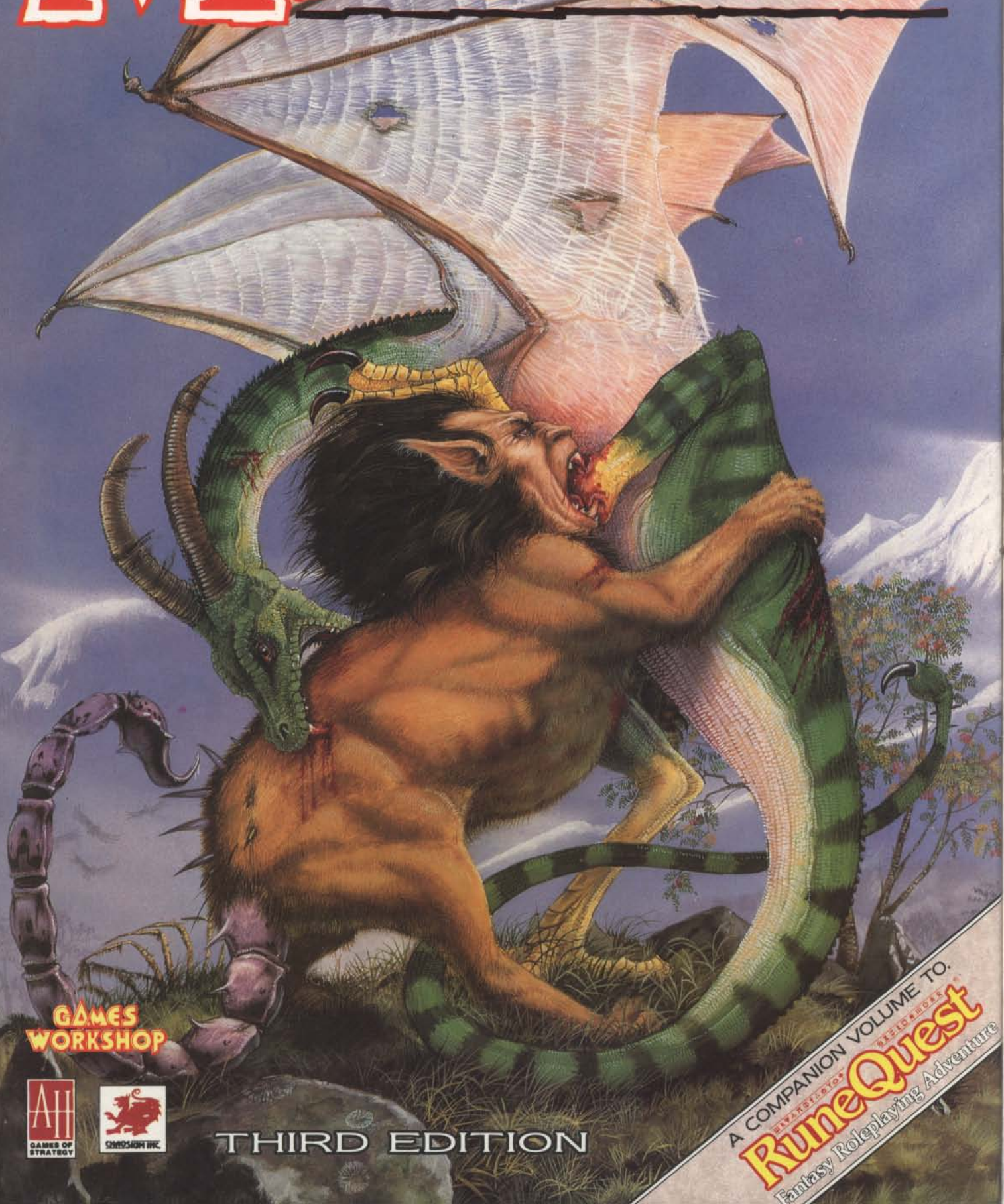


RuneQuest MONSTERS



THIRD EDITION

A COMPANION VOLUME TO.

BRIAN BORCHERS

RuneQuest

Fantasy Roleplaying Adventure







RuneQuest MONSTERS

A Companion Volume to RuneQuest Fantasy Roleplay Adventure

Men and Monsters for the
RuneQuest Fantasy Roleplaying Adventure game

THIRD EDITION
3rd Volume

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PREFACE

This third volume in the series that makes up the complete RuneQuest fantasy roleplaying adventure game is the perfect example of what can be achieved by taking a fresh look at something. Every roleplaying game benefits from a complete compendium of its creatures - they are the pivot of all the situations the GameMaster invents. With this volume, players will find themselves faced with the full array of RuneQuest's terrible creatures, from the popular creatures of myth and legend, to its own frightening creations, like the Jack'o'Bear or the Headhanger.

But this is more than a simple collection of roleplaying nasties. It is also one of the most lavishly illustrated roleplaying books ever published - over 120 illustrations, many in full colour, depicting the creatures of the RuneQuest mythos. And the creatures themselves are not only presented as guidelines, whereby actual creatures must be 'rolled up' from the rules given; many of the creatures in this book are presented with a sample of their type, ready-to-play.

All this will make **RuneQuest Monsters** one of the most important and useful additions to your library of games. It should also be one of the most inspirational.

Games Workshop

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Introduction

The worlds of *RuneQuest* are rife with supernatural and alien beings. Players can interact with exotic animals, fairy folk, extraterrestrial horrors, and other-planar entities, as well as mundane creatures such as lions and horses. This chapter provides some 90 creatures, both noble and bestial, for the game-master to utilize.

Incomplete Creatures

An entity lacking one or more of the characteristics of STR, CON, SIZ, INT, POW, or DEX, or which possesses one such characteristic in a limited fashion, is said to be an 'incomplete creature.' By definition, the otherworld planes of existence are inhabited solely by incomplete beings. An elemental which must summon its body into existence and has no permanent STR or SIZ is incomplete. An undead monster with no POW is also incomplete.

Only fully sentient physical beings are defined as 'complete.' Animals are incomplete because they lack free will, possessing instead fixed INT, described below.

Gamemasters should not usually permit the role-playing of incomplete creatures.

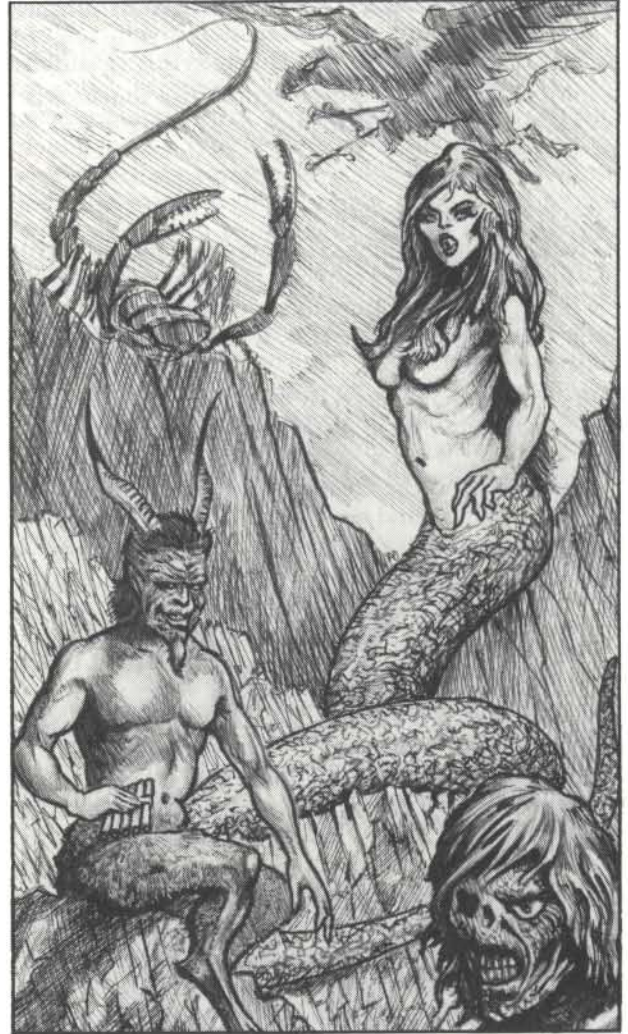
Fixed INT versus Normal INT

Intelligent, sentient beings are said to possess normal INT. Animals and other unintelligent creatures possess fixed INT. Players of creatures with fixed INT do not normally make a die roll to determine their beings' INT.

For example, all dogs have an INT of 5 and all cows have an INT of 4. No die roll is involved. This does not mean that all dogs are equally intelligent, but it does mean that any dog (INT 5) is considered to be more intelligent than any cow (INT 4) and less intelligent than any baboon (INT 6). Ghouls, with an INT of 2D6, have normal INT. They are considered sentient. A dog might show more common sense than a ghoul with an INT of 4 or less, but the dog's common sense is derived from instinct and experience, rather than logic or intuition, and is less flexible.

Creatures with fixed INT may not learn knowledge or communication skills. They are ruled by instinct. Creatures with fixed INT will neither disobey nor betray their instincts, though circumstance may modify their reactions. Creatures with large fixed INT have complex and elaborate instincts, and even some reasoning power.

Beings with normal INT also possess instincts, often as powerful as those of any animal. However, beings with normal INT are capable of defying their instincts and acting according to logic.



A Comparison of Typical INT Ratings

INT	representative animals
1	worm, snail
2	insect, shark
3	shrew, chicken
4	sheep, raven
5	dog, cat
6	baboon
7	chimpanzee, gorilla

Do not confuse fixed or normal INT with free INT, which is important to sorcerers. Having normal INT indicates that an entity is sentient. Free INT concerns the degree to which a sorcerer can manipulate his spells, and has to do with memory.

Lacking and Gaining Characteristics

Many creatures do not possess all of the *RuneQuest* characteristics which define humans. Lack of one or more such characteristics causes a variety of effects. Adding a new characteristic (usually done only through the creation of a sorcerer's familiar) changes the creature, and may profoundly affect its abilities.

A creature lacking a characteristic is invulnerable to attacks directed against that characteristic. Example: a spirit without CON is invulnerable to a shade's fear-shock attack because fearshock must overcome CON to succeed.

Effects of Characteristic Lack

STR: Creatures lacking STR may not interact with physical objects. They may not lift or move any tangible thing. Such a creature may not use any weapons, agility, or manipulation skills. It has no fatigue points and never tires.

A creature that gains STR may now touch physical objects and move them. It gains a damage modifier if it also has SIZ. If the creature has CON, it now has fatigue points. If the creature has DEX, it may learn weapons, agility, and manipulation skills (with a base chance of 00% in all such skills).

CON: A creature lacking CON is immune to disease and poison. If the creature possesses SIZ, it has hit points based on a separate roll, usually related to SIZ. It lacks fatigue points and cannot tire.

If a being gains CON it may or may not retain immunity to disease and poison, depending on its nature (and the gamemaster's decision). It will now have fatigue points if it also has STR. If the creature has SIZ it now has hit points equal to the average of its CON plus SIZ.

SIZ: Creatures without SIZ lack bodies and are said to be discorporate. They cannot interact with physical objects. Certain of such creatures may initiate spirit combat. If a discorporate being possesses CON, its hit points are equal to its CON. If it lacks CON it has no hit points.

Such an entity which gains SIZ becomes corporate, and may not initiate spirit combat. If it possesses CON, its hit points become equal to the average of CON and SIZ.

INT: Fixed INT is described above. Creatures with no INT at all are no more truly alive than a crystal or flame. Creatures with fixed or with no INT may not learn or use communication or knowledge skills. Creatures with fixed or with no INT are not affected by emotion-affecting spells such as Demoralize or Befuddle.

A being which gains INT may now learn communication and knowledge skills (with a base chance of 00% in all such skills). After gaining INT, the being is considered to be sentient, though possibly stupid. If it formerly had fixed INT it is now considered to have normal INT. The being also becomes susceptible to emotion-affecting spells such as Demoralize and Befuddle.

POW: If a creature lacks POW, a typical magic point score is provided. Creatures lacking POW may not regenerate magic points expended. Many such creatures have special abilities allowing them to gain additional magic points, such as the vampire's magic-point-draining touch. Others lack such abilities and must carefully hoard their magic points. Creatures lacking POW are said to be soulless; all undead fall into this category.

If a soulless creature gains POW, it becomes capable of regenerating magic points up to its POW, acting as does normal POW. If the creature possesses a special ability used to increase magic points, it may not use the ability to increase its magic points higher than its POW (though it could use, for example, a Tap spell to do so). Thus a vampire which had received a POW of 10 could not use its magic-point-draining touch to increase its magic points to more than 10.

DEX: Creatures lacking DEX have a specific strike rank on which their attacks (if any) always take place. For example, wraiths always attack on SR 1. Such creatures may only use their natural attacks, and may not learn weapons, agility, manipulation, or stealth skills.

Upon gaining DEX, a being may learn stealth skills. It may learn agility, manipulation, and weapons skills if it has STR. The creature's strike rank will change—it will be based on its DEX alone if it has no SIZ.

APP: All beings are considered to have APP, though it may not be given. The vast majority of incomplete creatures have not been given such a rating (vampires are such an exception). If the gamemaster deems it necessary, he may assign APP ratings. Non-human beings have species-specific APP. Beings with APPs of less than 3D6 are considered to be intrinsically more ugly to any observer, while those with an APP of over 3D6 are intrinsically more striking, awe-inspiring, or beautiful. Regardless of this, a normal rule-of-thumb in *RuneQuest* is to subtract 10 from the APP of any individual of another species when your adventurer first encounters it, unless your adventurer has had previous experience with such beings. Later, a more mature judgment can be made, of course.

Creatures As Adventurers

Instead of simply encountering non-human creatures, a player may desire to roleplay one. In many cases this possibility is limited.

Certain creatures are easier to roleplay than others. Incomplete creatures are too limited for enjoyment. Nor do we recommend playing of creatures with characteristic INT rolls of less than 3D6.

A gamemaster also may wish to forbid the attempt to run very powerful or philosophically-unappealing beings. For example, in a campaign where elves play a major role, and in which there are many elf adventurers, the gamemaster may forbid trolls or dwarfs as adventurers. A gamemaster who feels that roleplaying a dragon or giant overshadows adventurers of lesser size may forbid them. All such decisions belong to the gamemaster, and a player should ask the gamemaster, if he is permitted to run a particular type of being in the campaign.



Full statistics and information have been given to permit the roleplaying of nine species in addition to humans. Most non-humans have species-specific weapons which vary less than those used by humanity. For non-humans, use the weapons base chances given in the combat section of their description in this book rather than using those given for the various human cultures in the Creating An Adventurer chapter of the Player's Book. The fully described species include broos, centaurs, ducks, dwarfs, elves, halflings, humans, ogres, orcs, and trolls.

All creatures are listed in alphabetical order by common name. In a few cases, several different types are described under a single common name.

Format for Creature Entries

Name: All entries begin with the creature's common name. In most cases, the creature's scientific name follows in parentheses. The scientific name has no bearing on play and is provided solely for your education and amusement. In the case of animals such as lions or gorillas, the actual scientific names are given. In the case of previously unclassified entities such as trolls or giant lizards, we have created our own names. We make no claims for accurate nomenclature.

Description: The text of the entry first deals with the creature's appearance. In the case of familiar species such as horses or centaurs, description is judged unnecessary. Next is a brief description of the ecology, with preferred habitat and food, and some useful or interesting details about behavior, lifestyle, or culture. Finally, any special abilities, powers, and limitations are noted.

Data: The creature's characteristic rolls are given along with average scores (for the gamemaster's convenience in quickly making up non-player-characters). Average scores for hit points, fatigue points, and movement rate per round are here.

Incomplete creatures will lack one or more characteristic entries. Missing characteristics are not used to calculate skills category modifiers. For example, a player of a creature lacking POW ignores penalties or bonuses attached to POW when figuring the creature's magic, stealth, or communication skills.

After the characteristic, comes the Hit Location Table (or reference) with an average creature's hit points and armor. In most cases there are two columns for rolling a D20. One is for melee and the other is for missiles. In some cases there will only be one D20 column to be used for both melee and missile hit determination.

Skills: Most skills are presented in an 'X+Y' format, where X represents the base skill chance for the creature, and where Y represents the skills category modifier for a typical member of the species. For example, a chimpanzee's Climb skill is written as '90+8' indicating that a chimp's base chance to Climb is 90%, and that a chimp with average characteristics has a +8 percentiles agility modifier. A particular individual could be lower or much higher in a skill.

Combat skills are listed first. This is usually done in the same order, with weapon type given first, then the strike rank for that weapon, then the percentage chance to attack plus attack modifier if any, then the damage done, then the parry chance plus parry modifier if any, and finally the weapon hit points, if appropriate.

Many creatures can attack more than once in a round. For example, a lion may claw in a round and bite as well. This gives it two attacks each round. In the lion's case, the two attacks take place 3 strike ranks apart. Animals with multiple attacks are considered capable both of Dodging and of making all possible normal attacks each round. For example, each melee round the lion can attack twice, as well as Dodge. Some creatures can make multiple attacks and parry as well: the broo, for instance, can have a normal weapon attack and a head butt each melee round, in addition to either a parry or dodge.

Damage is given in an X+Y format. X represents the weapon's basic damage, and Y represents an average creature's damage modifier. If a monster had claw damage listed as 1D6+1D6, this would mean that its claws naturally did 1D6 damage and that a typical representative of the species has a +1D6 damage modifier. Some natural weapons gain no damage modifier, or use it in a non-standard manner, as explained in particular creature descriptions. Some creatures have natural weapons capable of impaling—if so, the weapon never gets stuck in the target on an impaling roll, unlike normal weapons.

After combat, other important skills are given. In the case of an intelligent race, all skills not listed are assumed to have the same basic chance as for humans.

In the case of certain species, each skills category is listed, with an average individual's skill bonus. Base chances for all skills in each category are given as well.

Other Features: Following skills comes the natural or typical armor and defensive powers of the creature.

The last section is left out of some descriptions. It describes magic known or supernatural powers possessed.

Allosaurus (Allosaurus)

Allosaurs are large carnivorous dinosaurs, reaching 10 meters (33 feet) in length and standing over 3 meters (11 feet) tall. Allosaurs are bipedal, have large heads with mouths packed full of sharp fangs, long balancing tails, and tough hide.

These quick and cunning beasts have the keen eyesight of birds of prey, and a good sense of smell as well.

Allosaurs haunt savannas and light tropical forests. They run down large prey and are not averse to eating creatures as small as humans. Allosaurs may be solitary or hunt in small packs, depending on the area and profusion of prey.

Allosaurus

Characteristics		Average	
STR	6D6 + 32	53	Move 6
CON	4D6 + 21	35	Hit Points 41
SIZ	4D6 + 32	46	Fatigue 18
INT	3	3	
POW	2D6 + 6	13	
DEX	2D6 + 9	16	

Hit Location	D20	Points
Tail	01-02	10/14
R Leg	03-05	10/14
L Leg	06-08	10/14
Abdomen	09-11	10/17
Chest	12-15	10/17
R Claw	16	10/11
L Claw	17	10/11
Head	18-20	10/14

Weapon	SR	Attack %	Damage
Bite	8	40 + 9	2D6 + 5D6
Kick	8	25 + 9	1D6 + 5D6
Foreclaw	5	25 + 9	1D10

Notes: Each round, the allosaur will either bite or kick, followed by one of its foreclaws 3 strike ranks later. The bite does no knockback. It will bite except against large foes it wishes to knock over.

Skills: Scan 40 + 5.

Armor: 10-point knobbly hide.

Allosaur

STR 54	Move 6
CON 33	Hit Points 39
SIZ 44	Fatigue 89
INT 3	Magic Points 14
POW 14	DEX SR: 2
DEX 18	

location	D20	points
Tail	01-02	10/13
R Leg	03-05	10/13
L Leg	06-08	10/13
Abdomen	09-11	10/16
Chest	12-15	10/16
R Claw	16	10/10
L Claw	17	10/10
Head	18-20	10/13

Weapon	SR	Attack	Damage
Bite	5	53%	2D6 + 5D6
Kick	5	38%	1D6 + 5D6
Foreclaw	8	38%	1D10

Notes: Each round, the allosaur will either bite or kick, followed by one of its foreclaws 3 strike ranks later. The bite does no knockback. It will bite except against large foes it wishes to knock over.



Giant Ant (Formicidae)

Everyone knows what an ant looks like—a tripart body, long thin legs and antennae, and vicious-looking mandibles. Ants live nearly everywhere except underwater or the poles.

There are several types of ants: granivorous (seed-eating), carnivorous, scavenger, and more. Giant ants may herd other giant insects, go on slave-taking raids, or engage in war against other anthills or even humans. A typical ant colony can range from a few hundred to over ten thousand individuals and is usually marked by a large mound.

Ants live in complex underground lairs containing many interconnected chambers and tunnels. Some chambers hold the ant eggs, larvae, or pupae. One holds the queen. Other chambers store food and loot. Ants are irrepressible collectors, and hoard all sorts of strange objects, possibly including human artifacts.

Ants have a communal mind. Although an individual ant only has an INT of 2, the ant colony as a whole also has its own INT—which varies with colony size. This INT may be fixed or normal, depending upon the gamemaster.

Ant Communal INT Table

Colony Size	Colony INT
Less Than 100	1D6
100-300	2D6
300-1000	3D6
1000-3000	4D6
3000-10000	5D6

An anthill can react and adapt, setting ambushes for intruders, barricading tunnels for defense, raiding animal herds, and clearing out nearby menaces. Anthills are hard to invade—parties of ants will ambush the party from the rear, seal off critical passages, and set traps.

The queen is just a breeding machine, and neither the spiritual nor the intellectual leader of the hive. However, the death of the queen spells eventual doom to the colony, since no more eggs will be laid. The ants guard their queen fanatically. Some ant species have multiple queens, possibly hidden in separate chambers. The queens are large and powerful, but never are expected to fight.

Some ant species possess soldier castes, specially bred for battle. A few vicious ant types have soldiers only. Statistics below are for an ordinary, moderate-sized ant species, with but one caste fulfilling the functions of both workers and soldiers.

Giant Ant

Characteristics	Average		
STR	4D6	14	Move 4
CON	3D6 + 6	16-17	Hit Points 12
SIZ	2D6	7	Fatigue 31
INT	2	2	
POW	1D6 + 4	7-8	
DEX	2D6 + 6	13	

Hit Location	D20	Points
RH Leg	01	5/2
LH Leg	02	5/2
RC Leg	03	5/2
LC Leg	04	5/2
Abdomen	05-09	5/2
Thorax	10-13	5/5
RF Leg	14	5/2
LF Leg	15	5/2
Head	16-20	5/5

Weapon	SR	Attack %	Damage
Bite	9	40-3	1D10
Sting	9	40-3	1D6

Notes: Both the bite, with sickle-like mandibles, and the sting are capable of impaling. The ant will bite until it scores a hit, then hang on, continuing to bite and simultaneously stinging each melee round. While the ant is hanging on, the bite automatically hits (unless 96-00 is rolled), and has usual chances for impaling or getting a critical hit. If a fumble is rolled, the ant drops off.

The sting injects an acid poison with a POT of 1D6 (roll separately each time the sting penetrates armor). Full-sting venom damage is automatically done; don't match it against the target's CON. An ant can only sting a target with which it is hanging onto with its mandibles.

Skills: Track 90-5, Climb 70+8, Dodge 25+8.

Armor: 5-point chitin.



Giant Ant

STR 14	CON 18	SIZ 8	INT 2
POW 7	DEX 10		
Move 6			
DEXSR: 3			

Weapon	SR	Attack	Damage
Bite	9	40%	1D10 (can impale)
Sting	9	40%	1D6 (can impale)

Dodge: 40%

Giant Ant One

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

Giant Ant Two

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

Giant Ant Three

	location	D20	points
HP: 13	RH Leg	01	5/3
Fat.: 32	LH Leg	02	5/3
MP: 7	RC Leg	03	5/3
	LC Leg	04	5/3
	Abdomen	05-09	5/6
	Thorax	10-13	5/6
	RF Leg	14	5/3
	LF Leg	15	5/3
	Head	16-20	5/6

Baboon (Papio Sp.)

Baboons are large ground-dwelling monkeys, familiar to most zoo visitors. They inhabit tropical and semi-tropical savanna. Omnivorous, they both hunt live prey and gather roots and fruit. Baboons roam in troops ruled by powerful dominant (called "Alpha") males. A typical troop has 30-100 baboons, of which a tenth or so are dominant males. Baboon troops are well-organized, and sentinels are always on guard. When on the move, the females and infants are in the center, guarded by the dominant males, while lesser males and adolescents scout the perimeter of the troop. Faced with superior foes, baboons run or climb trees and rocks to escape.

Female baboons are unlikely to engage in battle. Only statistics for males are given below. Females are identical except that their STR and SIZ are 2D4 and 1D4 respectively. A female's smaller canines give her a bite damage of only 1D6.

Baboon

Characteristics	Average		
STR	2D6	7	Move 4
CON	3D6	10-11	Hit Points 7-8
SIZ	2D3	4	Fatigue 18
INT	6	6	
POW	3D6	10-11	
DEX	3D6 + 6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/3
LH Leg	03-04	03-04	1/3
Abdomen	05-07	05-09	1/4
Chest	08-10	10-14	1/4
RF Leg	11-13	15-16	1/3
LF Leg	14-16	17-18	1/3
Head	17-20	19-20	1/3

Weapon	SR	Attack%	Damage
Bite	8	40 + 2	1D8

Note: Negative damage modifiers do not apply to the baboon's bite.

Skills: Scan 40-2, Climb 75 + 10, Dodge 25 + 10.

Armor: 1-point fur.



Baboon (male/female)

STR 8/5 CON 11 SIZ 4/3 INT 6
POW 9 DEX 18 Move 4
DEX SR: 2

Weapon	SR	Attack	Damage
Bite (male)	8	45%	1D8
Bite (female)	8	35%	1D6

Skills: Climb 90%, Scan 40% Dodge: 40%

Male Baboon One

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

Male Baboon Two

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	18-18	1/3
	Head	17-20	19-20	1/3

Male Baboon Three

	location	melee	missile	points
HP: 8	RH Leg	01-02	01-02	1/3
Fat.: 17	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

Female Baboon One

	location	melee	missile	points
HP: 7	RH Leg	01-02	01-02	1/3
Fat.: 16	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

Female Baboon Two

	location	melee	missile	points
HP: 7	RH Leg	01-02	01-02	1/3
Fat.: 16	LH Leg	03-04	03-04	1/3
MP: 9	Abdomen	05-07	05-09	1/4
	Chest	08-10	10-14	1/4
	RF Leg	11-13	15-16	1/3
	LF Leg	14-16	17-18	1/3
	Head	17-20	19-20	1/3

Bandersnatch
(Bandersnatchus Carroli)

The bandersnatch is derived from Lewis Carroll's book, *Through the Looking Glass*. They are large, clawed tetrapods with bright patches of color on their hides, extensible necks and roundish fanged skulls. Bandersnatches are vaguely leonine in general outline.

