, Track 00.

Stealth (+7): Hide 05, Sneak 05.

LANGUAGES: Stormspeech 30+7.

YSABBAU (Piscoi Mermen)

Piscanthropus yssabau

THE OCEANS — The yssabau are the most hideous mermen to human eyes. They are large, spined, and scaly. The yssabau hate

humans more than does any other type of merman.

They are most common in the Togaro, but can be found in all oceans. When there are not enough yssabau to attack a ship openly, they cut fishing nets, plant barnacles and shipworms on the hull, and break up the rudder or keel. Seamen of all Glorantha curse the yssabau and blame them for an astounding variety of calamities -- often truthfully.

Yssabau normally breathe at least every hour. Each consecutive hour spent entirely underwater costs the creature 1D6 fatigue points which cannot be regained by rest, only air-breathing. When fatigue has been reduced to -100, he begins losing hit points instead.

characteristics	average	attributes
STR	3D6+6	16-17
CON	1D6+12	15-16
SIZ	4D6+12	26
INT	3D6	10-11
POW	3D6	10-11
DEX	4D6	14
APP	2D6	7

location	melee	missile	points
tail	01-06	01-06	5/7 (.33)
abdomen	07-10	07-10	5/7 (.33)
chest	11-12	11-15	5/9 (.40)
r arm	13-15	16-17	5/6 (.25)
l arm	16-18	18-19	5/6 (.25)
head	19-20	20	5/7 (.33)

weapon	sr	a%	damage	p%	pts
Lance	4	25+11	1D10+1+2D6	--	9
Trident	4	25+11	2D3+2D6	25-1	7
Gladius	5	25+11	1D6+1+2D6	25-1	9
Bow	2/7	25+11	1D6+1	20-1	5
Tail Slap	6	25+11	1D4+2D6	--	--

COMBAT NOTES: the yssabau bow can only be fired above the water surface. The lance can only be used in a full charge.

MAGIC: worship dark sea gods such as Magasta; Wachaza; and Drospoly, the cold death. Favorite spirit magic includes Demoralize, Disruption, Glue* (to immobilize a ship's rudder), and Bladesharp.

SKILLS: see below. Skills not listed are as per humans except for "Swim," which is no more a skill with mermen than "Walk" is a skill with humans.

Agility (-1): Boat 00, Climb 00, Dodge 15, Ride 00.

Communication (+1): as per human.

Knowledge (+1): Merman Lore 25.

Manipulation (+11): as per human.

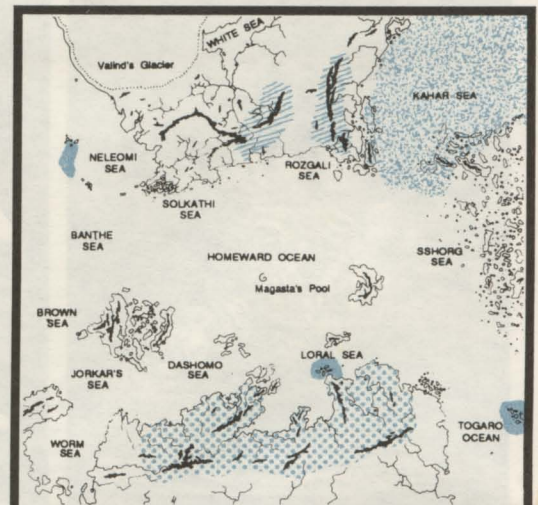
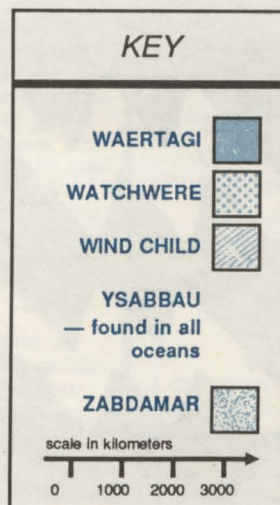
Perception (+5): Listen 50, Track 00.

Stealth (-13): Hide 40, Sneak 30.

LANGUAGES: Triolini 30+1.

ARMOR: 3 point scales plus 2 point fish-hide armor.

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ZABDAMAR (Piscoi Mermen)

Piscanthropus zabdamar

THE OCEANS — Zabdamars have scales and fish-like fins and tails. They are the rarest and most magical of all the mertribes. Zabdamar women are beautiful, but their men are scaly and ugly. As a species, they agree with this assessment, much to the males' shame. Zabdamar men have only flippers, no hands or arms. The zabdamar are native to the Sea of Fog and never permanently settle elsewhere, though sometimes small bands of Zabdamar travel to other parts of the ocean.

A zabdamar normally breathes at least every hour. Each consecutive hour spent entirely underwater costs him 1D6 fatigue points which cannot be regained by rest, only air-breathing. When his fatigue has been reduced to -100, he begins losing hit points instead.