Bandersnatches live in temperate climes, inhabiting forests and meadows. They are strictly carnivorous and generally solitary.

Bandersnatch

Characteristics		Average		
STR	2D6+18	25	Move	16
CON	2D6+6	13	Hit Points	16
SIZ	2D6+12	19	Fatigue	38
INT	6	6		
POW	2D6+10	17		
DEX	1D6+18	21-22		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/5
LH Leg	03-04	03-04	4/5
Hind Q	05-07	05-09	4/8
Fore Q	08-10	10-14	4/8
RF Leg	11-13	15-16	4/5
LF Leg	14-16	17-18	4/5
Head	17-20	19-20	4/6

Weapon	SR	Attack %	Damage
Bite	2	50+16	1D10+2D6
Claw	5	30+16	1D6+2D6

Notes: A bandersnatch may bite once or claw twice each melee round, but not both simultaneously. If it claws twice, the attacks take place 3 strike ranks apart.

The extensible neck of the bandersnatch allows it to shoot its head out to 3 or 4 meters away. This gives the bite a base strike rank of zero.

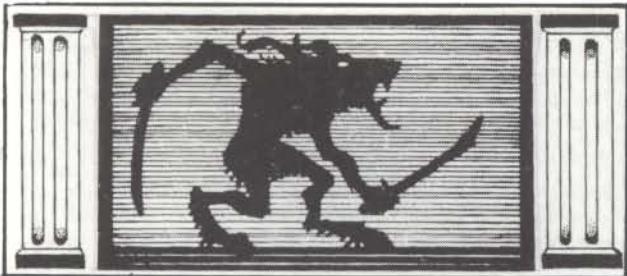
Skills: Sneak 50-4, Track 40+2, Dodge 100+11.

Armor: 4-point skin.

Magic: Once-wounded, a bandersnatch becomes magically furious. Its Dodge is halved, and its chance of hitting increased by half again. Thus, a bandersnatch with a 110% Dodge and a 70% Bite attack would have a 55% Dodge and a 105% Bite when furious.

By expending an extra fatigue point, a bandersnatch can emit clouds of vapor from its frothing mouth and steaming hide. As these fumes accumulate, the bandersnatch becomes harder to see, only the snapping jaws and waving claws being visible. Each successive round the cloud is generated, cumulatively subtract 5 percentiles from chances of hitting the bandersnatch. This applies to all those trying to strike the creature. For example, a bandersnatch that had been generating the cloud for 3 consecutive rounds would subtract 15 percentiles from the chances to hit of all those attacking him. This cloud moves with the animal. Bandersnatches can see through the fumes easily.

If the bandersnatch does not expend fatigue to keep the cloud forming, it will dissipate at the rate of 5 percentiles per round. If a bandersnatch kept his cloud going for 5 rounds and then left it off for two, on the start of the seventh melee round the animal would only subtract 15 percentiles from his foes' chances to hit.



Bandersnatch

STR	27	Move	16
CON	16	Hit Points	18
SIZ	19	Fatigue	43
INT	6	Magic Points	21
POW	21	DEX SR:	1
DEX	22		

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	4/8
Fore Q	08-10	10-14	4/8
RF Leg	11-13	15-16	4/5
LF Leg	14-16	17-18	4/5
Head	17-20	19-20	4/6

Weapon	SR	Attack	Damage
Bite	2	80%	1D10+2D6
R Claw	5	50%	1D6+2D6
L Claw	8	50%	1D6+2D6

Note: Can either bite or claw twice in a round, not both.

Skills: Dodge 120%, Sneak 60%, Track 46%

Magic: Each round of combat, it emits a cloud which reduces all foes' chances to hit by an additional 5 percentiles, cumulative. This costs 1 extra fatigue point per round.

If wounded, its chance to dodge drops to 60%, its bite attack rises to 120%, and its claw attacks rise to 75% each.

Basilisk (Viperigallo necatrix)

Basilisks are reptilian horrors famed for deadly power. A basilisk is small, with grey or green scales, and four rooster-like clawed legs. Upon its head is a crown-like crest. Basilisks have two bat-like wings and a "mane" of black twisted feathers running down the back of the neck and body. A basilisk's head is cock-like, wattled, and fork-tongued. Its large eyes glare, moon-like, through the mists of its breath.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in a magic point against magic point struggle, the target dies. Using the glance costs no magic points, and the creature may attack normally in the same round. The glance penetrates magical defenses as if it were a divine magic spell of POW 3. (This may vary from basilisk to basilisk.) The glance acts on strike rank 1, and may be used once per round in addition to any other attacks.

Basilisk

Characteristics	Average		
STR	2D3	4	Move 2/3 flying
CON	2D6 + 6	13	Hit Points 8
SIZ	1D3	2	Fatigue 17
INT	3	3	
POW	1D6 + 12	15-16	
DEX	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	2/3
RH Leg	03-04	02	2/3
LH Leg	05-06	03	2/3
Hind Q	07-08	04-08	2/4
Fore Q	09-10	09-14	2/4
R Wing	11-12	15	2/3
L Wing	13-14	16	2/3
RF Leg	15-16	17	2/3
LF Leg	17-18	18	2/3
Head	19-20	19-20	2/3

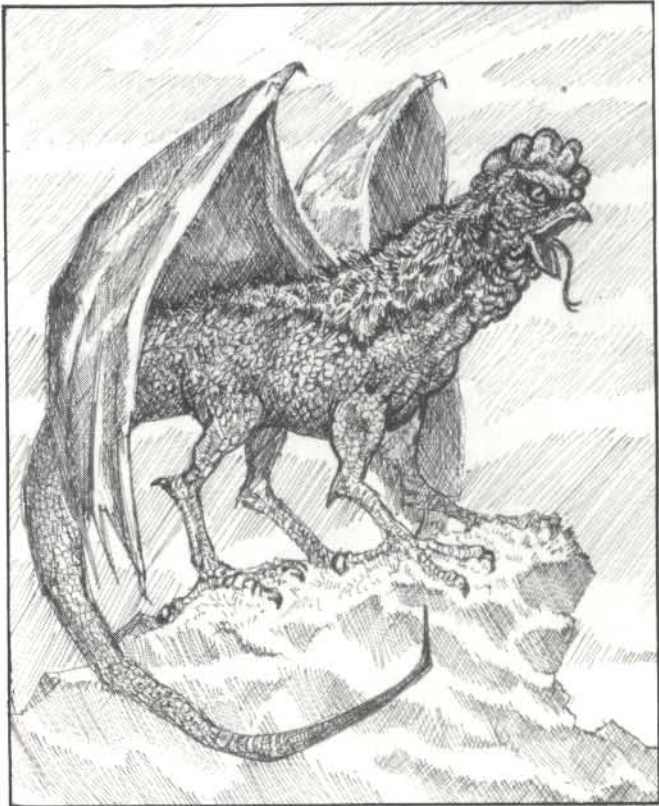
Weapon	SR	Attack%	Damage
Glance	1	100%	Death (see above)
Bite/Peck	10	40-13	1D6 + poison

Notes: If the basilisk's bite penetrates armor, it injects a venom with a potency equal to twice the basilisk's CON (an average basilisk has potency 26). This venom is extremely quick-acting, and its potency is matched against the target's CON on the strike rank following the one in which he has been bitten. If he resists the poison successfully, he takes damage equal to half the venom's potency. If he fails to resist the poison, he dies automatically.

Skills: Scan 40-2, Search 30-2, Hide 40-1, Dodge 25 + 2.

Armor: 2 points of scales and feathers. In addition, weapons hitting a basilisk corrode in the creature's blood. Any weapon hitting a basilisk takes one point of damage for every point of damage done to the monster. Magical damage does not count for this purpose. For example, a sword with a Bladesharp 4 spell on it would take 4 points less damage than done to the basilisk. A Truesword would take damage equal to what the user actually rolled (plus his damage bonus), not counting the Truesword increase.

Magic: The deadly glance is obvious magic, as is the extreme power of the basilisk's venom and its corrosive blood.



Basilisk

STR	4	Move 2/3 flying
CON	33	Hit Points 18
SIZ	2	Fatigue 37
INT	4	Magic Points 17
POW	17	DEX SR: 4
DEX	9	

location	melee	missile	points
Tail	01-02	01	2/5
RH Leg	03-04	02	2/6
LH Leg	05-06	03	2/6
Hind Q	07-08	04-08	2/8
Fore Q	09-10	09-14	2/8
R Wing	11-12	15	2/5
L Wing	13-14	16	2/5
RF Leg	15-16	17	2/6
LF Leg	17-18	18	2/6
Head	19-20	19-20	2/6

Weapon	SR	Attack	Damage
Glance	1	100%	Death
Peck	9	35%	1D6

Dodge: 35%

Notes: At the start of each round, the basilisk matches its MP's against a target's MP's. If the basilisk overcomes the target, the target dies. The glance penetrates magical defenses as if it were a 2-point divine magic spell.

If the basilisk's bite penetrates armor, it injects poison of potency 66 which acts on the SR following the one in which the target is bitten. If the victim successfully resists the poison, he takes 33 points damage anyway.

Any weapon penetrating the basilisk's armor takes a point of damage for every point done to the basilisk.

Skills: Hide 60%, Scan 40%, Search 60%

Treasure: The basilisk's blood and venom would probably be quite valuable to almost anyone. There is probably about a dozen doses of its poison in the body, and maybe a liter of blood.



Bear (*Ursus arctos*)

The European brown bear is source of many legends and tales. It is larger than the American black bear, but not nearly as gigantic as the grizzly. It was once found all across Europe and northern Asia, including Japan.

Bears kill deer and even cattle on occasion. They can be vicious or cowardly. Bears sleep in the winter, but it is not a true hibernation. At intervals, an overwintering bear will go forth to forage. Bears are solitary.

Statistics below are for male bears, which are likelier to turn rogue, and are more aggressive. Females have SIZ and STR of 3D6 + 12.



Brown Bear

Characteristics		Average	
STR	3D6 + 15	24-25	Move 7
CON	2D6 + 6	13	Hit Points 19
SIZ	3D6 + 15	24-25	Fatigue 38
INT	5	5	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/9
Fore Q	08-10	10-14	3/9
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/7

Weapon	SR	Attack %	Damage
Bite	9	25 + 4	1D10 + 2D6
Claw	6	40 + 4	1D6 + 2D6

Notes: A bear may attack twice in a round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. (Bite rarely comes first.)

Skills: Climb 30-6, Listen 30-2, Track 25-2, Sneak 30-15.

Armor: Skin and fur worth 3 points of armor.

Male Brown Bear

STR	24	Move	7
CON	16	Hit Points	22
SIZ	27	Fatigue	40
INT	5	Magic Points	7
POW	7	DEX SR:	3
DEX	15		

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	Attack	Damage
Bite	6	35%	1D8 + 2D6
Claw	9	50%	1D6 + 2D6

This particular bear always attempts to bite first, then claw.

Skills: Climb 30%, Listen 45%, Search 30%, Sneak 40%, Swim 50%, Track 25%



Female Brown Bear

STR	18	Move	7
CON	10	Hit Points	17
SIZ	23	Fatigue	28
INT	5	Magic Points	9
POW	9	DEX SR:	4
DEX	8		

location	melee	missile	points
RH Leg	01-02	01-02	3/5
LH Leg	03-04	03-04	3/5
Hind Q	05-07	05-09	3/8
Fore Q	08-10	10-14	3/8
RF Leg	11-13	15-16	3/5
LF Leg	14-16	17-18	3/5
Head	17-20	19-20	3/6

Weapon	SR	Attack	Damage
R Claw	6	45%	1D6 + 2D6
L Claw	9	45%	1D6 + 2D6
Bite	6	30%	1D8 + 2D6

Note: This bear will strike with both claws each round until one claw is disabled, when it will bite on SR 6 and hit with its other claw on SR 9.

Skills: Climb 45%, Listen 40%, Search 35%, Sneak 25%, Swim 50%, Track 35%



Bear, Polar (*Thalarctos maritimus*)

The polar bear is one of the largest and most dangerous bears. They live only in the frozen wastes of the tundra and ice, and are strictly carnivorous. Polar bears feed largely on seals, and may pass their entire life without sight of land. They are excellent swimmers. Polar bears have little fear of humans, and often treat them as prey.

The statistics given below are for male bears. Females have SIZ and STR of 3D6 + 15.

Polar Bear

Characteristics	Average		
STR	3D6 + 21	31-32	Move 6/2swim
CON	2D6 + 6	13	Hit Points 23
SIZ	3D6 + 21	31-32	Fatigue 45
INT	5	5	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/6
LH Leg	03-04	03-04	4/6
Hind Q	05-07	05-09	4/10
Fore Q	08-10	10-14	4/10
RF Leg	11-13	15-16	4/6
LF Leg	14-16	17-18	4/6
Head	17-20	19-20	4/8

Weapon	SR	Attack %	Damage
Bite	9	25 + 6	1D10 + 3D6
Claw	6	40 + 6	1D6 + 3S6

Notes: A bear may attack twice in a round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. (The bite rarely comes first.)

Skills: Swim 90-11, Listen 30-2, Scan 25-2, Hide 60-22, Sneak 50-22.

Armor: Skin and fur worth 4 points of armor.



Beetle, Giant (Carabus sp.)

There are thousands of beetle species. The variety described here is an active, running carnivore. It has a glossy black shell, bulging black eyes, and sharp toothed mandibles which cross in front.

This beetle inhabits forests, where it preys upon anything it can catch. If a beetle attacks a party, it will be mindlessly ferocious, battling to the death. If the beetle kills a horse or man, it will try to drag the prey off and eat in privacy.

Giant Beetle

Characteristics	Average		
STR	2D6+12	19	Move 6
CON	3D6+6	16-17	Hit Points 16-17
SIZ	3D6+6	16-17	Fatigue 36
INT	2	2	
POW	1D6+6	9-10	
DEX	2D6+6	13	

Hit Location	D20	Points
RH Leg	01	6/3
LH Leg	02	6/3
RC Leg	03	6/3
LC Leg	04	6/3
Abdomen	05-09	6/8
Thorax	10-13	6/8
RF Leg	14	6/3
LF Leg	15	6/3
Head	16-20	6/6

Weapon	SR	Attack%	Damage
Bite	7	50+0	1D10+1D6

Note: The beetle's bite is capable of impaling.

Skills: Scan 60-4, Track 30-4

Armor: 6-point chitin.

Giant Beetle

STR	18	CON	16	SIZ	16	INT	2
POW	10	DEX	13				
Move Run 6/Fly 12							
DEX SR: 3							

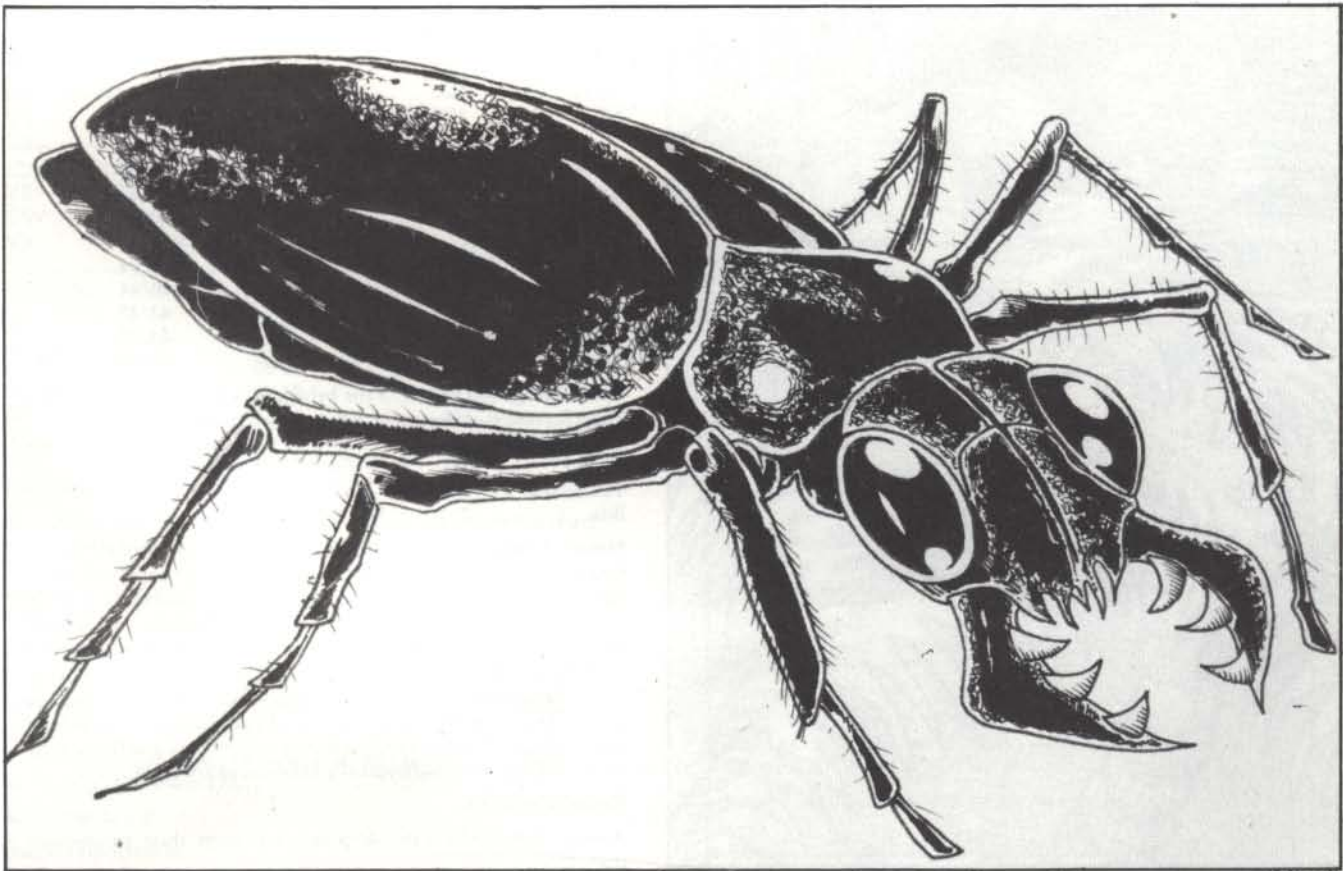
Weapon	SR	Attack	Damage
Bite	7	50%	1D10+1D6
Skills: Scan 60%, Track 40%			

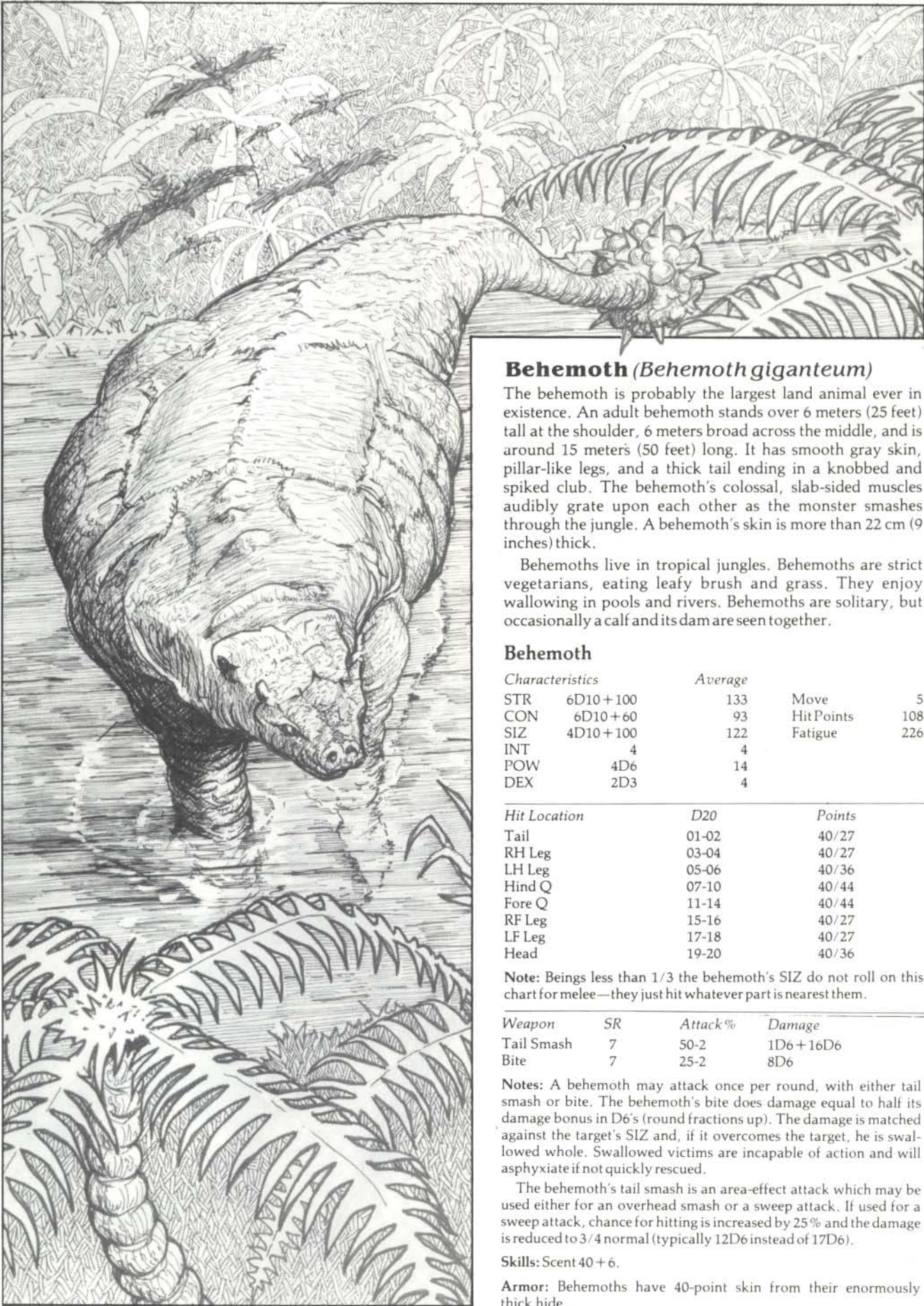
Giant Beetle One

	location	D20	points
HP: 16	RH Leg	01	6/3
Fat: 34	LH Leg	02	6/3
MP: 10	RC Leg	03	6/3
	LC Leg	04	6/3
	Abdomen	05-09	6/8
	Thorax	10-13	6/8
	RF Leg	14	6/3
	LF Leg	15	6/3
	Head	16-20	6/6

Giant Beetle Two

	location	D20	points
HP: 16	RH Leg	01	6/3
Fat: 34	LH Leg	02	6/3
MP: 10	RC Leg	03	6/3
	LC Leg	04	6/3
	Abdomen	05-09	6/8
	Thorax	10-13	6/8
	RF Leg	14	6/3
	LF Leg	15	6/3
	Head	16-20	6/6





Behemoth (*Behemoth giganteum*)

The behemoth is probably the largest land animal ever in existence. An adult behemoth stands over 6 meters (25 feet) tall at the shoulder, 6 meters broad across the middle, and is around 15 meters (50 feet) long. It has smooth gray skin, pillar-like legs, and a thick tail ending in a knobbed and spiked club. The behemoth's colossal, slab-sided muscles audibly grate upon each other as the monster smashes through the jungle. A behemoth's skin is more than 22 cm (9 inches) thick.

Behemoths live in tropical jungles. Behemoths are strict vegetarians, eating leafy brush and grass. They enjoy wallowing in pools and rivers. Behemoths are solitary, but occasionally a calf and its dam are seen together.

Behemoth

Characteristics		Average		
STR	6D10+100	133	Move	5
CON	6D10+60	93	Hit Points	108
SIZ	4D10+100	122	Fatigue	226
INT	4	4		
POW	4D6	14		
DEX	2D3	4		

Hit Location	D20	Points
Tail	01-02	40/27
RH Leg	03-04	40/27
LH Leg	05-06	40/36
Hind Q	07-10	40/44
Fore Q	11-14	40/44
RF Leg	15-16	40/27
LF Leg	17-18	40/27
Head	19-20	40/36

Note: Beings less than 1/3 the behemoth's SIZ do not roll on this chart for melee—they just hit whatever part is nearest them.

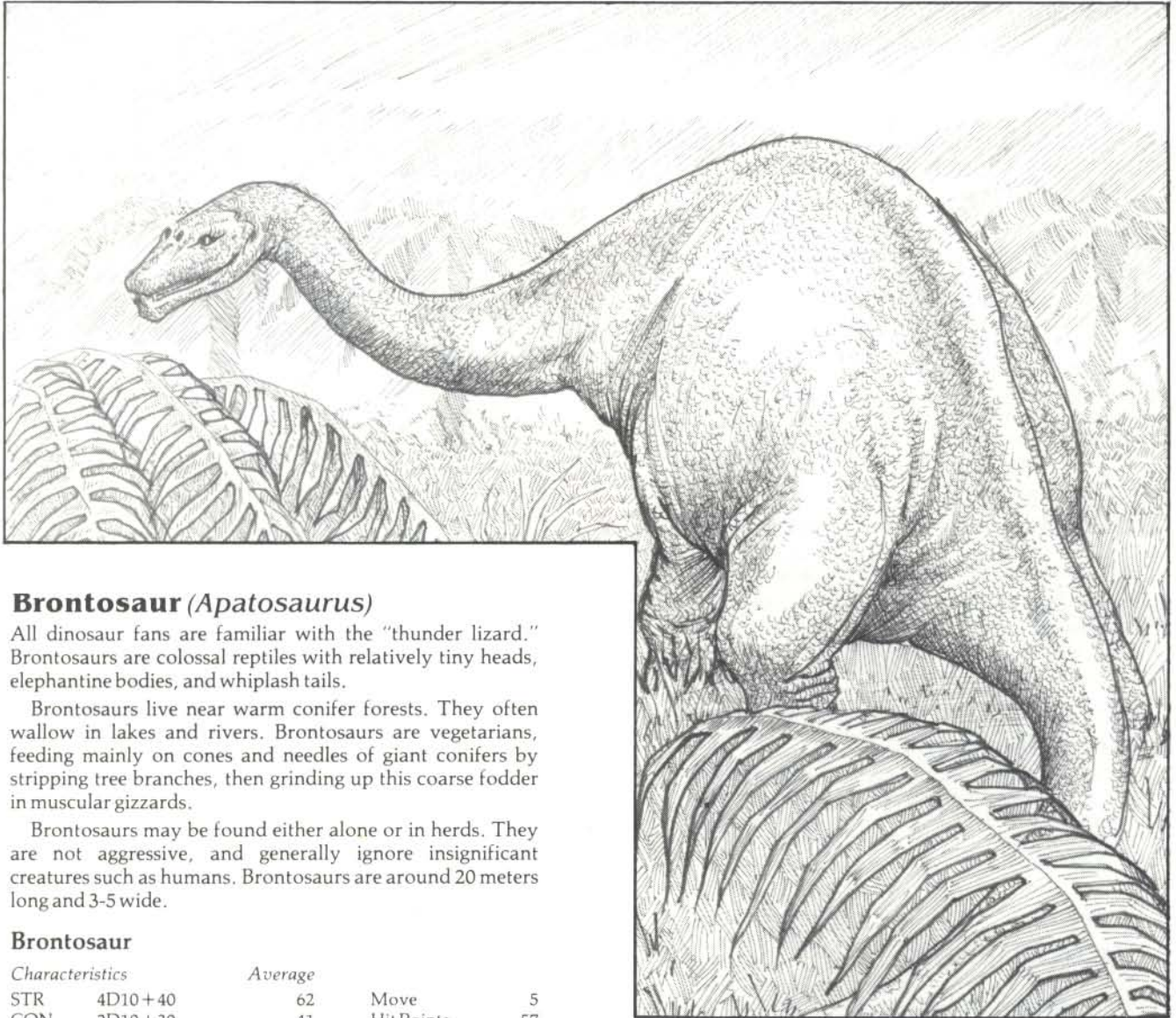
Weapon	SR	Attack %	Damage
Tail Smash	7	50-2	1D6+16D6
Bite	7	25-2	8D6

Notes: A behemoth may attack once per round, with either tail smash or bite. The behemoth's bite does damage equal to half its damage bonus in D6's (round fractions up). The damage is matched against the target's SIZ and, if it overcomes the target, he is swallowed whole. Swallowed victims are incapable of action and will asphyxiate if not quickly rescued.

The behemoth's tail smash is an area-effect attack which may be used either for an overhead smash or a sweep attack. If used for a sweep attack, chance for hitting is increased by 25% and the damage is reduced to 3/4 normal (typically 12D6 instead of 17D6).

Skills: Scent 40+6.

Armor: Behemoths have 40-point skin from their enormously thick hide.



Brontosaur (*Apatosaurus*)

All dinosaur fans are familiar with the “thunder lizard.” Brontosaurus are colossal reptiles with relatively tiny heads, elephantine bodies, and whiplash tails.

Brontosaurus live near warm conifer forests. They often wallow in lakes and rivers. Brontosaurus are vegetarians, feeding mainly on cones and needles of giant conifers by stripping tree branches, then grinding up this coarse fodder in muscular gizzards.

Brontosaurus may be found either alone or in herds. They are not aggressive, and generally ignore insignificant creatures such as humans. Brontosaurus are around 20 meters long and 3-5 wide.

Brontosaur

Characteristics		Average	
STR	4D10+40	62	Move 5
CON	2D10+30	41	Hit Points 57
SIZ	4D10+50	72	Fatigue 103
INT	3	3	
POW	1D6+8	11-12	
DEX	1D6	3-4	

Hit Location	D20	Points
Tail	01-02	14/19
RH Leg	03-04	14/19
LH Leg	05-06	14/19
Hind Q	07-10	14/23
Fore Q	11-14	14/23
RF Leg	15-16	14/19
LF Leg	17-18	14/19
Head/Neck	19-20	14/19

Note: Beings under 1/3 the brontosaur’s SIZ do not roll on this chart for melee—they just hit the part nearest them.

Weapon	SR	Attack %	Damage
Tail Lash	5	60-3	7D6
Trample	7	75%	14D6

Notes: Brontosaurus may attack once per round. The tail lash is an area-effect sweep attack which does damage equal to half the brontosaur’s damage bonus in D6s (round up).

The trample can hit prone targets or erect targets with SIZs less than 1/3 the brontosaur’s SIZ.

Skills: Scan 20+4.

Armor: 14-point skin.

Brontosaur

STR 72	Move 5
CON 47	Hit Points 56
SIZ 65	Fatigue 119
INT 3	Magic Points 11
POW 11	DEX SR: 4
DEX 4	

location	D20	points
Tail	01-02	14/19
RH Leg	03-04	14/19
LH Leg	05-06	14/19
Hind Q	07-09	14/23
Fore Q	10-13	14/23
RF Leg	14-15	14/19
LF Leg	16-17	14/19
Head	18-20	14/19

Weapon	SR	Attack	Damage
Tail Lash	7	65%	6D6
Trample	7	75%	16D6

Note: The tail lash is a location sweep attack.

Skills: Scan 60%

Broo (*Capricephalus chaos*)

Human-bodied with the heads of deer, antelope, or goats, broos are foul chaos hybrids. They rub dung in their hair, worship spirits of disease, and engage in other repulsive practices.

At least 90% of all broos are male. They can hybridize with almost any other creature, so there is no standard broo shape—all are mongrels.

Broos roam wastes, deserts, swamps, and mountains in small gangs. They are not builders, though they may inhabit ruined buildings or caverns. They use other beings as targets for their frequent raids and carry away victims to be used as objects of sadistic pleasure. A common broo trick is to infect money or jewelry with disease, then leave the stash where humans can find it. Broos are immune to disease and poison. There is a 50% chance a random broo carries disease on its person and weapons.



Broo

Characteristics		Average	
STR	2D6 + 6	13	Move 4
CON	1D6 + 12	15-16	Hit Points 16
SIZ	1D6 + 12	15-16	Fatigue 29
INT	2D6 + 6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/6
L Leg	05-08	04-06	2/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
R Arm	13-15	16-17	2/5
L Arm	16-18	18-19	2/5
Head	19-20	20	3/6

Weapon	SR	Attack%	Damage	PARR%	PTS
Head Butt	9	40 + 6	1D6 + 1D4	—	—
Club	6	25 + 6	1D10 + 1D4	25-3	10
1-H Spear	6	25 + 6	1D8 + 1 + 1D4	25-3	10
Target	—	—	1D6 + 1D4	25-3	12

Notes: A broo may use its head butt 3 strike ranks apart from any other attack, as well as parry and/or dodge. The head butt is usually a second attack.

Skills: Agility -3; Climb 30, Jump 30, Swim 05, Communication +3, Knowledge +3, Manipulation +6; Conceal 25, Perception +7; Track 25, Stealth -6.

Armor: The head has tough skin worth 3 points of armor. Often has at least cuirboilli on body and leather on limbs. Will steal or salvage metal armor when available.

Magic: Broos possess primitive magic. The Bad Man is the origin of their shamans, rather than an obstacle to them. Some have access to divine spells.

Disease: Anyone wounded by a disease-carrying broo is exposed to that broo's disease(s).

Creating a Broo Adventurer

Roll 1D6; 1-2 = Feral Culture, 3-6 Wild Culture.

Feral Culture: roll D100		Wild Culture: roll D100	
01-97 Raider	01-80	Raider	
98-00 Shaman	81-97	Warrior	
	98-00	Shaman	

Feral Broo Raider SKILLS: Animal Lore x2, Plant Lore x1, Conceal x2, Listen x2, Scan x3, Track x3, Hide x4, Sneak x3, Head Butt x2, Thrown Missile x2, 1-H Weapon Attack x3, Shield or Weapon Parry or Dodge x3. **MAGIC (Spirit):** none. **EQUIPMENT:** weapons, firemaker, thick untanned leather hides worth 2-point armor for torso, arms, and legs.

Feral Broo Shaman SKILLS AND MAGIC: as per human Primitive Shaman except has Track x2, and Head Butt x2 and lacks Throw, Fist attack, and Dagger attack skills. **EQUIPMENT:** weapons, any armor desired up to ringmail, fetishes, firemaker, small drum or flute, booty worth 500 pennies.

Wild Broo Raider SKILLS: Climb x1, Jump x1, Animal Lore x1, Ceremony or Enchant or Summon x1, Conceal x2, Devise x1, Scan x2, Search x2, Track x3, Hide x4, Sneak x3, Head Butt x2, thrown missile x2, 1-H Weapon attack x3, Weapon or Shield parry or Dodge x3. **MAGIC (Spirit):** 1D3-1 on maturity, plus 1 point per 10 years or fraction thereof. **EQUIPMENT:** weapons, hard leather armor for limbs, cuirboilli vest for torso, firemaker.

Wild Broo Warrior SKILLS: Conceal x3, Listen x3, Scan x3, Search x1, Track x3, Hide x3, Sneak x3, Head Butt x2, missile weapon x2, any weapon attack x4, any parry or Dodge x4. **MAGIC (Spirit):** 1D3-1 points upon reaching maturity, plus 1 point per 10 years or fraction thereon. **EQUIPMENT:** as per human Barbarian Warrior, except lacks riding animal.

Wild Broo Shaman The Wild Broo Shaman is exactly the same as the Feral Broo Shaman.



Glutgrim, broo gang leader

STR	15	Move	4
CON	18	Hit Points	18
SIZ	18	Fatigue	33 - 28 = 5
INT	16	Magic Points	17
POW	17	DEX SR	3
DEX	12		
APP	9		

location	points
R Leg	7/6
L Leg	7/6
Abdomen	7/6
Chest	7/8
R Arm	5/5
L Arm	5/5
Head	7/6

Weapon	SR	Attack	Damage	Parry	Points
Halberd	5	65%	3D6 + 1D6	65%	10
Head Butt	8	85%	1D6 + 1D6	—	—
Kukri	7	40%	1D4 + 3 + 1D6	30%	8

Spells: (Spirit Magic 57%) Bladesharp 6, Countermagic 3, Healing 1, Shimmer 6

Skills: Conceal 75%, Devise 60%, Jump 95%, Track 80%

Notes: All weapons are infected with disease (Creeping Chills — affects CON), and his horns have been smeared with a poison potency 8. Anyone hurt by Glutgrim's head butt must match their CON against the potency of this poison on the next round. If their CON is overcome, they take 8 points damage. Otherwise, they only take 4.

Glutgrim wears ragged brigandine on his torso and legs, and a layer of ringmail wrapped around each arm. A carefully-formed headpiece of cuirbouilli protects his skull. The whole is padded with filthy black leather. Anyone stealing and wearing Glutgrim's armor is likely to catch Creeping Chills: best to burn or bury it.

Glutgrim's Killers

STR	13	CON	17	SIZ	16	INT	12
POW	11	DEX	9	APP	7		

Hit Points: 17

Fatigue: 30 - 18 = 12

Magic Points: 11

DEX SR: 4

Weapon	SR	Attack	Damage	Parry	Points
H Club	7	55%	1D10 + 1D4	40%	10
Kite Shld	8	25%	1D6 + 1D4	50%	16
Javelin	4	40%	1D8 + 1D2	—	8
Head Butt	10	65%	1D6 + 1D4	—	—

Spells: (Spirit Magic 37%) Disrupt, Healing 1, Protection 3

Skills: Conceal 50%, Sneak 50%, Track 80%

Notes: All wear dirty cuirbouilli with a layer of leather under. Heads are unarmored. Each carries two javelins.

Broo Brigand One

	location	points	
MP: 11	R Leg	4/6	Carries Soul Waste
HP: 17	L Leg	4/6	(affects POW)
Fat.: 12	Abdomen	4/6	
	Chest	4/8	
	R Arm	4/5	
	L Arm	4/5	
	Head	3/6	

Broo Brigand Two

	location	points	
MP: 11	R Leg	7/6	Half-alligator. Has
HP: 17	L Leg	7/6	no head butt attack
Fat.: 12	Abdomen	7/6	and +3 point skin
	Chest	7/8	armor. Speed is 2
	R Arm	7/5	instead of usual 4.
	L Arm	7/5	and can Swim
	Head	6/6	at 90%.

Broo Brigand Three

	location	points	
MP: 11	R Leg	4/6	Carries Brain Fever.
HP: 17	L Leg	4/6	(affects INT)
Fat.: 12	Abdomen	4/6	
	Chest	4/8	Three eyes.
	R Arm	4/5	
	L Arm	4/5	
	Head	3/6	

Broo Brigand Four

	location	points	
MP: 11	R Leg	4/6	Carries Shakes.
HP: 17	L Leg	4/6	(affects DEX)
Fat.: 12	Abdomen	4/6	
	Chest	4/8	
	R Arm	4/5	
	L Arm	4/5	
	Head	3/6	

Broo Brigand Five

	location	points	
MP: 11	R Leg	4/6	Left arm is grossly
HP: 17	L Leg	4/6	thick and sinewy
Fat.: 12	Abdomen	4/6	
	Chest	4/8	
	R Arm	4/5	
	L Arm	4/9	
	Head	3/6	

Cattle (*Bos taurus*)

Cattle are beasts well-known. The term includes domestic bulls, cows, and oxen. Various breeds of cattle may be smaller or differently-shaped having smaller SIZ or less DEX, or other changes. Cattle live on plains and in meadows. They are purely herbivorous, but bulls can be dangerous. For that matter, cows can be dangerous, but rarely are, because bulls take care of intruders. The statistics below are for bulls. Cows have STR and SIZ of 3D6 + 24 instead.

Cattle

Characteristics		Average	
STR	4D6 + 24	38	Move 9
CON	2D6 + 9	16	Hit Points 27
SIZ	4D6 + 24	38	Fatigue 54
INT	4	4	
POW	2D6	7	
DEX	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	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	Attack %	Damage
Charge	7	35 + 1	1D10 + 4D6
Trample	7	75	8D6 to downed foe only

Skills: Smell Intruder 25-4, Listen 25-4.

Armor: 4-point hide.



Centaur (*Centaurus centaurus*)

Centaur's are familiar mythological creatures. A centaur has the body of a horse, but the torso, arms, and head of a human appear where a horse's head and neck would normally be.

Centaur's live in meadows and open deciduous forests. They are hunters renowned for their strength, musicianship, and archery. Their favorite musical instrument is the lyre.

Because of their peculiar body arrangement, their damage bonus is based upon STR alone when using melee weapons (i.e., use STR x2 instead of STR plus SIZ to determine damage bonus). However, when kicking, trampling, or charging with lance, figure damage bonus normally.

Centaur

Characteristics		Average	
STR	3D6 + 6	16-17	Move 10
CON	3D6	10-11	Hit Points 19
SIZ	4D6 + 12	26	Fatigue 27
INT	2D6 + 6	13	
POW	3D6	10-11	
DEX	3D6 + 3	13-14	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01	2/6
LH Leg	03-04	02	2/6
Hind Q	05-06	03-06	2/9
Fore Q	07-08	07-10	2/9
RF Leg	09-10	11	2/6
LF Leg	11-12	12	2/6
Chest	13-14	13-17	2/9
R Arm	15-16	18	2/6
L Arm	17-18	19	2/6
Head	19-20	20	3/7

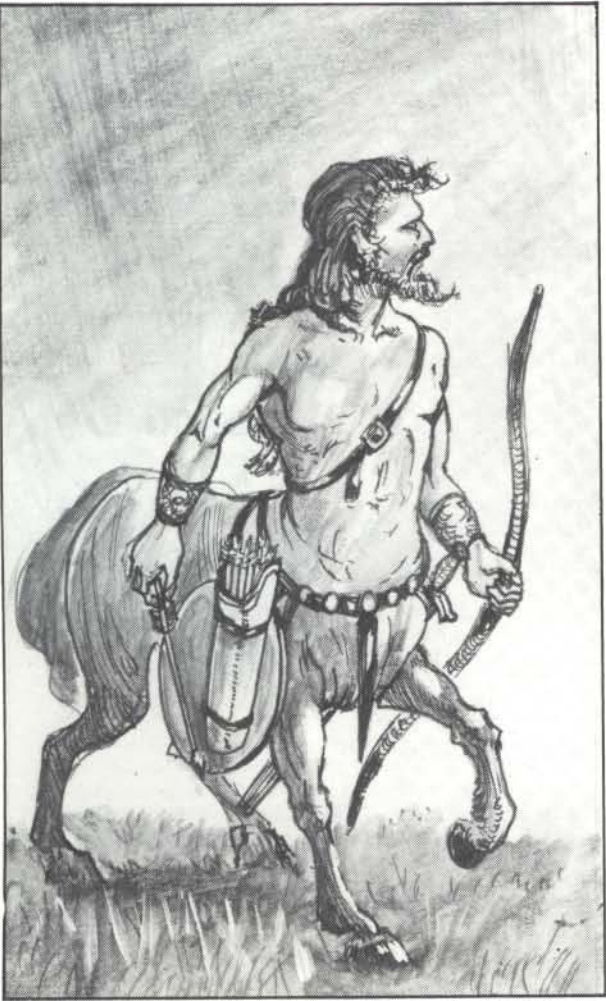
Weapon	SR	Attack %	Damage	PARR %	PTS
Comp Bow	3/9	30 + 11	1D8 + 1	10-8	7
Lance	3	25 + 11	1D10 + 1 + 2D6	—	10
Sword	5	25 + 11	1D10 + 1 + 1D6	25-8	12
Target shield	—	—	—	25-8	12
Kick	8	25 + 11	1D6 + 2D6	—	—

Notes: A centaur can kick 3 strike ranks after striking with a sword or other melee weapon, though not when charging with lance.

Armor: None natural. Usually wears at least leather over body and legs (2 points) and a composite helm (3 points).

Skills: Agility - 8; Boat 00, Climb 00, Jump 30, Ride 00, Swim 25, Communication + 5; Sing 25, Knowledge + 3; First Aid 25, Animal Lore 15, Centaur Lore 25, Plant Lore 15, World Lore 25, Manipulation + 11; Play Lyre 40, Perception + 5, Stealth - 13; Hide 05, Sneak 05.

Magic: Centaurs primarily use spirit magic. A large minority of the centaur population practices divine magic.



Centaur

STR 17	Move 10
CON 10	Hit Points 18
SIZ 26	Fatigue 4
INT 12	Magic Points 11
POW 11	DEX SR: 2
DEX 16	
APP 11	

location	melee	missile	points
RH Leg	01-02	01	2/5
LH Leg	03-04	02	2/5
Hind Q	05-06	03-06	4/8
Fore Q	07-08	07-10	4/8
RF Leg	09-10	11	2/5
LF Leg	11-12	12	2/5
Chest	13-14	13-17	4/8
R Arm	15-16	18	4/5
L Arm	17-18	19	4/5
Head	19-20	20	4/6

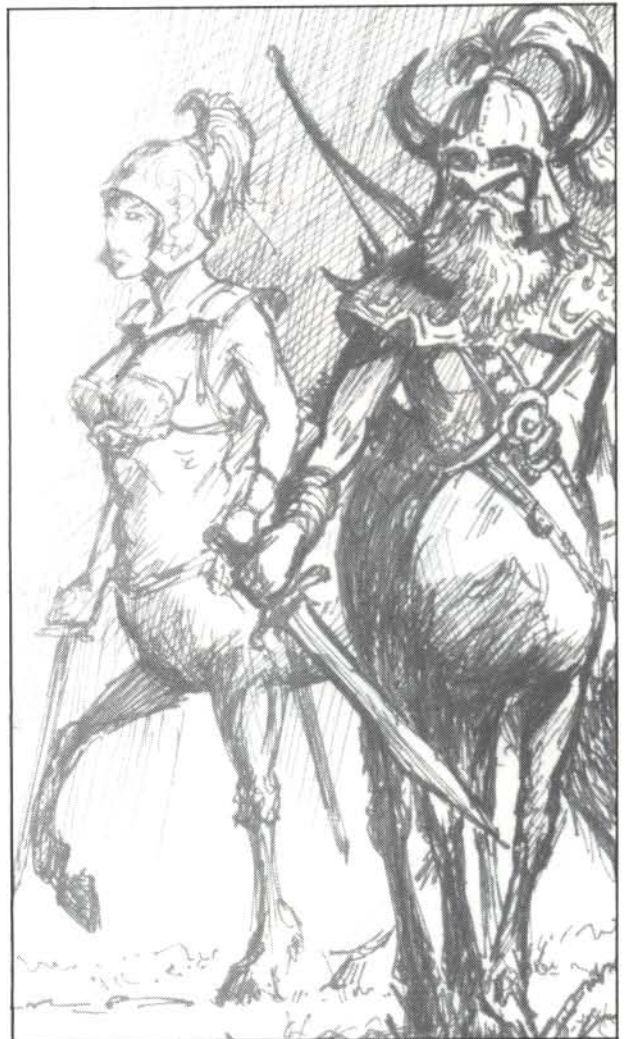
Weapon	SR	Attack	Damage	Parry	Points
Bow	2/7	50%	1D8+1	20%	6
Lance	2	40%	1D10+1+2D6	—	10
Sword	4	40%	1D10+1+1D6	30%	12
Heater	5	20%	1D6+1D6	40%	12
Kick	7(5)	50%	1D6+2D6	—	—

Note: Charges with lance. After impact, drops lance and melees, attacking with both sword and kick and parrying with shield. May use bow from distance on likely targets instead of closing.

Spells: (Spirit Magic 32%) Befuddle, Healing 3, Mobility, Speedart
Skills: Play Lyre 80%

Treasure: 1D100 pennies worth of loot each if encountered on the road.

Notes: Wears cuirbouilli armor on torso, arms, and head, with soft leather under. Wears hard leather on legs.

**Creating a Centaur Adventurer**

Roll D100

01-05	Crafter
06-80	Hunter
81	Noble
82	Priest
83-84	Shaman
85-00	Warrior

Centaur Crafter

SKILLS: as per human Barbarian Crafter, but lacks Throw, Fist attack, and Dagger attack. Possesses Play (lyre) ×3, Kick

attack ×1, and Bow attack ×2. **MAGIC:** as per human Barbarian Crafter, but 75% are spirit magic users. **EQUIPMENT:** as per human Barbarian Crafter.

Centaur Hunter

SKILLS: Jump ×3, Animal Lore ×2, Ceremony or Enchant or Summon ×1, Play (Lyre) ×2, Listen ×3, Scan ×3, Search ×2, Track ×4, Kick ×1, Bow ×5, 1-H weapon attack ×3, Shield parry ×2. **MAGIC AND EQUIPMENT:** as per human Barbarian Hunter, but 75% are spirit magic users, and weapons possessed are those appropriate to centaurs.

Centaur Noble

SKILLS: Fast Talk ×1, Orate ×3, Speak Own ×1, Speak Other ×2, Evaluate ×2, First Aid ×2,

Human Lore ×2, World Lore ×2, Ceremony or Enchant or Summon ×1, Play (Instrument) ×2, Search ×1, Kick ×1, Bow ×4, Lance attack ×2, 1-H weapon attack ×3, any parry ×2. **MAGIC AND EQUIPMENT:** as per human Barbarian Noble, but weapons possessed are those appropriate to centaurs and has no riding animal.

Centaur Priest

SKILLS: as per human Barbarian Priest, but lacks Throw, Fist attack, and Dagger attack.

Possesses Play (Instrument) ×1, Kick ×1, and Bow ×1. **MAGIC AND EQUIPMENT:** as per human Barbarian Priest, but has no riding animal.

Centaur Shaman

SKILLS: as per human Barbarian Shaman, but lacks Throw, Fist attack, and Dagger attack. Possesses Play (Instrument) ×2, Kick ×1, and Bow ×1.

MAGIC AND EQUIPMENT: as per human Barbarian Shaman.

Centaur Warrior

SKILLS: Jump ×2, First Aid ×2, Ceremony or Enchant or Summon ×1, Play (lyre) ×2, Listen ×3,

Scan ×3, Search ×1, Track ×2, Kick ×1, Bow ×5, Lance attack ×3, 1-H weapon attack ×3, any parry ×3. **MAGIC AND EQUIPMENT:** as per human Barbarian Warrior, but have 75% chance of being a spirit magic user and has no riding animal.

Chimpanzee (*Pan troglodytes*)

These forest apes are familiar to all zoo-goers. Chimpanzees are intelligent and fair-sized, adult males standing over 1.5 meters (5 feet) tall. They have rather thin black hair and long muscular arms. Chimps are quadrupeds, and spend quite a bit of time on the ground, though they are also at home in the trees.

Chimps are fruit-eaters, though they also eat meat and insects. Chimps live in bands of about 6-20, with several males and females all dwelling in harmony. The strongest male is usually the group leader, but he is not the tyrant that a dominant male baboon can be. Some male chimps have used clubs in threatening gestures and might even do so in combat. Most chimpanzees would not use weapons, however.

Statistics given here are for male chimpanzees. Females have STR of 4D6 and SIZ of 2D4+4.

Chimpanzee

Characteristics		Average		
STR	3D6+6	16-17	Move	2/3 in trees
CON	3D6	10-11	Hit Points	12
SIZ	2D4+7	12	Fatigue	27
INT	7	7		
POW	3D6	10-11		
DEX	3D6+6	16-17		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	0/3
L Leg	04-06	03-04	0/3
Abdomen	07-09	05-08	0/4
Chest	10	09-13	0/5
R Arm	11-14	14-16	0/4
L Arm	15-18	17-19	0/4
Head	19-20	20	0/4

Weapon	SR	Attack %	Damage
Paw	7	25+7	1D4+1D4
Bite	7	25+7	1D8

Note: A chimpanzee may either strike once with each paw or once with paw and once with bite. The second attack takes place 3 strike ranks after the first.

The damage modifier is not used with the bite.

Skills: Climb 90+8, Dodge 35+8, Swing Through Trees 80+8, Hide 30+4, Search 25-1, Scan 25-1.

Armor: None.



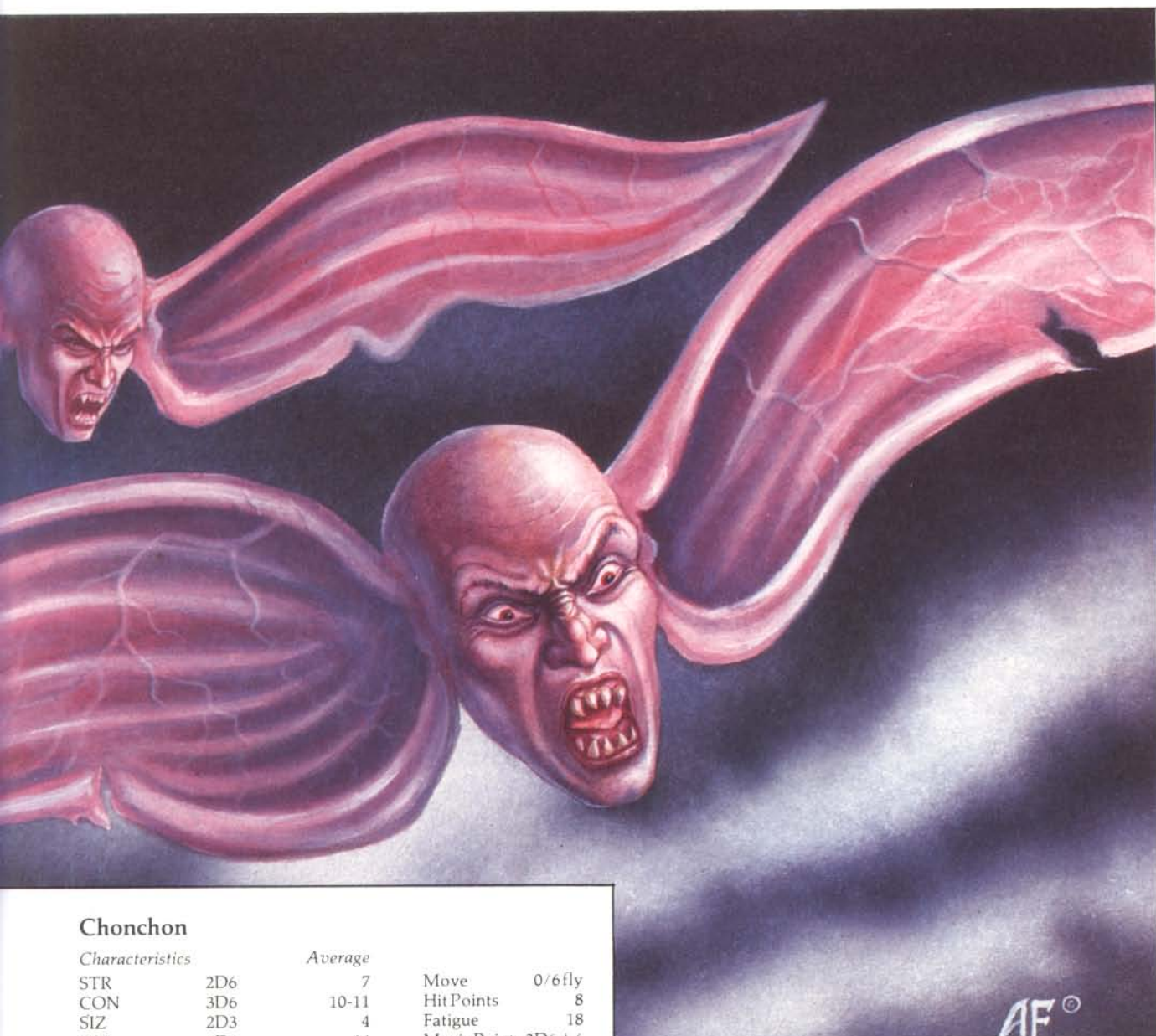
Chonchon (*Eucephalus horribilis*)

Chonchons are magical otherworld monsters. They look like enormous, bodiless human heads with two large ears. These beings fly by flapping their ears. At night, in areas haunted by chonchons, they can be heard keening their eerie cry of "Kon-Kon!" They were first recorded in Peru.