Male Zabdamar

characteristics	average	attributes
STR	3D6	10-11 Move: 2
CON	4D6	14 Hit Points: 16
SIZ	3D6+6	16-17 Fatigue: 25
INT	3D6	10-11 Magic Points: 11
POW	6D6	21 DEX SR: 3
DEX	4D6	14
APP	1D6	3-4

location	melee	missile	points
tail	01-06	01-06	3/6 (.33)
abdomen	07-10	07-10	3/6 (.33)
chest	11-12	11-15	3/8 (.40)
r flipper	13-15	16-17	3/5 (.25)
l flipper	16-18	18-19	3/5 (.25)
head	19-20	20	3/6 (.33)

weapon	sr	a%	damage	p%	pts
Trident	5	30+6	2D3+1D4	30-2	7
Trident (T)	3	25+6	1D8+1D2	--	7
Tail Slap	7	25+6	1D4+1D4	--	--

MAGIC: Many become shamans, specializing in the use of undines*, wraiths*, and passion spirits*.

SKILLS: see below. Skills not listed are as per humans except for "Swim," which is no more a skill with mermen than "Walk" is a skill with humans.

Agility (-2): Boat 00, Climb 00, Dodge 15, Ride 00.

Communication (+4): as per human.

Knowledge (+1): Animal Lore 15, Merman Lore 15, Plant Lore 15, World Lore 30.

Manipulation (+6): Devise 00, Sleight 00.

Perception (+9): Track 00.

Stealth (-14): as per human.

LANGUAGES: Triolini 30+8.

ARMOR: 3 point scales.

Female Zabdamar

characteristics	average	attributes
STR	2D6+2	9 Move: 2
CON	4D6	14 Hit Points: 14
SIZ	4D6	14 Fatigue: 23
INT	2D6+6	13 Magic Points: 21
POW	4D6	14 DEX SR: 3
DEX	4D6	14
APP	3D6+6	16-17

location	melee	missile	points
tail	01-06	01-06	1/5 (.33)
abdomen	07-10	07-10	0/5 (.33)
chest	11-12	11-15	0/6 (.40)
r arm	13-15	16-17	0/4 (.25)
l arm	16-18	18-19	0/4 (.25)
head	19-20	20	0/5 (.33)

weapon	sr	a%	damage	p%	pts
Trident	6	30+7	2D3	30+0	7
Rapier	7	25+7	1d6+1	25+0	8
Dagger	8	25+7	1D3+1	25+0	3
Tail Slap	8	25+7	1D4	--	--

MAGIC: many become sorcerers or priestesses. A favorite sorcery spell is Dominate Human*. Popular gods are Triolina; Iphara, goddess of fog; and the god of Kahar's Sea of Fog.

SKILLS: see notes for male.

Agility (+0): as per male.

Communication (+9): Fast Talk 25, Orate 25, Sing 75.

Knowledge (+3): Merman Lore 15.

Manipulation (+7): Play Harp 40.

Perception (+7): Track 00.

Stealth (-4): as per human.

LANGUAGES: Triolini 30+9, local human tongue 30+9.

ARMOR: 1 point scales on tail.

Ysabbau



Zabdamar



WORLD FAMOUS EXPLORER RETURNS!

JRUSTELA — Reknowned explorer and zoologist Ocron Everseer returned today from his legendary 12-year, world-spanning journey. All morning workers have struggled to unload crates of notes and drawings of thousands of Gloranthan creatures, many collected at great risk to life and limb. "The immense variety and diversity of beings in this world is truly amazing!" he exclaimed as he descended the gangplank of his trustworthy cog. "All I now desire," he continued, "is to complete my dream. I will retire to compile my notes and finish my lifelong work: Everseer's Compendium of Species."

THE GLORANTHAN BESTIARY contains more than 60 entries, excerpted from the ancient Compendium of Species. It includes descriptions, game statistics, and innumerable notes for each creature. Additionally, many entries are accompanied by a detailed illustration, and every two-page spread contains a world map showing population distributions of the accompanying entries.

The GLORANTHAN BESTIARY is written for **Standard Edition RuneQuest**. All materials used from **Deluxe Edition** are reproduced in this book. Of course, the GLORANTHAN BESTIARY can be used with **Deluxe Edition RuneQuest**.



YSABBAU



ZABDAMAR



NIGHTRIDER

What Is RuneQuest?

In **RuneQuest**, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each **RuneQuest** adventurer is unique, belonging to a definite culture and learning the crafts, trades and skills of his or her parents.

RuneQuest is a fantasy roleplaying game for two or more players, ages 12 and older.

What is Glorantha?

Glorantha is a fantasy world of exotic myth and awesome magic, self-contained and unique in its creation. The existence and use of magical powers are central to the physics of Glorantha. Here the gods live, are worshiped, and act to protect their worshipers and to further their own mysterious goals.

**You must own either
Deluxe Edition
RuneQuest or Standard
Edition RuneQuest to
fully use the
GLORANTHAN BESTIARY.**



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