Chonchons appear after dark; daylight forces them back to the spirit plane. Chonchons cannot return to the spirit plane at will, though they are forced back there each dawn, unless they can find a spot cut off from sunlight in which to hide.

They are incomplete creatures, lacking POW and permanent STR, CON, and SIZ. A chonchon's body appears automatically when it is on the mundane plane.

Chonchons are vulnerable to Dispel Magic. For each magic point in a Dispel or Neutralize Magic spell cast at a chonchon, one of the chonchon's magic points is blasted away (it loses 4 magic points for each point in a Dismiss Magic spell). If the creature's magic points reach 0, it falls to the ground, and may no longer fly.



Chonchon

Characteristics		Average	
STR	2D6	7	Move 0/6 fly
CON	3D6	10-11	Hit Points 8
SIZ	2D3	4	Fatigue 18
INT	4D6	14	Magic Points 3D6 + 6
DEX	2D6 + 6	13	
APP	1D6	3-4	

Hit Location	D20	Points
Head	01-20	0/All

Weapon	SR	Attack %	Damage
Bite	9	50 + 6	1D4 + Magic Point drain

Notes: If the chonchon's bite penetrates armor, the chonchon matches its magic points vs. the victim's magic points. If the chonchon overcomes the victim, it steals 1D6 magic points for itself. Once it has bitten through armor, the chonchon will hang on and continue to drain magic points each round it succeeds in the magic points versus magic points roll.

Defensive magic effective vs. spirits will help to block off the chonchon's drain.

Skills: Sense Life 80 + 5; this special Perception skill allows the chonchon to feel the presence of mortal entities within 20 meters.

Armor: None.

Magic: Chonchons always know their full INT worth of spirit magic, including such spells as Befuddle, Countermagic, Disrupt, Mobility, Protection, Shimmer, and Toothsharp. Chonchons need not carry focuses to cast their spells. A chonchon's chance for success in casting any spirit magic spell is always to 100%.

Chonchon

STR	7	Move 0/6 flying
CON	10	Hit Points 7
SIZ	4	Fatigue 17
INT	15	Magic Points 17
DEX	11	DEX SR: 3

location	D20	points
Head	01-20	0/7

Weapon	SR	Attack	Damage
Bite	9	85%	1D4 + MP drain

Dodge: 74%

Notes: If the chonchon's bite penetrates armor, the chonchon matches its MP's vs those of the target. If the chonchon is victorious, it steals 1D6 MP's from the victim. Once it has bitten, it will hang on and continue to steal MP's until the victim is drained.

Spells: (Spirit Magic 100%) Befuddle 2, Demoralize 2, Dispel Magic 2, Shimmer 4, Toothsharp 5 (adds +5 to damage and +25% to attack chance for bite attacks only).

Skills: Sense Life 100%

Crocodylians (Alligator mississippiensis, Crocodylus porosus)

These large saurians live in swamps and rivers. Crocodylians are active predators, eating fish, snakes, and animals coming for drinking water.

Crocodylians are not social animals, but often are found in large numbers. Crocodiles are faster in the water than on land, and are likeliest to attack a victim in the water or close on the shore.

Both a moderately-sized 3m reptile and a huge 6m one are given below.

Small Crocodile

Characteristics	Average	
STR	4D6 + 12	26
CON	3D6 + 8	18-19
SIZ	4D6 + 12	26
INT	3	3
POW	3D6	10-11
DEX	2D6	7

Hit Location	D20	Points
Tail	01-03	5/8
RH Leg	04	5/6
LH Leg	05	5/6
Hind Q	06-09	5/10
Fore Q	10-14	5/10
RF Leg	15	5/6
LF Leg	16	5/6
Head	17-20	5/8

Weapon	SR	Attack%	Damage
Bite	7	50-2	1D10 + 2D6
Tail Lash	7	30-2	2D6 + knockdown

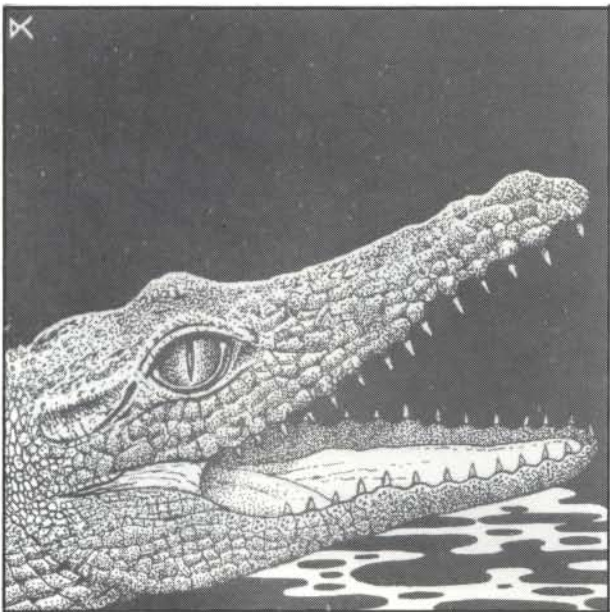
Note: A crocodile may use either tail lash or bite in combat, but not both simultaneously.

A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile's damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile's damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 60-20, Sneak 70-20.

Armor: 5-point hide and bone armor.



Large Crocodile

Characteristics	Average	
STR	8D6 + 12	50
CON	6D6 + 8	29
SIZ	8D6 + 12	50
INT	3	3
POW	3D6	10-11
DEX	2D6	7

Hit Location	D20	Points
Tail	01-03	12/14
RH Leg	04	12/11
LH Leg	05	12/11
Hind Q	06-09	12/17
Fore Q	10-14	12/17
RF Leg	15	12/11
LF Leg	16	12/11
Head	17-20	12/14

Weapon	SR	Attack%	Damage
Bite	7	50+0	1D10 + 5D6
Tail	7	30+0	5D6 + knockdown

Note: A crocodile may use either tail lash or bite in combat, but not both simultaneously.

A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile's damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile's damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 60-44, Sneak 70-44.

Armor: 12-point hide and bone armor.

Crocodyles, average

STR 25	CON 19	SIZ 27	INT 3
POW 9	DEX 6	Move 3/4	

DEX SR: 4

Weapon	SR	Attack	Damage
Bite	7	45%	1D10 + 2D6
Tail Lash	7	30%	2D6 + knockdown

Note: Cannot use both attacks at once. If the tail lash hits, victim must resist the crocodile's STR with his own STR + SIZ or fall over.

Skills: Hide 60%, Sneak 40%

Crocodile One

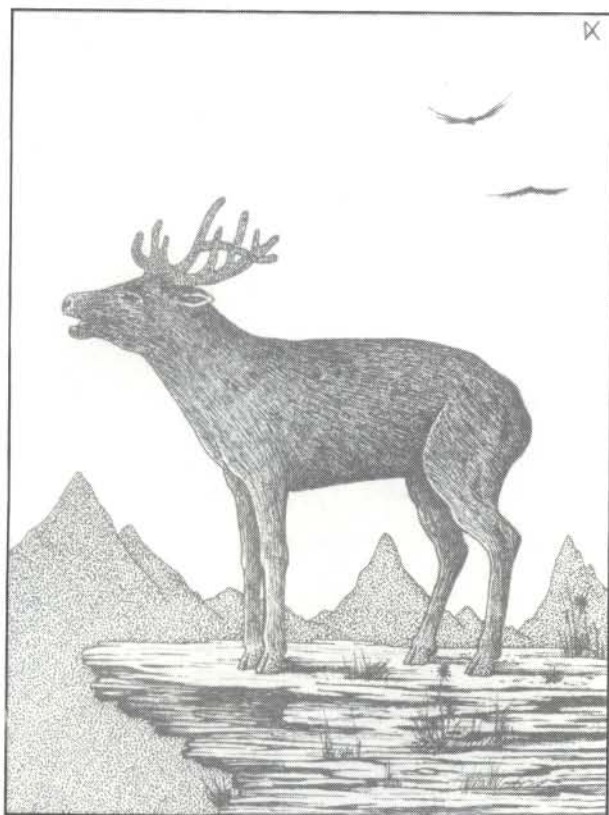
	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8

Crocodile Two

	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8

Crocodile Three

	location	D20	points
MP: 9	Tail	01-03	5/8
HP: 23	RH Leg	04	5/6
Fat.: 44	LH Leg	05	5/6
	Hind Q	06-09	5/10
	Fore Q	10-14	5/10
	RF Leg	15	5/6
	LF Leg	16	5/6
	Head	17-20	5/8



Deer (*Cervus elaphus*)

This is the European red deer, somewhat larger than the American white-tailed deer. It is much larger than the fallow deer, the other common European deer.

All deer live on the fringes of forests and in brushy areas. They are easily frightened, shy, and wary. Occasionally a stag attacks a human when cornered or during rutting season.

Deer live in small herds, consisting of either a number of does and fawns with one stag or a group of bachelor stags.

Does lack horns. Their SIZ and STR is generally 6 points lower than that of the males. White-tailed deer stags have a STR of 2D6 + 2 and a SIZ of 3D6 + 4. Fallow deer stags have a STR of 2D6 and a SIZ of 3D6. A Fallow deer doe has a STR of 2D6 and a SIZ of 2D6 + 2.

Deer

Characteristics	Average		
STR 2D6 + 6	13	Move	11
CON 3D6	10-11	Hit Points	17
SIZ 3D6 + 12	22-23	Fatigue	24
INT 4	4		
POW 2D6	7		
DEX 3D6 + 6	16-17		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/5
LH Leg	03-04	03-04	1/5
Hind Q	05-07	05-09	1/8
Fore Q	08-10	10-14	1/8
RF Leg	11-13	15-16	1/5
LF Leg	14-16	17-18	1/5
Head	17-20	19-20	1/6

Weapon	SR	Attack %	Damage
Butt	5	30 + 3	1D8 + 1D6

Skills: Listen 75-6, Scan 75-6, Search 10-6, Scent 50-6, Jump 90-4.

Armor: 1-point hide.

Dog (*Canis familiaris* and others)

Dogs include both wild dogs, such as Indian dholes and Cape hunting dogs, and the semi-wild dogs common to primitive societies, such as huskies and dingoes. Gamemasters are encouraged to create other dog breeds.

Dogs hunt in packs composed of members of both sexes. The packs cooperate in hunting and are led by a single dominant animal or two.

Dog

Characteristics	Average		
STR 1D6 + 1	4-5	Move	7
CON 3D6	10-11	Hit Points	7
SIZ 1D6	3-4	Fatigue	15
INT 5	5		
POW 1D6 + 6	9-10		
DEX 2D6 + 6	13		

Hit Location	Melee (D20)	Missile (D20)	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	Attack %	Damage
Bite	9	40-4	1D8-1D4

Skills: Dodge 25 + 7, Listen 40-4, Track 80-4.

Armor: None.

Dogs

STR 5	CON 9	SIZ 4	INT 5
POW 8	DEX 13	Move 7	

DEX SR: 3

Weapon	SR	Attack	Damage
Bite	9	40%	1D8-1D4

Dodge: 35%

Skills: Listen 45%, Track 60%

Dog One

	location	melee	missile	points
MP: 8	RH Leg	01-02	01-02	0/3
HP: 7	LH Leg	03-04	03-04	0/3
Fat.: 14	Hind Q	05-07	03-09	0/4
	Fore Q	08-10	10-14	0/4
	RF Leg	11-13	15-16	0/3
	L Arm	14-16	17-18	0/3
	Head	17-20	19-20	0/3

Dog Two

	location	melee	missile	points
MP: 8	RH Leg	01-02	01-02	0/3
HP: 7	LH Leg	03-04	03-04	0/3
Fat.: 14	Hind Q	05-07	03-09	0/4
	Fore Q	08-10	10-14	0/4
	RF Leg	11-13	15-16	0/3
	L Arm	14-16	17-18	0/3
	Head	17-20	19-20	0/3



Dragon (Draco pyrofer)

Dragons are gigantic flying reptiles which can breathe flame. They are clawed, fanged, and voracious. Those described here are the well-known Western European dragons.

Dragons are solitary, living alone and devastating the countryside. Some dragons are intelligent, but many are merely cunning animals. A gamemaster should feel free to endow a particular dragon with normal intelligence, if he desires, though most have only fixed INT.

Dragons frequently fight by flying overhead and vomiting down fire upon their foes.

Dragon

Characteristics		Average	
STR	20D6	70	Move 3/7 flying
CON	10D6	35	Hit Points 53
SIZ	20D6	70	Fatigue 105
INT	10	10	
POW	4D6+6	20	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	24/14
RH Leg	03-04	02	24/18
LH Leg	05-06	03	24/18
Hind Q	07-08	04-08	24/22
Fore Q	09-10	09-14	24/22
R Wing	11-12	15	24/14
L Wing	13-14	16	24/14
RF Leg	15-16	17	24/18
LF Leg	17-18	18	24/18
Head	19-20	19-20	24/18

Weapon	SR	Attack%	Damage
Breath	3	60+11	flame
Bite	9	25+11	3D6+8D6
Claw	6	25+11	1D6+8D6
Tail	6	50+11	4D6

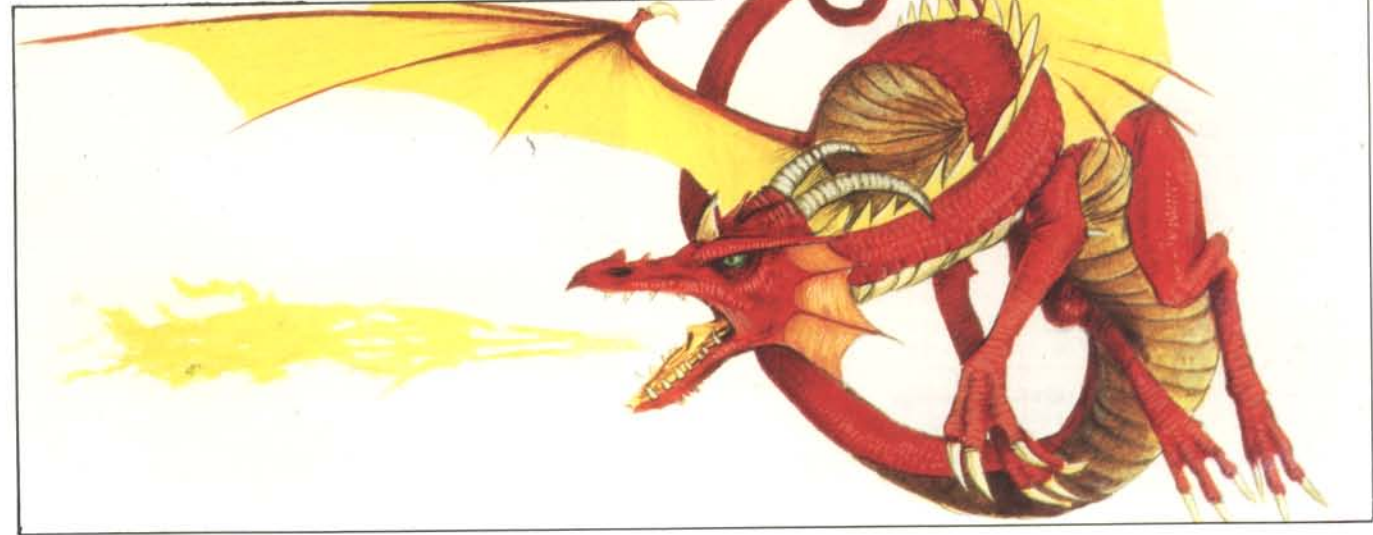
Notes: A dragon has two attacks each round: it may either bite or breathe flame for one attack, and either use claw or tail for the other. The bite attack will come 3 strike ranks after any other attacks being performed. When flying, a dragon only has the breath attack.

Tail damage equals half the dragon's damage modifier in D6s (roundup). It is an area-effect sweep attack.

A dragon's fire blankets an area 3 meters in diameter and has a range equal to the dragon's POW in meters.

The flame does 4D6 points of damage to each of the target's hit locations: 4D6 is rolled once; the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage.

The dragon must expend 1D6 fatigue points to belch forth flame.



Dragon

STR	72	Move 3/7 flying
CON	40	Hit Points 54
SIZ	67	Fatigue 112
INT	10	Magic Points 20
POW	20	DEX SR: 3
DEX	11	

location	melee	missile	points
Tail	01-02	01	24/14
RH Leg	03-04	02	24/18
LH Leg	05-06	03	24/18
Hind Q	07-08	04-08	24/22
Fore Q	09-10	09-14	24/22
R Wing	11-12	15	24/14
L Wing	13-14	16	24/14
RF Leg	15-16	17	24/18
LF Leg	17-18	18	24/18
Head	19-20	19-20	24/18

Weapon	SR	Attack	Damage
Breath	3	95%	Flame
Claw	6	56%	1D6+8D6
Tail	6	78%	4D6+knockdown

Note: Dragonfire does 4D6 pts. damage to all hit locations. It costs it 1D6 fatigue to use its flames. For more details, see the dragon description in RuneQuest.

Skills: Listen 90%, Search 99%

Treasure: Hoard of 6700 pennies-worth of gold, copper, silver, and jewelry.

Skills: Listen 50+15, Search 25+15.

Armor: 24-points of metal scales.

Magic: Dragons are rife with magic. Both their fiery breath and flying ability demonstrate this. Intelligent dragons have an INT of 4D6 and can know spells, usually spirit magic or sorcery.



Dragonewts

(*Draco Sapiens*)

Dragonewts claim to be the eldest creatures, descendants of neotenic dragons from before the Dawn of Time. Even elven Green Age tales mention dragonewts.

Dragonewts are peculiar creatures who continually reincarnate and metamorphose, ever-striving to achieve dragonhood. They are an enigmatic race, misunderstood and mistrusted.

Individual dragonewts trace descent from whatever dragon or dragons laid the initial clutch of eggs which resulted in their existence. Dragonewts of the same clutch call each other 'egg-brother.' They organize themselves into variously-sized settlement-nests.

Any encounter with dragonewts is important, and needs to be described in some detail.

Dragonewts as presented here are not intended to become normal adventurers. No players in the original Glorantha campaign have ever played normal dragonewts. Those dragonewts who have been played as adventurers are always outlaws, cut off from the cycle of their heritage. When an outlaw dragonewt — one who has ceased to believe in the dragon way — dies, it is not reincarnated and never reappears. No one knows where its soul goes.

Normal dragonewts are intended to be a race of mystery, alien and irrational to human understanding. Their language (Auld Wyrnish) includes visual, auditory, olfactory, and empathic components. But they are unconscious of their own language and cannot teach it to others. Because humans are not naturally empathic, they can never learn more than 25% Auld Wyrnish. Dragonewts have no written language, and have little need for one, as they are immortal, ever-reincarnating, and learn needed facts directly from other dragonewts.



Normal dragonewts are a gamemaster tool, to generate random violence, to rescue player adventurers from disaster, to provide adventurer motivation or employment, or to add awe and majesty to some ordinary journey. Sometimes they act like humans, sometimes like robots or statues, sometimes like animals, sometimes like actors in some bizarre yet solemn play, oblivious of their surroundings.

Regular contact of normal dragonewts with outsiders is usually assigned to one individual in a group, who tries to act according to human expectations. He learns human languages, and learns to write or to otherwise communicate ideas to humans. Sometimes he will own or be an interpreter dragonewt who has been surgically altered so that he can stumbly speak human words. Altered interpreters may have guards, servants, and so on. Such dragonewts not infrequently become outlaws.

Some places in Glorantha have large colonies of deviant dragonewts, and they differ from the norm given here. But all of those variants have the same heritage.

The Dragonewt Life Cycle

A dragonewt is not like other creatures. It is born once but dies hundreds of times; each time it dies, its soul reanimates a new body grown from the same egg. All dragonewts hatch from eggs laid by immature dragons. All the spawn are small, of the stage called 'scout,' or 'crested.'

Originally dragons taught the hatchlings the Dragon Way, and many infants grew quickly to maturity. The ones still in Glorantha have been slower, and are still developing through the dragonewt cycles.

When a dragonewt dies, its body is discarded, and the dragonewt's soul instantly returns to the egg from which it hatched originally. (Each egg apparently can grow any number of dragonewt bodies, and will continue to do so until the dragonewt matures.) After some days the reborn dragonewt emerges, personality intact, from the leathery, unchanging egg, more or less ready to pick up its life from when it died. The time spent in the egg varies with the moral development of the dragonewt individual. For dragonewts, death does not exist — it is only an interruption.

All dragonewts are four-limbed, bipedal, tailed, left-handed, and have opposable thumbs. Dragonewts do not refine metal, but use bone, stone (especially flint), and wood for weapons and tools. Only special leaders ever wear armor, though all stages may wear trinkets, jewelry, and bits of cloth.

Dragonewts have four distinct stages of growth, though their precise shape alters while within each stage. Each stage also has distinct responsibilities. Not surprisingly, their particular shape suits their normal occupations.

The Scout Dragonewt (First Stage)

The scout (or crested) dragonewt is small, short-tailed, and has an arched crest upon the head. A vegetarian, it prefers leaves and fruit.

The markings of the scout dragonewt may be of various colors and color patterns — usually drab. Its betters will train it as a slinger to bring down birds and rabbits, teach it the art of scouting and skirmishing, and to serve as a slave.

As the stage gets older, the tail elongates and the body as a whole enlarges, but the most prominent changes occur in the head: it elongates, grows a more pronounced crest, and the beak lengthens and develops front teeth suited to crop grass and strip bark. At some indeterminable point, often after centuries and many deaths, the dragonewt emerges from its egg as the next stage, the warrior.

The Warrior Dragonewt (Second Stage)

The warrior (or beaked) dragonewt is larger than the scout stage and is carnivorous. The tail now reaches to the ground, and at first the skin is covered both with scales and with small protrusions. As the second stage matures, the warrior's skin thickens to armor-like material sometimes concentrated on the back,

forepart, tail, or other body part. Whether the protrusions grow into spikes, hard knobs, or horns depends on factors unclear to humans. Thus representatives of this stage may appear to be very different from one another, except that all but the most extravagant seem well-suited for combat. The skin colors and patterns vary, and the color may change over the span of the stage.

The warrior dragonewt is most often found as a guard or a hunter in dragonewt nests.

Most warrior dragonewts ride upon creatures called demi-birds. Demi-birds are feathered, beaked, and lay eggs, but their bones are solid, and they have vestigial arms, not wings. Dragonewts breed these monsters, which are not found in the wild. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

The Noble Dragonewt (Third Stage)

Second-stage armor and natural weapons are, in the third stage, nearly replaced by frills, spines, wattles, pouches, and other decorative and communicative devices. Skin colors become more vivid, and the number and variety of the scent glands increase.

A noble dragonewt will lead and represent; the stage is expert at living peacefully with the outside world. In some regions this stage is known as the 'tailed priest.'

This stage is omnivorous. Some ambassadors to human cultures are recorded as having become formidable gourmets.

Ruler Dragonewts (Fourth Stage)

These rare dragonewts are almost never found outside their own nests. One is usually found in each small nest, and several in a town cluster. Their community functions, diet, and powers are unknown. Some have turned into immense dragons in order to defend their nests. The appearance of a ruler dragonewt (sometimes known as a 'full priest') resembles that of a noble, but the wings grow increasingly large with age, and the size and capabilities generally increase.

Presumably a ruler dragonewt meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It then will depart from its nest, to go to wherever dragons go.

The Dragonet (Optional Fifth Stage)

Sometimes a ruler dragonewt refuses to enter dragonhood. It then remains on earth, in life. The reason for doing this is unknown. Nor is known the extent of the power of the dragonet, although a full dragon reportedly is capable of thinking enemies to death and shaping the land as a human shapes clay. This stage is usually only present at the dragonewt site called the Dragon's Eye in Dragon Pass, the ancestral home.

Dragonewt Weapons

Like their users, the weapons of dragonewts require some explanation. Only outlaw dragonewts use shields. Base chances for weapons and skills have not been given, since initially-hatched dragonewts are beyond the discussion. Base chance for a human using any dragonewt weapon is 05%.

Dragonewt Weapons Table

Weapon	SR	Damage	Hit Points
Sling	S/MR	1D8	—
Long Bow	S/MR	1D10+1	8
Samarin	1/MR	1D4+1	2
Chokin	1/MR	1D6	2
Klanth	2	1D10+1	12 or 18
Gami	3	3D3	20
Utuma	2	1D6+1	8 or 12

Weapons Descriptions

Sling: As per normal slings, though the pocket and loops often are made of human or dragonewt skin.

Long Bow: A large bone bow. This bow is used strictly by dragonewts and requires STR 17 and DEX 9 to wield.

Samarin and Chokin: Small throwing weapons. They can impale, and a thrower can simultaneously hurl as many (of one type) as desired. For each additional weapon thrown at one time, subtract 10 percentiles from the chance to hit for all the missiles thrown. If the chance to hit lowers to 0% or less, the dragonewt cannot throw that many weapons.

Example: If a warrior dragonewt with 50% Samarin attack threw one samarin, its chance to hit is 50%. If it threw two at once, the chance to hit decreases to 30% for each. If it threw three samarins, the chance to hit is 20% for each, and throwing four samarins yields a 10% chance per samarin. The dragonewt could not throw five samarins at once, because the chance to hit would be zero.

Klanth: A weapon made with flint blades set into a wooden haft and grip, and resembling the club-swords used in the Aztec empire. Treat the klanth otherwise like a bastard sword. Rarely, klanths are made of dragonbone rather than wood, and have 18 armor points.

Gami: Three-pronged dragonbone sword-catcher, primarily used as a parry weapon. It uses the normal sword-catching rules as given in the Players' book.

Utuma: The dragonewt shortsword. This is usually a reinforced flint blade, but sometimes is made of dragonbone. When of dragonbone, it has 12 armor points.

Dragonewt Magic

Dragonewts use a fifth magical approach, called dragon magic which is different from spirit magic, divine magic, sorcery, or the rituals. When the dragonewt wills an effect, it takes place on strike rank one. Effects are not spells—a dragonewt simply knows or does not know an effect; it does not have to memorize it. An effect is similar enough to a spell in result that human adventurers might reasonably think of dragon magic as being composed of spells.

Use of dragon magic hinders a dragonewt's spiritual development, and it may prefer death (with subsequent reincarnation) to using dragon magic in many situations. If the dragonewt does decide to use magic, it may do so sparingly, to maintain its spiritual balance. A dragonewt on an important mission is likelier to use magic. A spiritually-impure dragonewt may use dragon magic to prevent a lengthy death (during which its characteristics will diminish).

Scouts and Dragon Magic

A scout dragonewt does not know dragon magic, and may therefore learn conventional spells. However, it must forget such spells before it can progress to the warrior stage.

Spells for Warrior Dragonewts

Dragon Armor: This spell absorbs damage at the rate of one magic point per point of damage. All damage done (after subtracting for armor, parrying weapons, etc.) is absorbed using as many magic points as are necessary. Magic points used to absorb this damage may be taken from all available sources. Not even critical hits will bypass this defense.

Dragon's Claw: This effect transforms one of the dragonewt's limbs into a claw, with two-edged, curved, dagger-like nails. The claw does 2D6 damage plus the caster's damage modifier. Chance to hit begins at a percentage equal to the dragonewt's manipulation modifier. It may parry at a percentage equal to the dragonewt's agility modifier. Skill in the claw may increase by experience. The claw will block 12 points when parrying, and its armor points do not decrease from cumulative damage.

Dragon Strength: This increases the dragonewt's STR by half again. Round fractions down. Thus, a warrior dragonewt of STR 19 has STR 28 by this effect. This effect may be used in conjunction with Growth.

Firebreath: This effect allows the dragonewt to breathe fire like a dragon. A cone of primal fire is produced with a range in meters equal to the POW of the dragonewt creating the flame. This firebreath does 1D10 damage to the general hit points of any creature in its path. Targets of the flame are not shielded by standing behind another target. Armor protects normally, but engulfed weapons and armor lose 1 armor point each. Rarely, a dragonewt produces a fire doing 2D10 damage or more.

Growth: This effect causes the dragonewt to increase in SIZ by 6 points, possibly changing its category modifiers and damage modifier, and increasing its hit points by 3. The dragonewt may repeatedly use this effect over successive rounds to greatly increase its mass. If SIZ reaches more than triple the creature's STR, the dragonewt will be unable to move by itself.

Sprout Wings: The dragonewt grows large wings which enable it to fly at a speed three times its normal ground movement rate (6 for warriors and 9 for nobles). When winged, the dragonewt's hit location table is identical to that for ruler dragonewts, who have such wings permanently.



Spells and Skills for Noble Dragonewts

Nobles can use all powers available to warriors, plus some more. A skill and an effect are entered below.

Don Armor: This skill cannot be used unless the dragonewt possesses a set of ornamental dragonbone armor. Using this skill successfully allows the dragonewt to ritually don his armor in 1D10+10 strike ranks. In addition, each full 05% rolled gives the armor 1 point of damage absorption, to the total of the user's Don Armor percentiles.

Example: a dragonewt has 25% Don Armor. Its player rolls an 18 on 1D100, giving the dragonewt 3 points of armor. If the roll had been a 25, the dragonewt would have 5 points of armor. A roll of 26 or more would yield no armor. Therefore (up to the amount of the Don Armor percentiles) the higher the die roll, the more damage the armor will absorb. Dragonewts use this skill only before important journeys or battles, and the armor is left on till the mission is accomplished. Experience may increase the Don Armor skill.

Soul-Blast: This is an offensive effect. The magic points of the dragonewt are matched against those of its target via a bolt of green energy. If the dragonewt overcomes the target, the target loses 2D6 personal magic points. If the magic points drop to zero, the target becomes unconscious.

Dragon Magic for Ruler Dragonewts

These great beings have access to all magic of lesser stages, plus more. Since these beings are encountered so rarely, their magic has not been described.

Dragonewt Statistics

First-Stage Dragonewt: Scout

Characteristics		Average		
STR	2D6	7	Move	3
CON	3D6	10-11	Hit Points	9
SIZ	2D6	7	Fatigue	18
INT	4D6	14		
POW	2D6	7		
DEX	2D6+9	16		
APP	3D6	10-11		

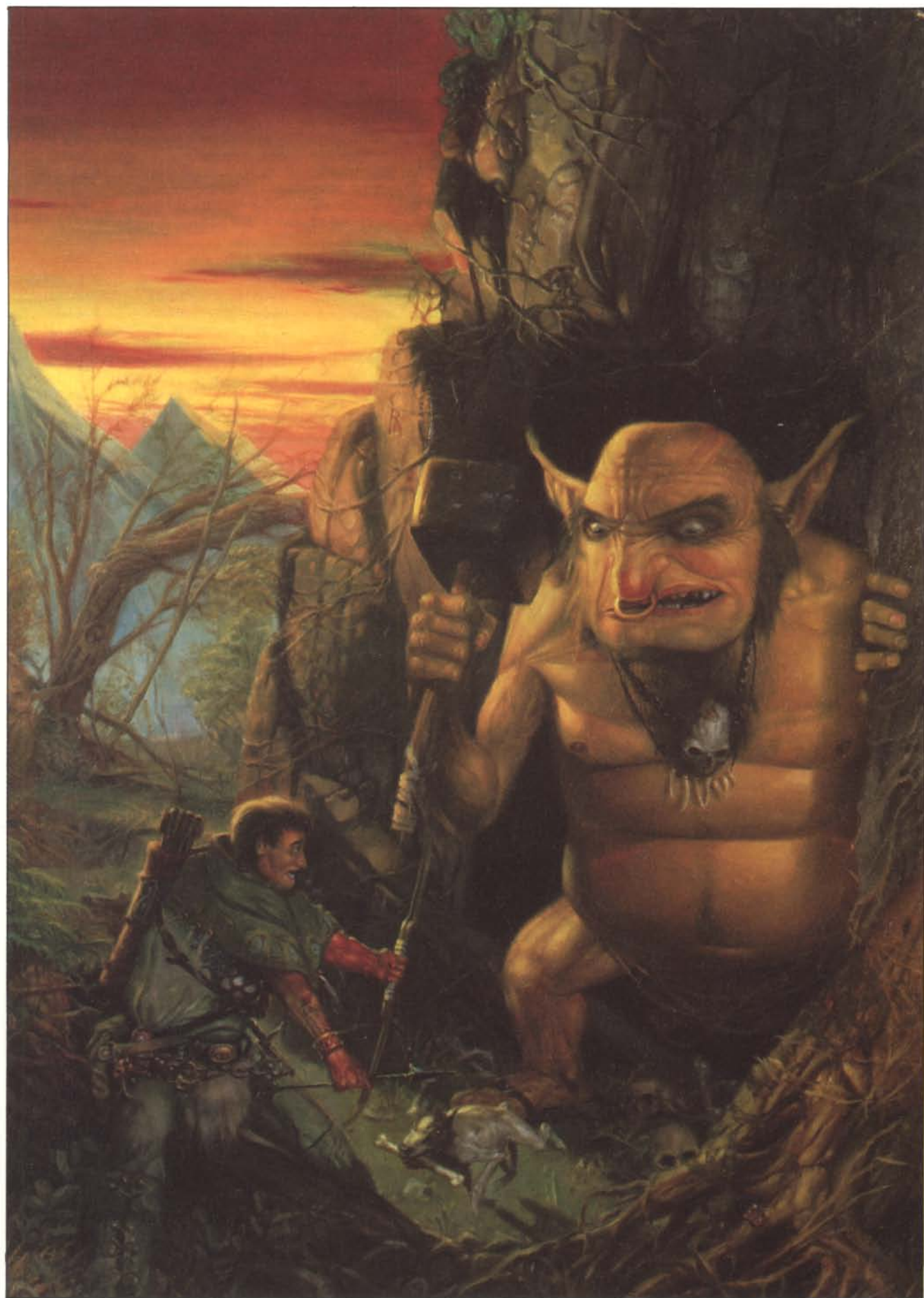
Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	1/3 (.25)
R Leg	03-05	02-04	1/3 (.33)
L Leg	06-08	05-07	1/3 (.33)
Abdomen	09-11	08-11	1/3 (.33)
Chest	12	12-15	1/4 (.40)
R Arm	13-15	16-17	1/3 (.25)
L Arm	16-18	18-19	1/3 (.25)
Head	19-20	20	1/3 (.33)

Weapon	SR	Attack %	Damage	PARR %	PTS
Samarin	2	25	1D4+1	—	2
Chokin	2	25	1D6	—	2
Sling	2/7	25	1D8	—	—
Utuma	7	25	1D6+1	25	8

Skills: Conceal 25, Dodge 25, Hide 25, Sneak 25.

Armor: 1-point scaly skin.

Magic: Only scout dragonewts and outlaws use non-draconic magic, instead employing either spirit magic or sorcery, and specializing in spells such as Coordination, Disruption, Healing, Mobility, and Speedart, or in Damage Boosting, Enhance DEX, Haste, and Palsy (all at about 40% skill, with sorcery intensity at 25%).



Second-Stage Dragonewt: Warrior

A warrior-dragonewt's maximum POW rises to 21. It is given a ritual klanth, spear, and (usually) a demi-bird. A few warriors have obtained a dragonbone klanth, utuma and/or gami. Usually, the warrior dragonewt will wield his klanth with his left hand and his utuma with his right. The sling is discarded in favor of the giant long bow.

Characteristics		Average	
STR	2D6 + 12	19	Move 2
CON	3D6 + 6	16-17	Hit Points 18
SIZ	2D6 + 12	19	Fatigue 36
INT	4D6	14	
POW	12-14	12-14	
DEX	2D6 + 3	10	
APP	3D6 + 3	13-14	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	6/5 (.25)
R Leg	03-05	02-04	6/6 (.33)
L Leg	06-08	05-07	6/6 (.33)
Abdomen	09-11	08-11	6/6 (.33)
Chest	12	12-15	6/8 (.40)
R Arm	13-15	16-17	6/5 (.25)
L Arm	16-18	18-19	6/5 (.25)
Head	19-20	20	6/6 (.33)

Weapon	SR	Attack %	Damage	PARR %	PTS
Klanth	6	50	1D10 + 1 + 1D6	50	12
Long Bow	3/9	50	1D10 + 1	20	8
Samarin	3	80	1D4 + 1 + 1D3	—	2
Chokin	3	80	1D6 + 1D3	—	2
RH Utuma	6	25	1D6 + 1 + 1D6	50	8
LH Utuma	6	80	1D6 + 1 + 1D6	80	8

Skills: Conceal 70, Dodge 70, Hide 70, Sneak 70, Ride Demi-bird 75.
Armor: 6-point scaly hide.
Magic: dragon magic only (except for outlaws).

Third-Stage Dragonewt: Noble

By this stage, dragonewts usually cease riding demi-birds. Their weapons now are almost always of dragonbone. The gami usually replaces the utuma. Many barbarian dragonewt clans do not progress past this stage.

Characteristics		Average	
STR	2D6 + 6	13	Move 3
CON	3D6 + 6	16-17	Hit Points 15
SIZ	2D6 + 6	13	Fatigue 30
INT	4D6	14	
POW	18-20	18-20	
DEX	2D6 + 6	13	
APP	3D6 + 6	16-17	

Weapon	SR	Attack %	Damage	PARR %	PTS
Klanth	7	90	1D10 + 1 + 1D4	90	18
Gami	8	40	3D3 + 1D4	50	20
Long Bow	3/9	90	1D10 + 1	20	8
Samarin	3	90	1D4 + 1 + 1D2	—	2
Chokin	3	90	1D6 + 1D2	—	2

Skills: Conceal 90, Dodge 90, Hide 90, Sneak 90, Ride Demi-bird 90.
Armor: 3-point skin.
Magic: Uses dragon magic only, except for the rare outlaw noble.

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	3/4 (.25)
R Leg	03-05	02-04	3/5 (.33)
L Leg	06-08	05-07	3/5 (.33)
Abdomen	09-11	08-11	3/5 (.33)
Chest	12	12-15	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	3/5 (.33)

Fourth-Stage Dragonewt: Ruler

They gain wings and are too large for demi-birds. Outlaw ruling dragonewts are nearly unknown. Species maximum POW for rulers rises to 28.

Characteristics		Average	
STR	4D6 + 12	26	Move 4/12 flying
CON	3D6 + 6	16-17	Hit Points 22
SIZ	4D6 + 12	26	Fatigue 43
INT	4D6	14	
POW	24-26	24-26	
DEX	2D6 + 6	13	
APP	3D6 + 12	22-23	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	9/6 (.25)
R Leg	03-05	02-03	9/8 (.33)
L Leg	06-08	04-05	9/8 (.33)
Abdomen	09-11	06-09	9/8 (.33)
Chest	12	10-13	9/10 (.40)
R Wing	13	14-15	9/6 (.25)
L Wing	14	16-17	9/6 (.25)
R Arm	15-16	18	9/6 (.25)
L Arm	17-18	19	9/6 (.25)
Head	19-20	20	9/8 (.33)

Weapon	SR	Attack %	Damage	PARR %	PTS
Klanth	5	120	1D10 + 1 + 2D6	120	18
Gami	6	90	3D3 + 2D6	100	20
Long Bow	3/9	120	1D10 + 1	—	8
Samarin	3	120	1D4 + 1 + 2D3	—	2
Chokin	3	120	1D6 + 2D3	—	2

Skills: Conceal 120%, Dodge 120%, Hide 120%, Sneak 120%.
Armor: 9-point skin.
Magic: draconic magic only.

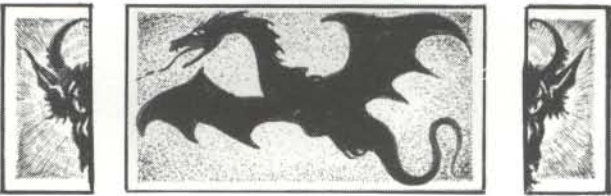
Demi-Bird (*Aepyornis draconis*)

Characteristics		Average	
STR	4D6 + 18	32	Move 10
CON	2D6 + 6	13	Hit Points 20
SIZ	4D6 + 12	26	Fatigue 45
INT	3	3	
POW	3D6	10-11	
DEX	3D6 + 6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	4/7
L Leg	05-08	04-06	4/7
Abdomen	09-10	07-10	4/7
Chest	11-13	11-15	4/9
R Wing	14-15	16	4/6
L Wing	16-17	17	4/6
Head	18-20	18-20	4/7

Weapon	SR	Attack %	Damage
Peck	8	30 + 14	1D10 + 2D3
Kick	5	30 + 14	1D6 + 2D6

Skills: a demi-bird can attack with both peck and bite in the same melee round, usually kicking first, and following up with a peck. The peck's damage modifier is half normal.
Armor: 4-point feathers on body and head, 4-point tough hide on legs.



Dragonsnail (*Spirulum biceps*)

Descendants of once-ordinary pond snails mutated to gigantic size. They now have multiple heads and an unnatural taste for flesh, though they can eat anything organic. Dragonsnails are found in marshes and watery areas. They were created in the Great Darkness when the Spire of Law exploded, the Devil was pinned beneath the Block in Prax, and the area was flooded. Dragonsnails are still most common in Prax and nearby areas. Dragonsnails are sometimes known as *parts of the Devil*, for their apparent lineage.

Characteristics		Average	
STR	4D6 + 12	26	Move 1
CON	4D6	14	Hit Points 20
SIZ	4D6 + 12	26	Fatigue 40
INT	2	2	
POW	3D6	10-11	
DEX	2D6	7	

One-Headed Dragonsnail Hit Location Table (20 hit points)

Hit Location	missile / melee D20	Points
Shell	01-08	8 / 11 (.50)
Body	09-14	4 / 9 (.40)
Head	15-20	4 / 9 (.40)

Two-Headed Dragonsnail Hit Location Table (20 hit points)

Hit Location	missile / melee D20	Points
Shell	01-07	8 / 11 (.50)
Body	08-12	4 / 9 (.40)
Head 1	13-16	4 / 9 (.40)
Head 2	17-20	4 / 9 (.40)

Weapon	SR	Attack %	Damage
Bite	7	40 - 3	1D6 + 2D6

Note: If the dragonsnail has two heads, both can bite simultaneously.

Armor: 4-point body, 8-point shell.

Magic: A random dragonsnail has 1D3 chaos features.



Ducks (Anatanthropos donaldi)

Legend claims that these odd creatures were cursed during premortal times. It is unclear whether they were humans cursed with feathers and webbed feet or ordinary ducks cursed with intelligence and flightlessness. Although all intelligent ducks are of the same species, and can interbreed, there are different color patterns among them.

Ducks live peacefully along rivers, in marshes, and in hamlets. They make their livings as swamp guides, boatmen, fishermen, and merchants. Ducks can be good thieves because of their small size and adroitness. Their culture is organized similarly to humans, and there are many duck-human mixed cities.

Duck

Characteristics		Average	
STR	2D6+1	8	Move 2
CON	2D6+6	13	Hit Points 10
SIZ	1D6+2	5-6	Fatigue 21
INT	2D6+6	13	
POW	3D6	10-11	
DEX	2D6+6	13	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/4
L Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	3/4
Chest	12	11-15	3/5
R Arm	13-15	16-17	2/3
L Arm	16-18	18-19	2/3
Head	19-20	20	3/4

Weapon	SR	Attack %	Damage	PARR %	PTS
Shortsword	8	25+5	1D6+1	25+6	10
Sling	3/9	30+5	1D8	—	—
Buckler	—	—	—	25+6	8

Skills: Agility +6; Boat 25, Climb 15, Jump 15, Ride 00, Swim 80, Communication +3; Fast Talk 25, Sing 00, Knowledge +3; Manipulate +5, Perception +6, Stealth +6.

Armor: Generally no more than 2-point leather on limbs and cuir-boilli on head and body.

Magic: Ducks may learn any sort of magic. Ducks in all-duck areas tend towards primitive magic. Those with extensive human contact frequently practice divine magic, often joining war cults. A rare duck learns sorcery.



Creating a Duck Adventurer

Roll D100

01-05	Crafter
06	Entertainer
07-65	Fisher
66	Healer
67-76	Herder
77-81	Merchant
82	Priest
83	Shaman
84-90	Soldier
91-99	Thief
00	Sorcerer

Note: All duck occupations give the duck the same skills and equipment as the equivalent civilized human, with the exceptions listed below. However, magic learned is the same as the equivalent barbarian human magic.

Duck Crafter

SKILLS: as per human Civilized Crafter, except lacks Throw, Fist attack, and 2-H Spear attack and parry. Possesses Boating ×2, Swim ×2, Shortsword attack ×1 and parry ×1.

Duck Fisher

SKILLS: Boat ×5, Climb ×2, Sing ×2, Animal ×2, Human Lore ×1, World Lore ×4, Devise ×3, Scan ×3, Search ×2, Swim ×3, 1-H weapon attack ×2, any parry or Dodge ×2.

Duck Priest

SKILLS: Boat ×3, Swim ×1, Fast Talk ×2, Orate ×5, Speak Own ×2, First Aid ×2, Human Lore ×3, Read/Write Own ×3, Ceremony ×3, Enchant ×2, Summoning ×2, Dagger attack ×1, 1-H weapon attack ×1 and parry or Dodge ×1.

Duck Shaman

SKILLS: as per human Barbarian Shaman, except lacks Throw and Fist attack. Possesses Boating ×1, and Swim ×2.

Duck Soldier

SKILLS: Boat ×2, Swim ×2, First Aid ×1, Human Lore ×1, Conceal ×2, Devise ×2, Listen ×2, Scan ×2, Hide ×4, Sneak ×3, Dagger attack ×1, missile weapon ×3, 1-H weapon attack ×3, any parry or Dodge ×3.

Arfrwack, Duck Magician

Arfrwack is the type of twisted duck it takes to become a sorcerer, albeit a not very good one. Arfrwack has been the victim of duck-haters all his life, and as a result his psychology is somewhat complex. Arfrwack's view of the world is from the point of view of somebody very small, very frightened, and very lonely.

Arfrwack realises that a small threat to duck-kind can very easily become a great one, and so regards any such threat with equal ferocity. Arfrwack has no concept of good and evil, only of duck-haters and non-duck haters. Anybody who expresses hatred of duck-kind should be dead. Arfrwack doesn't believe in warning attacks, or "teaching lessons," he just kills when he can, and runs when he can't.

Perhaps as a result of his lifelong suffering for no crime other than being a duck, Arfrwack has developed a complex hydrophobia, even though he could swim once. Nothing short of a Control spell will convince him to go near water. Another facet of this strange duck, is that he can never look somebody in the eye. Some people find this very disturbing.

Arfrwack is currently studying under a human sorcerer in a big city. He hopes he'll never have to leave it.

Arfrwack, Duck Magician

STR	5	Move: 2
CON	14	Hit Points: 9
SIZ	5	Fatigue: 19 - 1 = 18
INT	18	Magic Points: 9 + 9(Tapped) + 17(Stored)
POW	9	DEX SR: 2
DEX	10	
APP	4	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	(8)0/3
Left Leg	05-08	04-06	(8)0/3
Abdomen	09-11	07-10	(8)0/3
Chest	12	11-15	(8)0/4
Right Arm	15-15	16-17	(8)0/3
Left Arm	16-18	18-19	(8)0/3
Head	19-20	20	(8)0/3

Weapon	SR	Att	Damage	Parr	Points
Kukri*	9	32%	1D4 + 11-1D4	27%	8
Crossbow**	5	44%	1D6 + 2	-	-
Buckler***	9	08%	1D4-1D4	31%	8

* Arfrwack will only ever attack with his Kukri when he can sneak up from behind and then run away. He has cast Damage Boosting 8 on it, and he must renew this spell once every week. He always Multispells Damage Resistance 8 with this casting.

** Arfrwack never carries these weapons unless he leaves the city. In this case, add 4 to his ENC - he carries 10 bolts.

Sorcery: (Ceremony 11%, Enchant 30%, Summon 11%, Duration 28%, Intensity 31%, Multispell 28%, Range 18%, Free INT = 18) Venom 26%, Tap POW 26%, Project Sight 22%, Neutralise Magic 23%, Damage Resistance 20%, Damage Boosting 18%.

Skills: Dodge 14%, Fast Talk 29%, R/W Duck 22%, R/W Other 18%, Conceal 16%, Devise 16%, Listen 48%, Scan 48%, Search 48%, Hide 30%, Sneak 30%.

Magic Items: All Arfrwack's spell matrices, and his 17 point Magic Point storage matrix are in a tattoo concealed beneath the feathers on the inside of his left leg. He wears a copper bracelet onto which he has had carved his spell foci.

Treasure: Back in his teacher's kitchen, Arfrwack has 60 silver pennies, and his crossbow and buckler.



Spiveps, Duck Thief

The likes of Spiveps could be found anywhere where ducks proliferate. Spiveps always pickpockets his foes near a large body of water, which he can jump in to escape any pursuit. He would be foolish to rob another duck.

Spiveps, Duck Thief

STR	6	Move: 2
CON	17	Hit Points: 11
SIZ	5	Fatigue: 23 - 6 = 17
INT	15	Magic Points: 10
POW	10	DEX SR: 2
DEX	17	
APP	8	

Location	Missile	Melee	Points
Right Leg	01-04	01-03	0/4
Left Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	1/4
Chest	12	11-15	1/4
Right Arm	15-15	16-17	0/3
Left Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Att	Damage	Parr	Points
Gladius	7	52%	1D6 + 1-1D4	32%	10
Sling	2/7	60%	1D8	-	-
Maine Gauche	8(10)	40%	1D4 + 2-1D4	42%	10

Spirit Magic (+4%): Heal 1, Befuddle (2), Mobility 2, Protection 1.

Skills: Dodge 21%, Swim 90%, Fast Talk 35%, First Aid 41%, Duck Lore 53%, Conceal 47%, Devise 24%, Sleight 64%, Listen 50%, Scan 52%, Search 47%, Hide 55%, Sneak 43%.

Notes: Spiveps wears a leather tunic and belt, with a stout pouch holding 12 pennies, 9 sling bullets, and an unevaluated gemstone. He sports his Gladius and Maine Gauche stylishly, with a red sash tied to the hilt of each.

Dwarf (*Lithanthropos mostali*)

Dwarfs are small humanoids dwelling beneath the earth's surface. Their bodies and heads are nearly as large as those of humans, but their limbs are short, powerfully-muscled, and often twisted. Male dwarfs usually sport long beards.

Dwarfs are famed artificers and craftsmen. They spend most of their time underground, and only adventurers or avenging armies invade the surface world. Dwarfs are popularly believed, with justification, to be enormously wealthy. When aboveground, dwarfs commonly travel armed and armored. Dwarfs are ancient enemies of elves, trolls, and orcs.

Dwarfs move in the dark using a supremely-developed touch called Earthsense. They can sense other beings by the slight air currents created in any movement. They direct blows in combat by feeling their enemy's body heat, and dodge or parry his blows by perceiving the air currents produced when he swings. Earthsense—a combination air current/heat sensing system—is possessed by a few other underground species as well.

Dwarfs are inventive and famed for their contrivances. They hate having their mechanical wonders and money fall into the hands of other races. Dwarf adventurers generally have no more special items or cash than those from any other race, though they are usually better-armed and better-armored.

Male and female dwarfs do not differ in size or strength. Dwarf women are even more rarely seen than the men.

Dwarf

Characteristics		Average	
STR	4D6	14	Move 2
CON	1D6+12	15-16	Hit Points 12
SIZ	2D6	7	Fatigue 30
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/4
L Leg	05-08	04-06	5/4
Abdomen	09-11	07-10	5/4
Chest	12	11-15	5/5
R Arm	13-15	16-17	5/3
L Arm	16-18	18-19	5/3
Head	19-20	20	4/4

Weapon	SR	Attack%	Damage	PARR%	PTS
1H Hammer	8	25+6	1D6+2	25+6	10
Battleaxe	8	20+6	1D8+2	20+6	10
Crossbow	3	20+6	2D4+2	20+6	8
Buckler	—	—	—	20+6	8

Notes: The dwarf medium crossbow is a repeater. It fires once a round without needing to reload until all five quarrels in the clip have been expended. It takes three rounds to refill the clip.

Skills: Agility +6; Boat 00, Climb 20, Jump 15, Ride 00, Swim 05, Communication +5, Knowledge +3 Craft (stone and metalworking) 25, Evaluate 40, Animal Lore 00, Dwarf Lore 25, Mineral Lore 50, Plant Lore 00, Read/Write 10, Manipulation +6; Conceal 15, Devise 30, Perception +7; Earthsense/Scan 25, Earthsense/Search 25, Visual Scan 05, Visual Search 25, Track 00, Stealth +3.

Armor: Usually chainmail (5 points) over entire body, plus open helm (4 points).

Magic: Dwarfs usually learn sorcery.



Creating a Dwarf Adventurer

Roll D100

01-70	Crafter
71-72	Merchant
73	Noble
74-92	Soldier
93-96	Sorcerer
97-00	Thief

MAGIC AND EQUIPMENT: all dwarfs have Sorcery as their primary magic. By occupation, they have the same access to sorcery spells as does a civilized human. All dwarf occupations give the dwarf the same equipment as the civilized human equivalent, except that a dwarf has no live animals and twice the money in goods.

Dwarf Crafter

SKILLS: as per human Civilized Crafter, except that Woodworkers are considered to be Masons and Leatherworkers are considered to be Armorers instead. Lacks Throw, Fist attack, Dagger attack, and 2-H Spear attack and parry. Possesses Mineral Lore ×5 and Hammer attack ×1 and parry ×1.

Dwarf Merchant

SKILLS: as per human Civilized Merchant, but lacks Throw, Fist attack, and Dagger attack. Possesses Craft (blacksmith) ×2 and Mineral Lore ×3.

Dwarf Soldier

SKILLS: Craft (armorer) ×3, First Aid ×1, Mineral Lore ×3, Conceal ×2, Devise ×3, Listen ×2, Scan ×2, Crossbow ×3, 2-H Weapon attack ×3 and parry ×3, 1-H weapon attack ×3 and Shield parry ×3.

Dwarf Noble

SKILLS: Craft (blacksmith) ×2, Craft Armor ×3, Orate ×3, Speak ×1, Evaluate ×5, Human Lore ×2, Mineral Lore ×4, Scan ×2, Search ×1, 1-H weapon attack ×4 and Shield parry ×4, or 2-H weapon attack ×4 and parry ×4.

Dwarf Sorcerer

SKILLS: as per human Civilized Sorcerer, but lacks Dagger attack and Fast Talk and his craft and Lore gains are ×3 instead of ×1.

Dwarf Thief

SKILLS: Climb ×2, Jump ×1, Fast Talk ×2, Evaluate ×4, Human Lore ×2, Mineral Lore ×3, Conceal ×3, Sleight ×3, Devise ×3, Hide ×2, Sneak ×2, Short-sword or Hammer attack ×2 and appropriate weapon parry or Dodge ×2.

Elementals

Elementals are otherworld entities which manifest themselves in bodies of natural forces or materials. The most common elementals are gnomes, salamanders, shades, sylphs, and undines, which form bodies from earth, fire, darkness, air, and water, respectively.

Elementals are incomplete entities possessing STR, SIZ, and POW. Their hit points are related to their SIZ, as explained later. An elemental's SIZ is expressed as a volume rather than a number; an elemental would be described as having a SIZ of, say, 3 cubic meters. Elementals lack fatigue points and never tire.

If a point value is needed for an elemental's SIZ, the elemental's hit points may be used as its SIZ. Thus, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it were 10. Elementals, lacking INT, act solely on the basis of physical tropisms. They are capable of being controlled by spells, but when left on their own, they will simply do whatever is natural: salamanders burn flammable materials within reach, undines flow to the lowest possible spot, gnomes crystallize, shades flee light, and sylphs breeze around.

Many elementals are god-servants, and priests of certain deities learn to control appropriate elementals.

When summoned, there must be sufficient quantities of the appropriate element for an elemental to manifest itself. For example, a 10-cubic-meter salamander would require quite a large fire and a 1-cubic-meter undine would need a large tub filled with water. No matter how much element is available, an elemental may not be larger than its SIZ. If sufficient element is unavailable, the elemental will not form at all, rather than forming with less than full size.

All elementals can be struck in combat with ordinary weapons, breaking up their physical construction and eventually disrupting them. They have only one hit location and no armor. When an elemental has been reduced to zero hit points, it dissolves and its spirit returns to the other world, from where it may be summoned again to inhabit another volume of material.

A successful attack roll must be made to damage an elemental, even if the attacker is engulfed by the entity.

Gnomes: A gnome cannot be summoned or travel through areas floored by quarried stone or solid rock. However, it likes very rocky soil. A gnome moves directly through the earth, leaving a trail of overturned and ground dirt behind it. It cannot leave the soil, and looks like a whirlpool or pulse in the earth itself.



Abilities: A gnome can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). A gnome has many homely uses, such as uprooting tree trunks, plowing fields, and clearing foundations for homes. In war, a gnome could be used to undermine or build fortifications. Gnomes are perhaps the most generally useful elemental.

A gnome can carry a person and "swim" through the soil if it has STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The gnome can only do this with an unresisting passenger. A gnome can carry several people if its STR is sufficient.

Attack Forms: This creeping horror can attack 10 SIZ points or fraction thereof per cubic meter of volume. It can attack more than one foe at a time, dividing its volume among them.

In combat, the gnome uses its volume to engulf its opponents, opening up a pit beneath a foe with a maximum volume equal to the gnome's own volume. If a gnome has 1 cubic meter per 10 SIZ pts of its foe, it simply engulfs his legs. If it has three cubic meters per 10 SIZ pts of any enemy, it can swallow him up to the neck, covering the victim's chest and abdomen as well as legs. If the gnome has 5 cubic meters of volume per 10 SIZ points of the victim, it can swallow him completely, engulfing all hit locations. In this case, the victim also will asphyxiate (as per suffocation rules) unless he breaks free.

After burying a victim, the gnome closes up the pit, doing the gnome's damage modifier (figured by the gnome's STR $\times 2$ rather than STR + SIZ) as damage to all hit locations engulfed. A gnome can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a given spot, because the pulverized dirt is too fine for a second attack.

The victim is held by the gnome in any case, and must overcome the gnome's STR with his own to break free and crawl out of its grip.

If a gnome lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the gnome's grip.

Statistics: Each cubic meter of SIZ gives a gnome 1D6 + 6 STR, 2D6 + 6 hit points, and 1D6 POW. Gnomes move 1 meter per strike rank. A gnome's attack pit opens on strike rank 1 and crushing damage occurs on strike rank 10.

Sample Gnomes

Characteristics	Average
STR 1D6 + 6	9-10
SIZ 1 cubic meter	
POW 1D6	3-4
HP 2D6 + 6	13
Move	1
Damage Bonus:	0
Characteristics	Average
STR 3D6 + 18	28-29
SIZ 3 cubic meters	
POW 3D6	10-11
HP 6D6 + 18	39
Move	1
Damage Bonus:	3D6
Characteristics	Average
STR 10D6 + 60	95
SIZ 10 cubic meters	
POW 10D6	35
HP 20D6 + 60	130
Move	1
Damage Bonus:	11D6



Salamanders: Salamanders must be summoned from an existing flame. Once formed, the salamander can move at will without being extinguished — it does not even need fuel. However, a salamander can be doused with water or soil, like an ordinary flame.

Abilities: A salamander will ignite any flammable object touched. It will heat metal (and can eventually melt it), bake stone, set fires, and, of course, burn people. A salamander can also be used to douse natural fires, though not other salamanders, Firebladed weapons, or the like. The salamander enters the fire and sucks it up, extinguishing the flames. This does 1D6 points of damage to the salamander per cubic meter of fire sucked out.

Salamanders can float through the air at the same rate as they move on ground. A salamander must touch an object to ignite it.

Attack Forms: In combat, a salamander engulfs foes in flame. It can swallow 10 SIZ points of enemy per cubic meter of volume.

Each round a roll of 3D6 is matched against the victim's best armor. If the damage overcomes the victim's armor (including protective spells), he takes all damage directly to his hit points. If the armor successfully resists the damage, the victim takes half the 3D6 roll (round fractions down) as damage. If a salamander is too small to fully cover a victim, 1D6 is rolled against the target's armor instead of 3D6.

Statistics: Per cubic meter, a salamander has 1D6 STR, 1D6 POW, and 2D6 hit points. A salamander moves 3 meters per strike rank either flying or creeping on the ground. Damage is done on SR 10 of the round in which the salamander engulfs its foe.

Sample Salamanders

Characteristics		Average
STR	1D6	3-4
SIZ	1 cubic meter	
POW	1D6	3-4
HP	2D6	7
Move	3	3

Characteristics		Average
STR	3D6	10-11
SIZ	3 cubic meters	
POW	3D6	10-11
HP	6D6	21
Move	3	3

Characteristics		Average
STR	10D6	35
SIZ	10 cubic meters	
POW	10D6	35
HP	20D6	70
Move	3	3



Shades: Shades must form from shadows in which no light is visible. Once formed, the shade consists of a pool of darkness which can move at will, even into broad daylight. Shades are absolutely pitch-black. Only the strongest light penetrates them at all.

Abilities: Shades can douse small lights, such as candles or lanterns. They can also hide objects within their volume.

Shade Fearshock Success Table

Success Level	Result
Critical roll	Victim dies
Special roll	Victim collapses for 20 minus CON melee rounds. Must roll CON×5 or less on D100 or die.
Normal success	Victim is demoralized (see the spell). The effect lasts for 20 minus CON melee rounds.
Failure	No effect on beings with normal INT. Beings with restricted INT are demoralized.
Fumble	Victim unaffected

Anyone within a shade is sensorially deprived—the senses of touch and hearing are benumbed, sight is impossible, and the freezing air blunts the sense of smell. Thus a shade blocks not only eyesight, but also troll Darksense and dwarven Earthsense. This is an automatic effect of all shades, and cannot be turned off.

Attack Forms: A shade attacks via fearshock, by matching its magic points against the target's CON. The shade must actually be touching and partially englobing the target to use this attack form.

A shade can only use fearshock on a given victim once every full turn. Unconscious beings are immune to fearshock.

In addition, a shade produces freezing cold, which may damage characters completely engulfed by the elemental. The shade may engulf 10 SIZ points of opponent per cubic meter of volume it possesses.

Each round a victim is engulfed by a shade, he takes 1 point of freezing damage to a random hit location. Neither armor nor protective clothing protect against this magic damage.

A shade may combine fearshock and cold damage in the same round.

Statistics: Shades have 1D6 STR, 1D6 POW, and 1D6 hit points for their every cubic meter of volume. Shades move 6 meters per strike rank, either flying or along the ground. A shade's fearshock attack takes place on the SR that victim is touched. Freezing damage takes place on strike rank 10 of the round the shade has engulfed its victim.

Sample Shades

Characteristics		Average
STR	1D6	3-4
SIZ	1 cubic meter	
POW	1D6	3-4
HP	1D6	3-4
Move	6	6
Characteristics		Average
STR	3D6	10-11
SIZ	3 cubic meters	
POW	3D6	10-11
HP	3D6	10-11
Move	6	6



Sylphs: Sylphs are available practically anywhere except underwater or outer space. They are tangible, formed out of what feels like "solidified air." Sylphs have no fixed volume, and SIZ is primarily used to determine how much damage a sylph does in combat.

Abilities: A sylph can carry objects or people with a total SIZ no greater than the sylph's STR. It can create a breeze or small whirlwind. A sylph can increase a sailing ship's speed by filling the sails.

Attack Forms: A sylph fights by picking up and dropping enemies. It can lift a number of victims with a total SIZ equal to or less than its STR. The victims are lifted and dropped 3 meters for every cubic meter the sylph possesses. Normal falling rules (1D6 damage per 3 meter drop) are used to determine damage.

A victim can resist being lifted by a sylph by matching his STR against the sylph's STR. Instead, he may try to hit the sylph, hoping to destroy it before it can lift 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 sylph's attack takes place on strike rank 10 of the round in which it grabs its prey.

Sample Sylphs

Characteristics	Average
STR 2D6	7
SIZ 1 cubic meter	
POW 1D6	3-4
HP 1D6	3-4
Move 10	10

Characteristics	Average
STR 6D6	21
SIZ 3 cubic meters	
POW 3D6	10-11
HP 3D6	10-11
Move 10	10

Characteristics	Average
STR 20D6	70
SIZ 10 cubic meters	
POW 10D6	35
HP 10D6	35
Move 10	10

Undines: Undines may form from any fluid of at least 90% water. It is possible to make undines out of diluted wine, milk, 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 (such as alcohol) in this way.

An undine can push a ship through the water. An undine can carry objects or beings if its STR can support the SIZ. It can carry things either entirely underwater, or partially exposed (to permit air-breathing).

Attack Forms: An undine attacks on land by engulfing foes and forcing itself into mouths and lungs. Use normal drowning rules, but the victim starts out at CON $\times 3$. As normally, a character failing a CON roll takes 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 up among them.

An undine can suffocate water-breathing organisms in the water by drawing away oxygen from gills, causing suffocation as per normal drowning rules, beginning at CON $\times 10$.

Statistics: Undines have 2D6 STR, 1D6 POW, and 1D6 + 6 hit points per cubic meter of volume. Undine swim at 6 meters per strike rank or crawl overland at 2 meters per strike rank. An undine's attacks are all performed on SR 10 of the round they grab their victim.

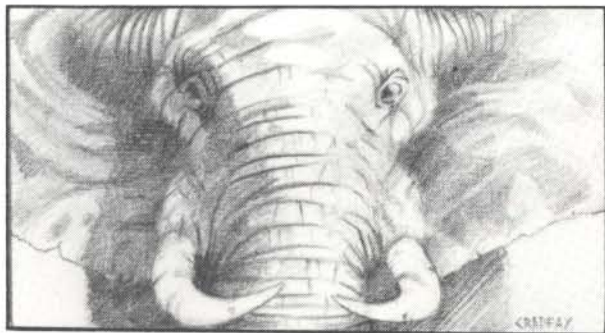
Sample Undines

Characteristics	Average
STR 2D6	7
SIZ 1 cubic meter	
POW 1D6	3-4
HP 1D6 + 6	9-10
Move 6/2	6/2

Characteristics	Average
STR 6D6	21
SIZ 3 cubic meters	
POW 3D6	10-11
HP 3D6 + 18	28-29
Move 6/2	6/2

Characteristics	Average
STR 20D6	70
SIZ 10 cubic meters	
POW 10D6	35
HP 10D6 + 60	95
Move 6/2	6/2





Elephant (*Loxodonta africanus*)

The elephant described here is of the African variety. The Indian elephant (*Elephas maximus*) is smaller (SIZ 6D6 + 30) and has much smaller tusks. The now-extinct African forest elephant used by Hannibal was smaller still (SIZ 6D6 + 24).

Elephants travel in herds and live on tropical plains, sometimes entering forests. When feeding, a herd will break up temporarily. Sometimes an elephant is outcast from the herd because of its bad nature, becoming a rogue. Elephants will help and defend an injured comrade, unlike most other herd animals.

The extinct mammoths and mastodons resembled modern elephants, though some varieties were larger. Some mammoths and mastodons were furred, and could survive a more temperate climate than the modern breed. Their habits were similar, and they doubtless roamed in small herds over the primeval world.

Elephants are intelligent, and learn quickly — one of the reasons that rogues are so dreaded. They can be domesticated and trained. When injured, an elephant may go berserk, so it is not always a good warbeast. An elephant requires quite a bit of upkeep — an adult male Indian elephant eats 225 kg of hay, fruit, grain, and foliage each day.

Elephant

Characteristics		Average		
STR	6D6 + 24	45	Move	6
CON	3D6 + 16	26-27	Hit Points	40
SIZ	6D6 + 32	53	Fatigue	72
INT	6	6		
POW	2D6 + 6	13		
DEX	3D6	10-11		

Hit Location	D20	Points
RH Leg	01-02	8/14
LH Leg	03-04	8/14
Hind Q	05-08	8/17
Fore Q	09-12	8/17
RF Leg	13-14	8/14
LF Leg	15-16	8/14
Trunk	17	4/11
Head	18-20	8/14

Weapon	SR	Attack %	Damage
Trunk	6	50 + 6	grapple
Rear & Plunge	6	25 + 6	2D8 + 5D6
Trample	6	50	10D6 vs downed foe
Tusk	6	25 + 6	5D6

Notes: An elephant can attack once a melee round. If the trunk grapples a victim, the victim may escape by successfully matching his STR against half of the elephant's STR. The trunk does no damage in and of itself, but each round following the initial grapple, a grappled victim can be hit by any of the elephant's other attacks with a 100% chance for success. Indian elephants have no tusk attack.

The tusk damage equals the elephant's damage modifier. A tusk can impale.

Skills: Smell Intruder 50 + 7, Listen 50 + 7.

Armor: 8-point thick skin, except on trunk, which has 4-point skin.

Elephant

STR	45	Move	8
CON	30	Hit Points	42
SIZ	53	Fatigue	75
INT	5	Magic Points	15
POW	15	DEX SR:	4
DEX	8		

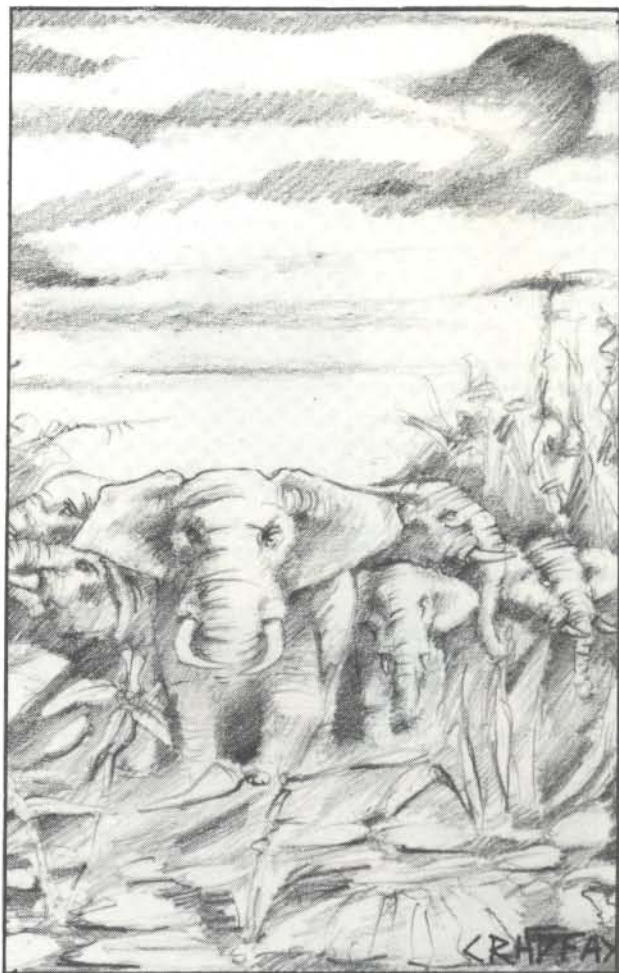
location	D20	points
RH Leg	01-02	8/14
LH Leg	03-04	8/14
Hind Q	05-08	8/17
Fore Q	09-12	8/17
RF Leg	13-14	8/14
LF Leg	15-16	8/14
Trunk	17	4/11
Head	18-20	8/14

Weapon	SR	Attack	Damage
Trunk	7	50%	grapple
Rear & Plunge	7	30%	2D8 + 5D6
Trample	7	50%	10D6
Tusk	7	35%	5D6

Note: The elephant can attack once per round. If an elephant successfully grapples a victim, on the following round the elephant can automatically stab him with a tusk or, by taking yet another round, can trample him automatically, or it can hurl the victim a distance equal to 23 minus the victim's SIZ in meters. To escape, the victim's player must match his adventurer's STR against a STR of 23 on the resistance table.

Skills: Listen 70%, Smell Intruder 72%, Swim 60%

Treasure: Every culture values ivory. This elephant has 40 ENC of ivory in his tusks. Price varies from area to area, but usually is at least that of copper ingots.



Elf (*Dendro sapiens*)

Elves are human-like folk dwelling in forests. They are slender and slightly shorter than humans, with pointed ears. Elvish skin is usually a pastel greenish tint. Their eyes are large, without pupils or whites, and variable in color—often violet or pale green. Female elves have boyish, rather than voluptuous, figures, while male elves lack facial hair. Both males and females generally have green-tinted short hair lying close to their skull, giving a cap-like effect. There is no size or strength difference between the sexes.

Elves are vegetarians, tied to their forests in ways not understandable by humankind. Individual elves seem free to go and come at will, but mass elvish migrations only occur in times of disaster.

Elves are ancient foes of trolls, orcs, and dwarfs. Sometimes parties of elves seek their enemies underground.

There are several races of elves. Green Elves are found mainly in pine forests and the north. Brown Elves dwell in deciduous forests and sleep all winter, but are awake all summer, spring, and fall. Yellow Elves inhabit tropical jungles, and Black Elves live underground in mushroom forests.

Elf

Characteristics		Average	
STR	2D6+2	9	Move 4
CON	3D6	10-11	Hit Points 10
SIZ	2D4+4	9	Fatigue 20
INT	3D6+6	16-17	
POW	2D6+6	13	
DEX	3D6+3	13-14	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage	PARR%	PTS
Elf Bow	3/9	25+11	1D8+1	10+5	8
Spear	7	20+11	1D6+1	20+5	10
Shortsword	9	20+11	1D6+1	20+5	10
Buckler	9	05+11	1D4	20+5	8

Note: Elf bows are usable only by the owner. They wither if touched by any non-elf. Elves are very protective of their bows.

Skills: Agility +5; Boat 00, Climb 70, Dodge 20, Swim 05, Communication +10, Knowledge +7; First Aid 25, Elven Lore 15, Plant Lore 50, Manipulation +11; Conceal 20, Perception +10; Listen 45, Track 25, Stealth +2; Hide 25, Sneak 25.

Armor: Elves have no natural armor. They generally prefer to Dodge rather than wear armor. They often wear 2-point leather and occasionally light mail.

Magic: Elves practice divine magic, worshiping a plant-goddess. Their goddess provides their priests with many sorts of special nature- and plant-spirits, as servants and guardians. Elves also have access to all non-ritual spirit magic spells, though they have no shamans.

Creating an Elf Adventurer

All elf occupations give the elf the same equipment as the equivalent human Barbarian occupation. However, all animals or animal goods are considered to be equivalent plant goods instead. Plant Tender gives the equipment of a Barbarian Farmer.

Elves learn magic as does the equivalent human Barbarian. All are considered to be initiates of their own special cult from age 15 forward, if they so desire.

Roll D100

01-05	Crafter
06	Entertainer
07-80	Plant Tender
81	Noble
82-85	Priestess
86-00	Warrior

Elf Crafter SKILLS: Speak Other Language ×2, Craft ×5, Evaluate ×2, First Aid ×3, Elf Lore ×3, Plant Lore ×3, Animal Lore or World Lore ×1, Conceal ×4, Devise ×2, Ceremony or Enchant or Summon ×1, Hide ×2, 1H weapon attack ×1, Dodge ×2.

Roll D100 on the following table to determine precise craft:

01-20	Weaver
21-25	Redsmith (bronze worker)
26-30	Leatherworker
31-70	Woodworker
71-80	Cook
81-00	Herbalist

Elf Entertainer SKILLS: as per human Civilized Entertainer but lacks Throw, Fist attack, and Dagger attack. Possesses Plant Lore ×2, Ceremony or Enchant or Summon ×1, and Hide ×2.

Elf Plant Tender SKILLS: First Aid ×2, Animal Lore ×1, Plant Lore ×5, World Lore ×3, Ceremony or Enchant or Summon ×1, Devise ×2, Listen ×2, Scan ×3, Search ×3, Hide ×2, Sneak ×2, Bow ×2, 1-H weapon attack ×2, Dodge ×1.

Elf Noble SKILLS: Fast Talk ×1, Orate ×2, Speak Own ×1, Speak Other ×1, First Aid ×1, Elf Lore ×2, Plant Lore ×3, World Lore ×2, Ceremony or Enchant or Summon ×1, Listen ×1, Scan ×2, Search ×1, Hide ×4, Bow ×5, 1-H weapon attack ×2, Dodge ×2.

Elf Priestess SKILLS: as per human Civilized Priest, but lacks Ride, Throw, Fist attack, and Dagger attack. Has World Lore ×2, Plant Lore ×3, and Hide ×2.

Elf Warrior SKILLS: First Aid ×1, Plant Lore ×3, Ceremony or Enchant or Summon ×1, Conceal ×3, Listen ×2, Scan ×2, Hide ×5, Sneak ×5, Bow ×4, 1H weapon attack ×2, any parry or Dodge ×3.





Fachan (Monopus cyclops)

A fachan is a large and fierce monstrosity, sporting one eye in the middle of his forehead, one arm in the middle of his chest, and one leg supporting him beneath. His features are as twisted and gnarled as the roots of an old tree, and his torso is protected with a hard, matted coat of filthy blue feathers. His scalp has a single tuft of hair, which is magically strong and cannot be uprooted.

The normally-solitary fachans are of unknown origin. Though rare, they sometimes wander through ravaged lands, smashing, pillaging, and eating hapless folk. They are amenable to logic, and are sometimes found as champions or hired warriors for tribes of trolls or other sorts who will provide them with plenty of battle and booty.

Fachans are well-armed (at least in terms of weaponry), and frequently own a magic weapon. Fachans love weapons and carry the best they can obtain. This love may be exploited by adventurers desiring to bribe a fachan into leaving them alone.

Since fachans have only a single arm, they can only use one weapon at a time. They must hop to move and do so quite effectively. A fachan can leap 6m in a single bound, and may jump once every other strike rank. If a fachan is knocked down, it must roll its DEX × 5 or less to regain its posture (and can do nothing else that round). Fachans have poor depth perception and rarely use missiles.

Fachan

Characteristics		Average	
STR	3D6 + 24	34-35	Move 6m/leap
CON	3D6 + 12	22-23	Hit Points 29
SIZ	3D6 + 24	34-35	Fatigue 58
INT	2D6 + 3	10	
POW	3D6	10-11	
DEX	1D6 + 6	9-10	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
Leg	01-06	01-04	8/10
Abdomen	07-10	05-09	12/10
Chest	11-12	10-15	12/12
Arm	13-16	16-18	8/10
Head	17-20	19-20	8/10

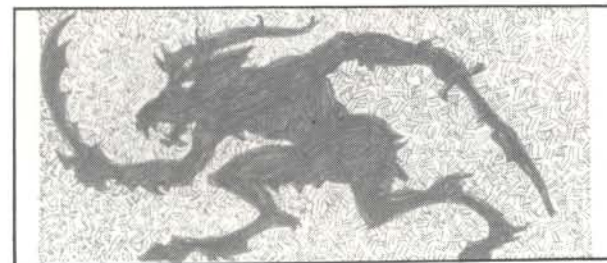
Weapon	SR	Attack %	Damage	PARR %	PTS
Flail	4	50 + 10	2D6 + 2 + 3D6	50-15	10
Fist	6	50 + 10	1D6 + 3D6		

Notes: A fachan's flail often has poison smeared over its spiked apples. Fachans may be found with any weapon, but flails are a favorite. The statistics above are a minimum—a given fachan may well have 90% or more in skill at using his chosen armament.

Skills: Climb 20-15, Jump 150-15, Ride 00, Swim 05-15, Listen 50 + 8, Scan 10 + 8.

Armor: 5-point skin plus 4 points of feathers on torso. Usually wears at least cuirboilli armor as well for a total of 8 points of armor on limbs and head and 12 points on the torso.

Magic: Fachans are not strong on magic-using, except for magic weapons. Fachans with magic may learn any variety, most frequently knowing primitive magic.



Fachan

STR	34	Move 6 (every other SR)
CON	26	Hit Points 33
SIZ	39	Fatigue 60 - 28 = 32
INT	8	Magic Points 19
POW	19	DEX SR: 4
DEX	9	
APP	1	

location	melee	missile	points
Leg	01-06	01-04	15/11
Abdomen	07-10	05-09	12/11
Chest	11-12	10-15	12/14
Arm	13-16	16-18	15/11
Head	17-20	19-20	8/11

Weapon	SR	Attack	Damage	Parry	Points
Heavy Flail	5	80%	2D6 + 9 + 4D6	66%	10
Fist	7	55%	1D6 + 4D6	—	—

Spells: (Spirit Magic 74%) Fanaticism, Healing 1, Protection 6

Skills: Jump 107%, Scan 77%

Magic Items: Flail has Damage Boosting 7 on it. This spell will not expire for 12 more years.

Treasure: All the weapons he has taken from their erstwhile owners. This basically consists of 1D6 each of all RQ melee weapons. He scorns missile weapons (can't use them anyway, with no depth perception).

Notes: Usual combat procedure is to cast Protection 6, then fight. If situation seems right, will also cast Fanaticism on self. He may cast Fanaticism on any enemy that is parrying his blows too effectively. Wears chainmail on arm and leg, and cuirboilli everywhere.

Ghost

Ghosts are spirits of the dead. Ghosts found on the mundane plane are always tied to a specific site or object, and either cannot leave or must return if they do leave.

Ghosts can become visible at will, and engage intruders in spirit combat. If a ghost reduces a foe to zero magic points, it will possess him, usually causing the victim to kill himself. Even if a ghost possesses someone, it remains tied to its site and may not leave.

Most ghosts are malignant, and hate the living. They are frequently insane. Ghosts possess only INT and POW.

Ghosts

Characteristics		Average	
INT	2D6+6	13	Move equal to POW
POW	4D6	14	

Magic: A ghost may possess any type of magic, at the gamemaster's option. A shaman ghost may even have a fetch.



Ghoul

Ghouls are demonic monsters which feed on the dead. They look like caricatures of humans who have stepped from a week-old grave. Any armor they possess is looted from graves or victims, and they usually fight only with their talons and deadly poison bite.

Ghouls are magical incomplete creatures lacking POW. They are formed when a certain class of malignant spirit crosses from the otherworld and possesses a freshly-dead corpse. The corpse is thereby transfigured and animated, becoming a parody of life. Ghouls gain 1 magic point for every 3 SIZ points of corpses they devour. They must expend a magic point every daybreak or collapse, the malignant spirit returning to the otherworld, and the animated corpse dissolving. For each hour in the sun, a ghoul must spend an extra magic point.

Ghouls use a bloodchilling howl in combat. When a ghoul howls, match its magic points against the INT of each foe. If more than one ghoul howls, use only the magic points of the ghoul with the most magic points against each foe. If a victim is overcome, he becomes Demoralized (for effects see Spirit Magic spell of the same name) until all howling stops. If an adventurer resists the howl's effects, he must try again on the next round. An adventurer who resists for five successive melee rounds becomes immune to the howl until he has not heard the howl for a week or more.

Countermagic, Shield, and Resist Magic do not protect against ghoulish howling.

With its rotten fangs a ghoul can inject magical venom with a potency equal to the ghoul's CON. Resolve the attack by matching it against the victim's CON. If the victim is overcome, the full potency enters his system — otherwise, only 1D3 potency is injected. When the total potency injected equals or exceeds the victim's CON, the victim is paralyzed till an antidote counteracts the venom. The unfortunate adventurer will live for as many days as he has points of CON, but loses a point of current CON each day.

An adventurer bitten by a ghoul, yet not paralyzed, purges the venom from his system at the rate of 1 point per day.

Ghoul

Characteristics		Average	
STR	4D6	14	Move 3
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 25
INT	3D6	10-11	Magic Points 2D6+6
DEX	3D6	10-11	

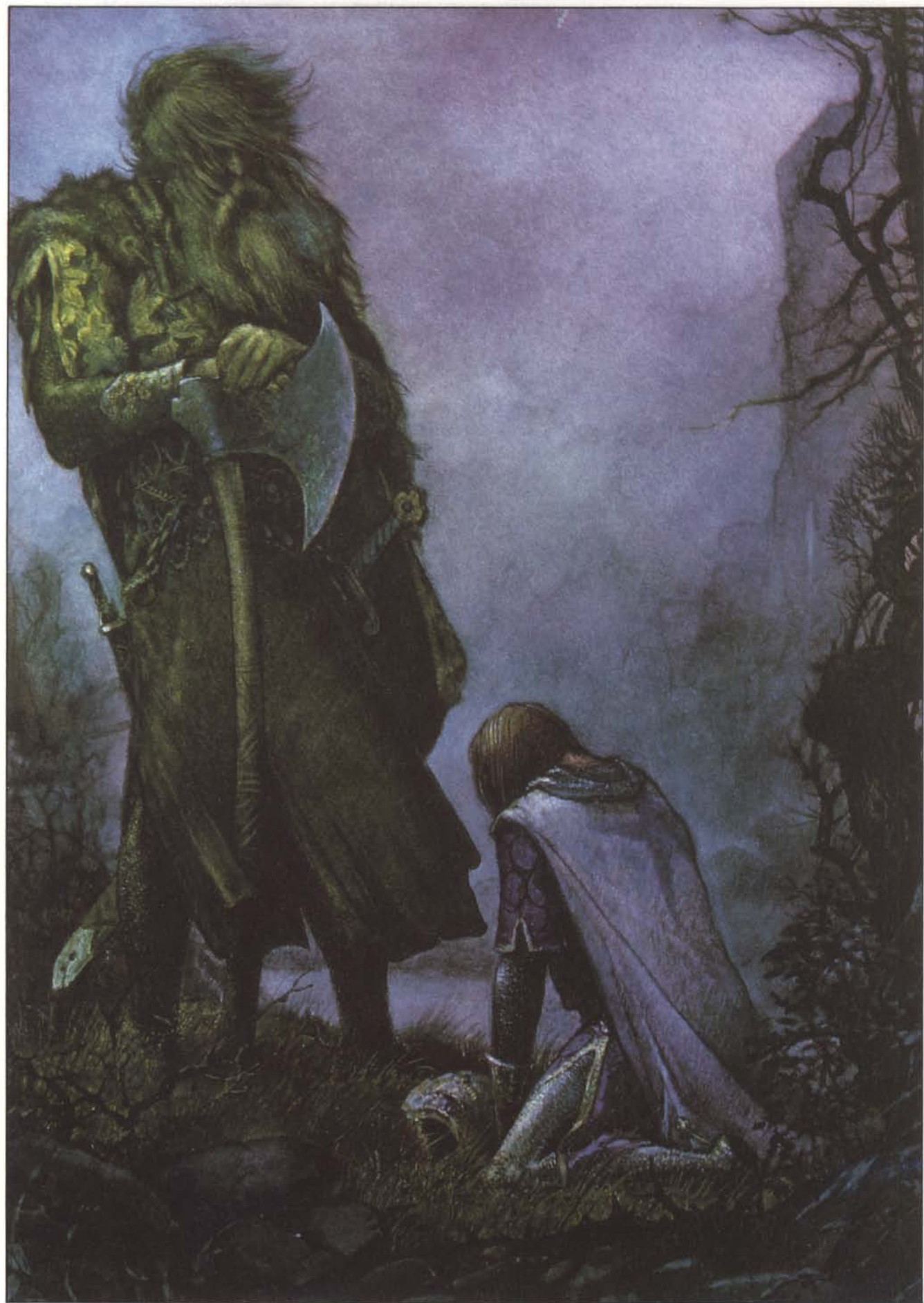
Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage
Claw	8	25+4	1D6+1D4
Bite	8	25+4	1D6+1D4+venom
Howl	3	Auto	Demoralize

Notes: A ghoul can attack with both claws and the bite simultaneously, all on the same strike rank.

Armor: None natural; may have looted armor from graves or victims.

Magic: The ghoul's howl costs an extra point of fatigue to use. Ghouls can learn sorcery.



Giant (*Homo colossus*)

Giants are huge, ugly humanoids with a taste for human flesh. They are surly and untrustworthy. At full growth of 16 meters, SIZ 24D6+48, a giant is truly formidable. (Fortunately, most giants are smaller.) Giants grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants use enormous clubs or tree trunks in battle. Humans fighting giants roll only 1D10 to determine hit location struck, unless using missile weapons.

Giants are naturally contrary. Any magical attempt to influence a giant's actions or emotions (such as casting at them Demoralize, Harmonize, Befuddle, or Fanaticism, or attempting possession by a spirit of Fear) has only a 5% chance to work, no matter how many magic points the spell caster has in comparison to the giant. This even applies to such spells cast by the giant on himself. It does not apply to spells specifically designed to command giants nor to spells or spirits which cause madness rather than emotion.

Giant

Characteristics	Average		
STR (3D6+6)/2m height	16-132	Move	1/1m height
CON (2D6+6)/2m height	13-94	Hit Points	15-113
SIZ (3D6+6)/2m height	16-132	Fatigue	29-226
INT 3D6	10-11		
POW 3D6	10-11		
DEX 3D6	10-11		
APP 2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	11/15
L Leg	05-08	04-06	11/15
Abdomen	09-11	07-10	11/15
Chest	12	11-15	11/18
R Arm	13-15	16-17	11/12
L Arm	16-18	18-19	11/12
Head	19-20	20	11/15

Note: This assumes a 6m-tall giant with a 5D6 damage bonus. Roll only 1D10 on the melee hit location table vs. giants unless the attacker is also huge.

Weapon	SR	Attack%	Damage	PARR%	PTS
Maul Butt	9	25+5/ 25+12	3D6+1D6/ 3D6+15D6	25	11-25

Notes: Despite their great size, most giants are able to parry competently with their mauls, for they learn to parry in their youth and increase their skill as they age.

A giant's maul has hit points equal to 10 plus the giant's damage modifier in D6s.

Skills: Smell Blood 50+4 to +12

Armor: As armor, giants have tough skin worth 6 points plus their damage modifier in D6s. A giant with a 10D6 damage modifier has 16-point skin.

Some giants wear leg armor (often of hammered plate).

Magic: A giant is capable of learning any magic type, if someone is so foolish as to teach him.

Quatch Quicksplash, 6m-tall giant

STR	45	Move	6
CON	40	Hit Points	50
SIZ	60	Fatigue	85 - 35 = 50
INT	6	Magic Points	13
POW	13	DEX SR:	4
DEX	9		
APP	9		

Note: Humans roll only 1D10 on the following hit location table when striking Quicksplash in melee.

location	melee	missile	points
R Leg	01-04	01-03	14/17
L Leg	05-08	04-06	14/17
Abdomen	09-11	07-10	14/17
Chest	12	11-15	14/21
R Arm	13-15	16-17	12/14
L Arm	16-18	18-19	12/14
Head	19-20	20	12/17

Weapon	SR	Attack	Damage	Parry	Points
Maul	4	45%	3D6+6D6	25%	16
Thrown Rock	4	30%	1D3+6D4	—	—

Note: Quicksplash's club weighs over 25kg. The stats given are for his usual overhand swing. If Quicksplash attempts a sweep with the club, he will be able to add +20% to his chances of hitting, and do only 7D6 total damage.

Skills: Smell Blood 75%

Treasure: Carries sack holding 600 pennies worth of silverware, food, clothing, and similar loot.

Notes: has thick cowhide wrapped around torso and two more around each leg and foot (2-point armor).



Gorgon (Teratocoma damnosum)

Gorgons are dread flying horrors, with the faces and breasts of human hags and hair composed of writhing serpents. They have bat-like wings and most of their bodies are covered with bronze scales. Talons adorn feet and hands.

The most famous attack of a gorgon is her deadly appearance. The face of a gorgon is so hideous that anyone seeing it automatically is turned to stone, his spirit trapped until the statue is broken. (Then he dies.) Each melee round, everyone within sight of a gorgon's face must receive a successful POW $\times 5$ roll or inadvertently see the face and be turned to stone.

The gorgon's appearance-attack may not be prevented by defensive spells, such as Countermagic or Shield. Gorgons are immune to their own appearance and to that of other gorgons.

Gorgon

Characteristics		Average	
STR	4D6	14	Move 3/8flying
CON	3D6 + 6	16-17	Hit Points 16
SIZ	4D6	14	Fatigue 31
INT	3D6	10-11	
POW	1D6 + 12	15-16	
DEX	3D6 + 6	16-17	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	8/6
L Leg	04-06	03-04	8/6
Abdomen	07-09	05-08	8/6
Chest	10	09-13	8/8
R Wing	11-12	14-15	8/5
L Wing	13-14	16-17	8/5
R Arm	15-16	18	8/5
L Arm	17-18	19	8/5
Head	19-20	20	8/6

Weapon	SR	Attack %	Damage
Talons	7	50 + 10	1D6 + 1D4
Serpents	7	100	2D3 + poison
Appearance	1	Auto	Petrifies

Note: The gorgon's appearance attack is automatic each round. Additionally, each round a gorgon can attack with two talons or 1D10 serpents. The talons strike 3 strike ranks apart.

The gorgon's head/serpents can reach up to half a meter. The bites are capable of impaling and inject a poison with a potency equal to the gorgon's CON. If the victim does not successfully resist the poison, he takes its potency in damage to his hit points. If he resists, he takes 1D6 damage.

Armor: 8-point bronze scales.



Gorgon

STR 12	Move 3/8
CON 16	Hit Points 17
SIZ 17	Fatigue 28
INT 11	Magic Points 17
POW 17	DEX SR: 1
DEX 22	
APP 2	

location	melee	missile	points
R Leg	01-03	01-02	8/6
L Leg	04-06	03-04	8/6
Abdomen	07-09	05-08	8/6
Chest	10	09-13	8/8
R Wing	11-12	14-15	8/5
L Wing	13-14	16-17	8/5
R Arm	15-16	18	8/5
L Arm	17-18	19	8/5
Head	19-20	20	8/6

Weapon	SR	Attack	Damage
R Talon	5	60%	1D6 + 1D4
L Talon	8	60%	1D6 + 1D4
Serpents	5	100%	1D3 + poison POT 16
Appearance	1	Auto	Petrifies

Dodge: 50%

Notes: Each round, players of all those within sight of the gorgon's face must succeed in rolling their adventurers' POW $\times 5$ or less on 1D100 or their adventurers inadvertently see the horror's visage and turn to stone.

The gorgon normally attacks twice a round, using both talons. Against unarmored or very heavily armored (when she is trying for a critical hit) enemies, she will use her serpentine hair instead, getting 1D10 attacks/round. Facing opponents with dangerous weapons, she attacks with one talon and dodge.

Treasure: Those turned into statues by the gorgon's gaze have their souls trapped therein until the statue is destroyed. Friends or loved ones of such a victim may be grateful to an adventurer freeing that victim's spirit.

Gorilla (*Gorilla gorilla*)

Gorillas are jungle-dwelling apes. They are quite large, with strength excessive to even their massive size. Gorillas are quadrupeds, but can walk and stand on their hind legs.

Gorillas are mainly vegetarians, though they eat grubs, insects, and an occasional rodent. They move in small family groups usually led by an old silverback male.

Gorillas are unaggressive and retiring, but an angry gorilla can tear a man to pieces. Female gorillas are smaller than the males, and have 1D6 less SIZ and STR.

Gorilla

Characteristics	Average		
STR	6D6 + 15	36	Move 2/3 in trees
CON	2D6 + 6	13	Hit Points 20
SIZ	4D6 + 12	26	Fatigue 49
INT	7	7	
POW	3D6	10-11	
DEX	3D6 + 3	13-14	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	3/6
L Leg	04-06	03-04	3/6
Abdomen	07-09	05-08	3/7
Chest	10	09-13	3/9
R Arm	11-14	14-16	3/7
L Arm	15-18	17-19	3/7
Head	19-20	20	3/7

Weapon	SR	Attack %	Damage
Bite	6	40 + 11	1D10 + 3D3
Wallop	6	20 + 11	1D3 + 3D3
Grapple	6	50 + 11	special

Note: Each round, a gorilla may attack twice. It may wallop twice, bite and wallop, or bite and grapple. The attacks occur 3 strike ranks apart.

The gorilla's bite and wallop damage has only half its damage modifier.

If a grapple succeeds, the gorilla grips its opponent and does full damage modifier (usually 3D6) each round. It may continue to bite as well.

Skills: Climb 60-2, Dodge 40-2, Listen 25 + 0, Scan 25 + 0, Swim 00, Hide 40-13, Sneak 30-13.

Armor: 3-point skin, muscle, and hair.

Gorilla

STR	35	Move 3
CON	15	Hit Points 22
SIZ	28	Fatigue 50
INT	7	Magic Points 10
POW	10	DEX SR: 3
DEX	15	

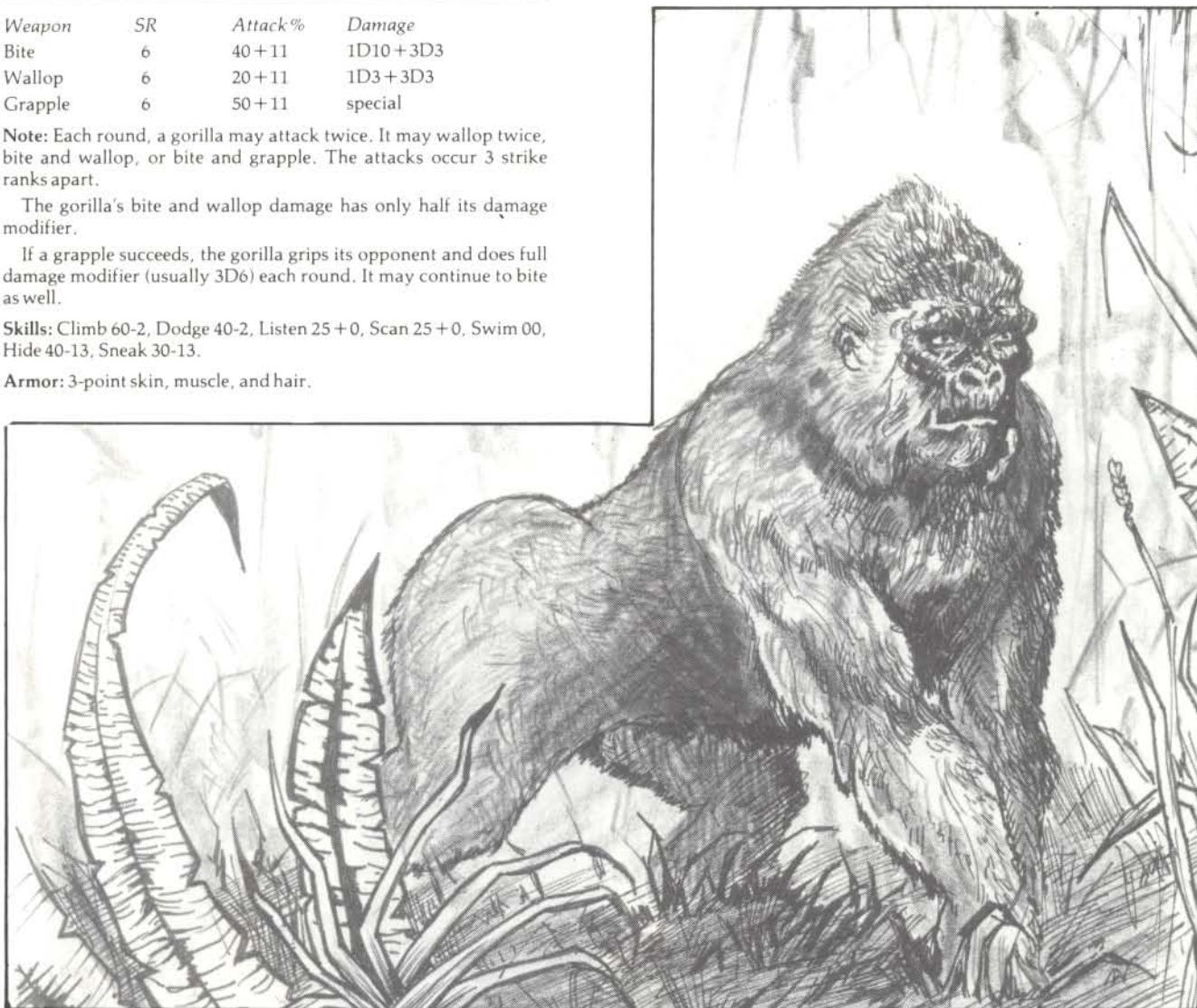
location	melee	missile	points
R Leg	01-03	01-02	3/6
L Leg	04-06	03-04	3/6
Abdomen	07-09	05-08	3/8
Chest	10	09-13	3/10
R Arm	11-14	14-16	3/8
L Arm	15-18	17-19	3/8
Head	19-20	20	3/8

Weapon	SR	Attack	Damage
Bite	6	55 %	1D10 + 3D3
R Wallop	6	25 %	1D3 + 3D6
L Wallop	9	25 %	1D3 + 3D6
Grapple	9	60 %	(3D6)

Note: May either bite on SR 6 and grapple on SR 9, or bite and wallop on SR 6 and wallop again on SR 9.

Dodge: 30 %

Skills: Climb 60 %, Hide 55 %, Sneak 45 %



Gorp (Chaos amorphous)

These shapeless blobs of putrid tissue ooze along waterways and through ruins, dripping acid and corrosive enzymes. They are amphibious.

A gorp can be killed only by fire or magic. Weapons just pass through the tissue, taking damage from the acid, but doing none. Because of the corrosive nature of the gorp, acid and poison have no effect on it. Non-fiery weapon-enhancing magic (such as Bladesharp or Truesword) do nothing to a gorp. Spells such as Disrupt or Lightning Bolt take normal effect.

If a gorp is slain, noble metals and other indissolvable treasures may (rarely) be found within. However, anyone searching the mess will take acid damage to both hands. Armor may help absorb this.

A gorp attacks by moving next to a victim during a melee round. If the victim fails a Dodge or Jump roll, the gorp envelops him. Anyone attacked by the gorp is enmeshed and corroded for 8 points per round. Armor will protect (until it is eaten away). If the adventurer can still move after the first round, he may try a second Dodge or Jump.

If a Dodge is used, the adventurer may attack as usual in the same round. If the adventurer tries to Jump, though, he may not attack that round. A different agility skill might be substituted, depending upon the situation* and the gamemaster.

Characteristics		Average		
STR	0	—	Move	1
CON	3D6	10-11	Hit Points	16
SIZ	6D6	21	Fatigue	n/a
INT	1	1		
POW	3D6	10-11		
DEX	0	—		

Hit	missile/melee	
Location	D20	Points
Body	01-20	all

Weapon	SR	Attack %	Damage
Envelope	1	100	8 points acid

Armor: none

Skills: none

Magic: A roll of POW $\times 1$ on D100 indicates that a gorp has a chaotic feature.



Grampus (*Mastigoproctus giganteus*)

These odd arthropods are also known as vinegaroons or whipscorpions. They resemble gigantic maroon scorpions with massive dark claws, but they lack the dreadful stings of true scorpions. Instead, there is a slender whip-like tail at the end of their abdomen. At the base of this tail is a gland which can expel clouds of noxious vapor.

Grampuses are strictly carnivorous and live in forests, jungles, and swamps.

Grampus

Characteristics		Average		
STR	4D6 + 12	26	Move	3
CON	2D6 + 12	19	Hit Points	21
SIZ	3D6 + 12	22-23	Fatigue	45
INT	2	2		
POW	3D6	10-11		
DEX	3D6	10-11		

Hit Location	D20	Points
RH Leg	01	6/4
LH Leg	02	6/4
RB Leg	03	6/4
LB Leg	04	6/4
Abdomen	05-09	6/9
RC Leg	10	6/4
LC Leg	11	6/4
RF Leg	12	6/4
LF Leg	13	6/4
RF Claw	14-15	6/7
LF Claw	16-17	6/7
Thorax	18-20	6/9

Note: The head is contained within the thorax.

Weapon	SR	Attack %	Damage
Pincer	6	50 + 1	1D8 + 2D6
Spray	3	100	Variable

Notes: A grampus can attack with spray and both pincers in the same round. The pincers strike 3 strike ranks apart.

The most common spray smells strongly of vinegar and is 1 point acid, dissolving armor on all hit locations of the target. If all armor has been dissolved, it damages flesh instead. This spray has a range of 10 meters, and covers an area of 3 meters square.

The second type of spray smells of chlorine, and is a poisonous gas with a potency of 3D6. If the gas's potency is resisted, the victim takes half the potency as damage. If not resisting, he takes full potency as damage. It is possible to hold one's breath while inside this cloud. The cloud covers a 3m-radius-area all around the grampus, and can be squirted up to 10 meters away, covering an area of 3 meters square.

The last type smells like formic acid and is squirted in a narrow stream. If it hits, the target takes 2D6 acid damage directly to a random hit location, losing armor first, then hit points.

Skills: Listen 50-2, Hide 60-13, Sneak 60-13.

Armor: 6-point chitin.



Grampus

STR 26	Move 3
CON 17	Hit Points 21
SIZ 24	Fatigue 43
INT 2	Magic Points 11
POW 11	DEX SR: 3
DEX 10	

location	D20	points
RH Leg	01	6/4
RH Leg	02	6/4
RB Leg	03	6/4
LB Leg	04	6/4
Abdomen	05-09	6/9
RC Leg	10	6/4
LC Leg	11	6/4
RF Leg	12	6/4
LF Leg	13	6/4
RF Claw	14-15	6/7
LF Claw	16-17	6/7
Thorax	18-20	6/9

Weapon	SR	Attack	Damage
R Pincer	6	50%	1D8 + 2D6
L Pincer	9	50%	1D8 + 2D6
Spray	3	100%	1point acid

Note: The grampus may use all three attacks in the same round. The spray does one point of damage to all hit locations to those in the 3x3m target area. Armor is dissolved first, then flesh. The range of the acid spray is 10 meters.

Skills: Hide 70%, Listen 50%, Sneak 70%

Griffin (*Gryphus gryphus*
or *G. opinicus*)

The griffin is a large flying carnivore with the body of a lion and the head, foreclaws, and wings of a mammoth eagle. They prize horsemeat, live in desert areas and dry mountains.

Griffins are found in family groups of no more than a dozen. They lair in great nests, often placed in caverns or dug into the side of mountains. In combat, a griffin will drop from above, grab a prey, and carry it away, clawing and tearing at it.

Griffin

Characteristics		Average	
STR	10D6	35	Move 5/12 flying
CON	3D6 + 12	22-23	Hit Points 29
SIZ	10D6	35	Fatigue 58
INT	6	6	
POW	2D6 + 6	13	
DEX	3D6 + 12	22-23	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01	6/8
LH Leg	03-04	02	6/8
Hind Q	05-07	03-07	6/12
Fore Q	08-10	08-12	6/12
R Wing	11	13-14	6/8
L Wing	12	15-16	6/8
RF Leg	13-14	17	6/8
LF Leg	15-16	18	6/8
Head	17-20	19-20	6/10

Weapon	SR	Attack %	Damage
Bite	4	50 + 19	1D6 + 3D6
Claw	4	50 + 19	1D6 + 3D6

Note: Each melee round, a griffin attacks with both claws simultaneously and bites three strike ranks later.

Skills: Dodge 25-2, Scan 70 + 5.

Armor: 6-point hide.

Griffin

STR	36	Move 5/12 flying
CON	22	Hit Points 29
SIZ	35	Fatigue 58
INT	6	Magic Points 12
POW	12	DEX SR: 1
DEX	25	

location	melee	missile	points
RH Leg	01-02	01	6/8
LH Leg	03-04	02	6/8
Hind Q	05-07	03-07	6/12
Fore Q	08-10	08-12	6/12
R Wing	11	13-14	6/8
L Wing	12	15-16	6/8
RF Leg	13-14	17	6/8
LF Leg	15-16	18	6/8
Head	17-20	19-20	6/10

Weapon	SR	Attack	Damage
Claw	4	75%	1D6 + 3D6
Peck	7	70%	1D6 + 3D6

Note: The griffin will attack on SR 4 with both claws simultaneously, followed three SRs later by a peck. All attacks must be against the same target.

Skills: Dodge 35%, Scan 73%



Halfling (*Homo minutem*)

Halflings are small, generally stout, humanoids living in temperate climes. They usually live underground or in the sides of hills. They are quite civilized, and dwell in prosperous small villages, though with much underground construction. Their advanced techniques of food storage and cookery are well-known.

Halflings are phlegmatic and avoid conflict. Stifled by such bucolic existence, occasionally a halfling becomes an adventurer. Halflings get along well with humans and may share a village. They also get along moderately well with elves and dwarfs, though they fear and mistrust trolls. There is no great size difference between female and male halflings.

Creating a Halfling Adventurer

All halfling player characters use the human Civilized culture charts for skills, magic, and equipment. Treat any roll of "Sorcerer" or "Priest" as "Crafter." Replace Fist attack by adding the skill multiplier to the Sneak skill. Replace Dagger attack by adding the skill multiplier to the Hide skill.

Halfling

Characteristics		Average		
STR	2D6	7	Move	2
CON	2D6 + 12	19	Hit Points	12
SIZ	2D3	4	Fatigue	26
INT	2D6 + 6	13		
POW	2D6 + 3	10		
DEX	2D6 + 10	17		
APP	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	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

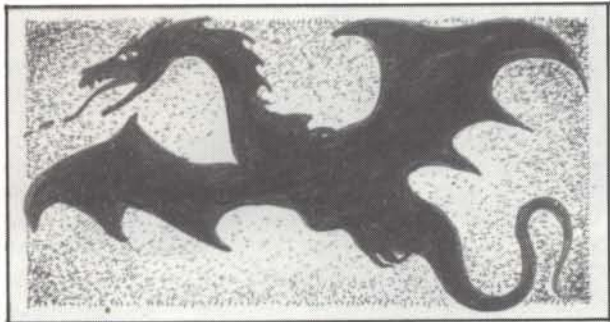
Weapon	SR	Attack%	Damage	PARR%	PTS
Shortsword	7	25 + 9	1D6 + 1-1D4	25 + 12	10
Sling	2/7	25 + 9	1D8	—	—
Rock	2/7	35 + 9	1D4	—	—

Notes: Halflings throwing rocks do a full 1D4 points of damage; this is not reduced by their damage modifier.

Skills: *Agility* + 12; *Boat* 10, *Climb* 25, *Dodge* 25, *Swim* 25, *Communication* + 4; *Fast Talk* 20, *Orate* 20, *Knowledge* + 3, *Manipulation* + 9; *Sleight* 15, *Perception* + 8, *Stealth* + 13; *Hide* 20, *Sneak* 30.

Armor: None natural; may wear any.

Magic: Halflings may learn a little magic, but rarely become shamans, priests, or sorcerers.



Harpy (Gynaves vexans)

This hateful creature has the head and breasts of a harridan, but the rest of the body is that of a particularly grimy vulture.

Harpies are notoriously filthy and delight in befouling the food and persons of others. They are cowardly and, unless they outnumber their enemy, will fly away if attacked. Any article of food contaminated by harpy dung is disease-carrying and completely inedible (except to harpies).

Harpies delight in snatching small valuable objects (such as familiars) from their owners and in other petty torments. They are extremely vindictive and will follow an enemy (at a safe distance) for miles. A harpy may work with another creature as a scout or spy.

Harpy

Characteristics		Average	
STR	3D6	10-11	Move 1/8 flying
CON	3D6	10-11	Hit Points 9
SIZ	2D6	7	Fatigue 21
INT	3D6	10-11	
POW	3D6	10-11	
DEX	5D6	17-18	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Claw	01-02	01	1/3
L Claw	03-04	02	1/3
Abdomen	05-07	03-06	1/3
Chest	08-09	07-11	1/4
R Wing	10-13	12-15	1/3
L Wing	14-17	16-19	1/3
Head	18-20	20	1/3

Weapon	SR	Attack %	Damage
Claw	8	25 + 10	1D6 + disease
Stone	2	25 + 10	1D6/3m dropped
Droppings	2	50 + 10	-1D10 APP + disease

Notes: A harpy can attack with both claws on the same strike rank.
A harpy can fight by dropping stones. Chances to hit are reduced by 5 percentiles for every 3 meters of height.
An adventurer struck by harpy droppings must scrub for hours to cleanse himself. Until he has done so, only monsters such as harpies or broos would associate with him.
A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease.

Skills: Scan 40 + 3.
Armor: 1-point feathers.

Harpies

STR 11 CON 11 SIZ 7 INT 10
POW 10 DEX 18 APP 3
Move Walk 1/Fly 8
DEX SR: 2

Weapon	SR	Attack	Damage
Claw	9	40%	1D6
Stone	2	40%	1D6 + height damage
Droppings	2	80%	-1D10 APP + disease

Dodge: 60%
Spells: (Spirit Magic 50%) Disrupt, Healing 1, Shimmer 3
Skills: Scan 55%

Treasure: Each has 1D20 random shiny trinkets, nothing of more than a penny or so in value, except perhaps sentimentally.

Harpy One

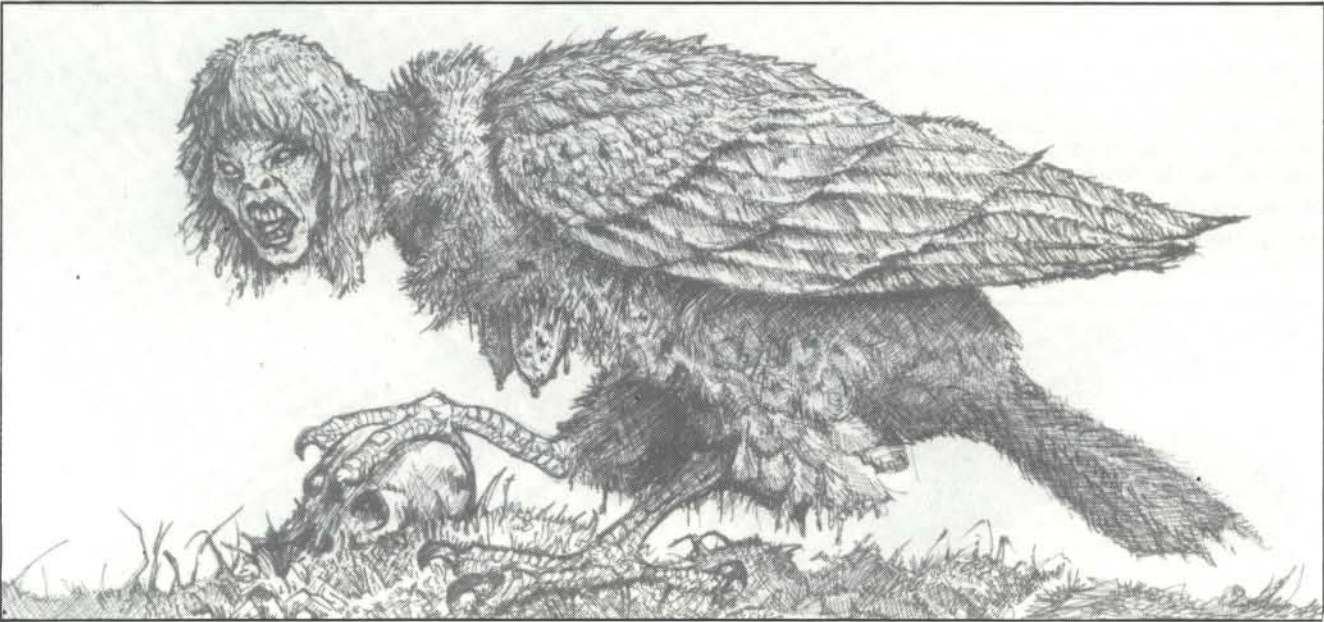
	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3

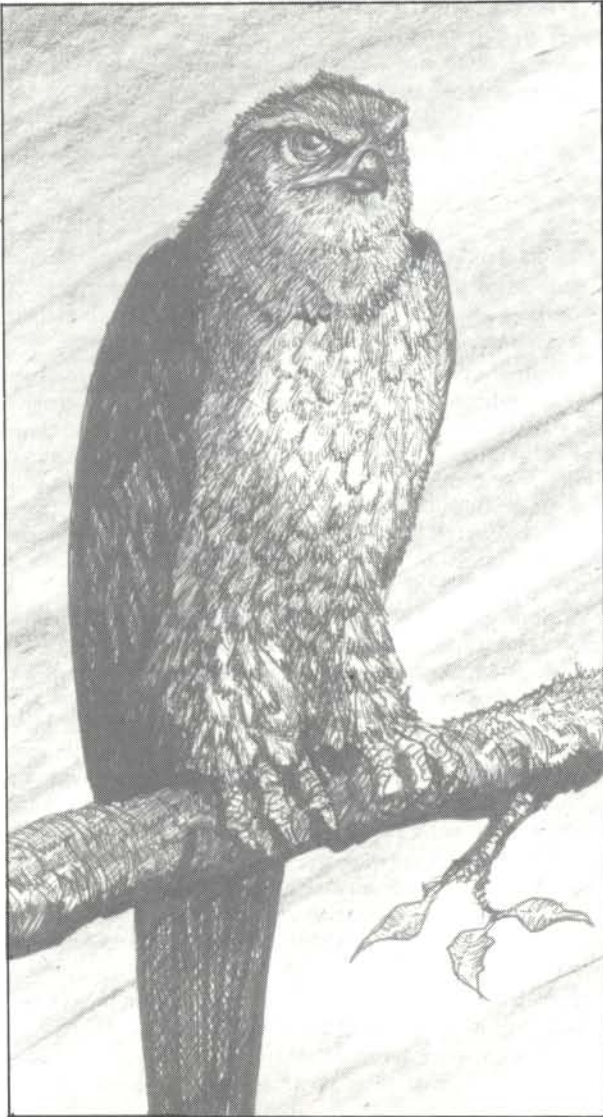
Harpy Two

	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3

Harpy Three

	location	melee	missile	points
MP: 10	R Claw	01-02	01	1/3
HP: 9	L Claw	03-04	02	1/3
Fat.: 22	Abdomen	05-07	03-06	1/3
	Chest	08-09	07-11	1/4
	R Wing	10-13	12-15	1/3
	L Wing	14-17	16-19	1/3
	Head	18-20	20	1/3





Hawk (various)

Hawks are predacious birds which inhabit all temperate and tropical climates. They make excellent familiars. They are unlikely to attack a human unless diseased or defending their nest. The stats below are for a large hawk and can also be used for a big owl or other bird of prey.

Hawk

Characteristics	Average	
STR 1D3	2	Move 1/12 flying
CON 2D4	5	Hit Points 4
SIZ 1D2	1-2	Fatigue 7
INT 3	3	
POW 2D6	7	
DEX 3D6 + 18	28-29	

Hit Location	D20	Points
Body	01-20	0/4

Note: Large or giant hawks use the same Hit Location Table as do harpies.

Weapon	SR	Attack %	Damage
Claw	7	40 + 8	1D2
Bite	10	25 + 8	1D3

Note: A hawk attacks with both claws simultaneously and bites 3 strike ranks later.

Skills: Dodge 80 + 23, Scan 100-10, Search 100-10.

Armor: none.

Headhanger (*Decapitans rugosus*)

A headhanger resembles a pallid, spined and clawed insect or reptile. Sprouting from the flaccid body are many thin stalks, some sporting living heads. Headhangers are powerfully-magic monsters, and live entirely on souls.

Headhangers prey on intelligent creatures, taking their heads and storing them internally. A day after a headhanger has taken a head, it sprouts on a stalk and joins the monster's external collection. The heads stay half-alive for months, while their souls are gradually consumed.

Headhangers lack a true head, though a pushed-in mass at the front of the body bears sensory organs and openings to internal cavities.

The heads help their master in combat by shrieking, biting, and spitting at foes. For each head, everyone within 3-4 meters of a headhanger must subtract 5 percentiles from all skills used.

A headhanger has a fixed INT of 1D3 per head. A typical headhanger has 2D4 heads.



Headhanger

Characteristics	Average	
STR 4D6 + 12	26	Move 3
CON 4D6	14	Hit Points 22
SIZ 3D6 + 18	28-29	Fatigue 40
INT 1D3/head	4-16	
POW 2D6 + 9	16	
DEX 3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/8
LH Leg	03-04	03-04	4/8
Hind Q	05-07	05-09	4/10
Fore Q	08-10	10-14	4/10
RF Leg	11-13	15-16	4/8
LF Leg	14-16	17-18	4/8
Heads	17-20	19-20	4/varies(ea)

Notes: A "heads" hit strikes one of the monster's captive heads. If a head is brought to zero hit points, it becomes comatose and inactive. If it takes twice its hit points in damage, it immediately rots, freeing whatever is left of its spirit.

The heads stored internally cannot be struck in melee. Those heads can be saved only by slaying the monster.

Weapon	SR	Attack %	Damage
Claw	6	60 + 3/	1D8 + 2D6
	6	60 + 15	

Notes: A headhanger can attack with both claws in the same round, 3 strike ranks apart.

If a claw hits, the hit location struck is always the target's head. If the victim's head is severed, on the next round the headhanger will attack with a single claw, as it uses the other claw to store the head within special cavities. If it fails to do this immediately after severing a head, the spirit may escape it, leaving only a useless skull.

Skills: Sense Intelligent Life 50-1 to + 11.

Armor: 4-point skin.

Magic: Headhangers are completely magical. They can gain knowledge from captive heads. They do not learn spells nor skills, but can gain information about the head's past life and friends. A headhanger may use such information (such as battle skills, personalities, and spells) cunningly in battle or to ambush or track down a victim's former comrades. Such knowledge does not become available to the headhanger until the head has grown a stalk. When a head is destroyed or absorbed, the headhanger gradually forgets the information that head provided.

Hellion

These strange inhabitants of the otherworld are sentient buildups of null force. They possess SIZ and INT. Their hit points, magic points, and armor points are always equal. When a hellion loses hit points, its armor and magic points decrease by an equal amount. When it casts a spell costing 3 magic points, its armor and hit points also go down 3 each.

Hellions look like silvery-translucent amorphous bubbles that quiver and shake with abandon. They are accompanied by a heavy pre-rainstorm smell. They become more reflective as they gain essence and lose their silvery appearance, and become more translucent, as they lose essence. Hellions can be struck by normal weapons and magic.

The hellion attacks with an outlash of entropic energy. This attack has a range of 10 meters. The attack automatically hits a chosen target within range. It is not especially painful, but drains the target's fatigue.

For each magic point expended in an attack, 1D10 fatigue points are drained from the target. If a hellion were to expend 6 points, it would subtract 6D10 fatigue points from the target. This attack takes place on strike rank 1.

If the victim's CON $\times 5$ roll is brought to zero via the hellion attack, the victim will become comatose until he has rested long enough to regain fatigue points to a positive level.

Hellions have no attack other than the essence drain, and cannot initiate spirit combat. They can know sorcery (but never bother to learn the Drain spell, for obvious reasons). Hellions are rarely found alone, and usually have mundane slaves, controlled monsters, and similar beings to capture unconscious foes, or to Tap for magic points.

Hellion

Characteristics	Average			
SIZ	1	1	Move	20
INT	4D6	14	Hit Points	16-17
HP	3D6 + 6	16-17	Magic Points	16-17
<hr/>				
Hit Location	D20		Points	
Body	01-20		17/17 (All)	

Armor: equal to hit points.
Magic: usually knows sorcery.



Horse (Equus caballus)

There are many horse breeds. Given here is a typical multipurpose horse. A gamemaster may wish to make up special breeds of horses.

Cart horses are animals used as beasts of burden. They may or may not be usable as riding beasts, but may not be compelled to much more than a broken trot, and that over a very short period. Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would attempt to use them otherwise.

Riding horses include nearly everything we think of nowadays as being a horse. A riding horse will not fight unless cornered or engaged in a fight with another horse.

Cavalry horses are trained to stay calm in battle and carry the rider where he wants to go amidst the hubbub of melee. They are not trained to fight. If a cavalry horse were to commence fighting for any reason, the rider would have to make Riding rolls each round to stay on its back. If he made a second successful Ride roll, he could fight as well. Most horses used in battle fall into this category. A good cavalry horse could be trained to fight, in which case it would become a warhorse.

Warhorses are very specialized animals, nearly always geldings. A warhorse will fight in conjunction with the rider. A warhorse must be separately trained in each type of attack. Warhorses will attack footmen in combat, but not usually riders, and only attack other mounts in combat if the rider makes a Riding roll commanding it to do so. Warhorses are mean, and cannot be stabled with other horses without risking a fight. Someone unknown to the horse takes his life in his hands by entering the stall of such a horse.

A horse doing moderate work needs about five kilograms each of grain and fodder, and 20 to 60 liters of water a day. The water needed varies with temperature; an average day requires 24 liters. A hard-working horse needs an additional two kilograms each of grain and fodder.

Certain breeds of horses from the most ancient times were as large as modern horses (excluding massive draft horses). Horse size has not increased over the centuries.

Horse

Characteristics	Average			
STR	4D6 + 18	32	Move	10
CON	3D6	10-11	Hit Points	22
SIZ	4D6 + 18	32	Fatigue	43
INT	4	4		
POW	3D6	10-11		
DEX	2D6 + 6	13		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/10
Fore Q	08-10	10-14	2/10
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	2/8

Weapon	SR	Attack %	Damage
Bite	6	40 + 7	1D8
Kick	6	25 + 7	1D6 + 3D6
Rear & Plunge	6	10 + 7	2D6 + 3D6
Trample	6	75	6D6 vs prone target

Notes: A horse may attack once in a melee round. A ridden non-warhorse normally makes no attacks, as described above.

Skills: Climb 10-9, Jump 50-9, Smell Intruder 25-4.

Armor: 2-point hide. Horses can wear special armor made for them, called barding.



Human (Homo sapiens)

There are various races of humans, some coming in different sizes. Statistics for conventionally-scaled humans are provided below.

Men have more mass and muscle mass, both proportionally and absolutely, than women.

Adventurer females need not be rolled on the Women Characteristics below — they can be assumed to be outside the normal run of humanity and to be built on a more heroic scale.

Man

Characteristics	Average		
STR	3D6	10-11	Move 3
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 21
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage	PARR%	PTS
Any	5+	Base +5	per type	Base-1	type

Woman

Characteristics	Average		
STR	2D6+2	9	Move 3
CON	3D6	10-11	Hit Points 11
SIZ	2D6+3	10	Fatigue 20
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage	PARR%	PTS
Any	5+	Base +4	per type	Base-1	type

Skills: as per character sheet.

Armor: None natural, may wear any.

Magic: Humans may learn any variety of magic, and frequently are masters.

Feirkdig, noted human gladiator (Secutor)

Feirkdig has nearly earned his freedom. In the process, he has earned his master, the sinister Marcus Germanicus, a fair amount of wealth. Part of the fear Feirkdig instills in his foes is knowledge that Marcus is likely to seek retribution from anyone killing his gold mine.

Feirkdig only uses Fireblade where permitted, and otherwise sticks to Bladesharp. His favorite tactic is to toy with an opponent, pulling his blows and prolonging the fight until his foe is on the ropes, then finishing the battle with a single aimed blow to the chest or neck, killing his enemy immediately. Feirkdig doesn't mind a few wounds himself, as long as they do not seriously hinder his ability to fight — the fans love it.

He wears plate greaves, chainmail over his right arm, and a normal gladiator helmet (which protects as does chain armor).



Feirkdig

STR	17	Move 3
CON	17	Hit Points 17
SIZ	17	Fatigue 34 — 18 = 16
INT	12	Magic Points 16
POW	16	DEX SR: 1
DEX	20	
APP	10	

location	melee	missile	points
R Leg	01-04	01-03	8/6
L Leg	05-08	04-06	8/6
Abdomen	09-11	07-10	0/6
Chest	12	11-15	0/8
R Arm	13-15	16-17	7/5
L Arm	16-18	18-19	0/5
Head	19-20	20	7/6

Weapon	SR	Attack	Damage	Parry	Points
Gladius	4	134%	1D6+1+1D6	94%	10
Buckler	5	80%	1D4+1D6	121%	8

Skills: Dodge 37%

Spells: (Spirit Magic 62%) Bladesharp 3, Fireblade (4), Healing 1, Light, Mobility 3



A Primitive Hunting Band

These hunters would be found far from civilization unless they were in town to try to exchange their hides for metal weapons and tools.

If encountered in the wild, the hunting party will probably not initiate contact, but might prove quite friendly to fellow hunters (as long as they are not from a rival tribe) and certainly will react favorably to gifts of metal implements.

Zog Fourspear, primitive hunting leader

STR 15	Hit Points 16
CON 16	Fatigue 31 - 6 = 25
SIZ 16	Magic Points 14 +
INT 16	stone 4 = 18
POW 14	DEX SR: 2
DEX 17	
APP 15	

location	points
R Leg	0/6
L Leg	0/6
Abdomen	0/6
Chest	0/8
R Arm	0/5
L Arm	0/5
Head	0/6

Weapon	SR	Attack	Damage	Parry	Points
2H Spear	6	86%	1D10 + 1 + 1D4	79%	10
Javelin	2	65%	1D8 + 1D2	—	8

Dodge: 87%

Spells: (Spirit Magic 64%) Befuddle, Disruption, Fireblade, Healing 4, Mindspeech 2, Multimissile 2, Speedart, Spirit Screen 1; Ceremony 23%, Enchant 48%

Skills: Animal Lore 52%, Craft Leather 32%, Craft Stone 31%, Hide 95%, Listen 60%, Plant Lore 44%, Scan 76%, Sneak 93%, Throw 70%, Track 68%

Magic Items: Polished white stone enchanted to hold 4 magic points, decorative armband enchanted to hold Protection 3 spell.

Treasure: 18 buffalo hides, 9 kilograms of antlerhorn, 30 flint spearpoints, 9 woven blankets, pretty rock jewelry worth maybe 18 pennies.

Notes: Carries 3 javelins, a spear, and is otherwise naked, except for G-string and some jewelry.



Primitive Hunters

STR 12	CON 11	SIZ 13	INT 13
POW 13	DEX 11	APP 11	
DEX SR: 3			

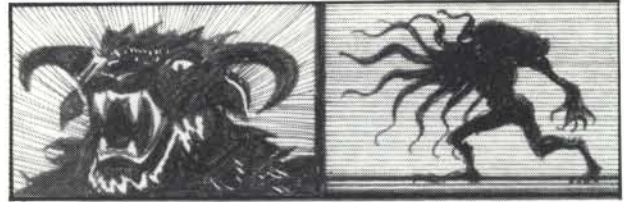
Weapon	SR	Attack	Damage	Parry	Points
1H Spear	7	50%	1D8 + 1 + 1D4	25%	10
Self Bow	3/9	60%	1D6 + 1	20%	5
Target	8	10%	1D6 + 1D4	40%	12
Fist	8	40%	1D3 + 1D4	—	—
Knife	8	30%	1D3 + 1 + 1D4	20%	4

Dodge: 40%

Spells: (Spirit Magic 55%) Disruption, Healing 3, Speedart

Skills: Animal Lore 30%, Hide 40%, Listen 60%, Plant Lore 25%, Scan 65%, Sneak 50%, Throw 60%, Track 50%

Notes: Carries 40 arrows; wears thick leather over torso with thinner buckskin ynder.



Hunter One

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Hunter Two

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	3/4
Fat.: 13	Abdomen	3/5
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Hunter Three

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Hunter Four

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Hunter Five

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Hunter Six

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 13	Abdomen	3/4
	Chest	3/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Thock Silverhand, primitive shaman

STR 8

CON 16

SIZ 10

INT 16

POW 17

DEX 20

APP 7

Hit Points 13

Fatigue 23 - 1 = 22

Magic Points 17 + fetch

22 + tusk 7 +

nose ring 12 = 48

DEX SR: 1

location

points

R Leg

0/5

L Leg

0/5

Abdomen

0/5

Chest

0/6

R Arm

0/4

L Arm

0/4

Head

0/5

Weapon

SR

Attack

Damage

Parry

Points

Club

6

44%

1D6

60%

4

Dodge: 59%

Spells: Ceremony 50%, Enchant 80%, Summon 80%; (Spirit Magic 84%) Befuddle, Countermagic 3, Demoralize, Detect Enemy, Detect Magic, Healing 3, Spirit Screen 4; [known by Fetch] Dispel Magic 4, Disruption, Glue 2, Protection 4

Skills: Animal Lore 60%, First Aid 70%, Human Lore 40%, Listen 45%, Plant Lore 40%, Scan 40%, Sneak 40%, Throw 60%, Track 50%, World Lore 40%

Magic Items: Tattoo on hand holds Binding Enchantment for Ghost; enchanted carved boar's tusk holds 7 magic points; enchanted nose ring holds Binding Enchantment for Power spirit.

Treasure: None. Takes what he needs from tribe members as he needs it. If captured, the tribe would try to avenge or rescue him rather than pay ransom.

Fetch: INT 11 POW 22 takes the form of a cobra

Spirits: Ghost tattoo: INT 9 POW 14, knows Dispel Magic 2, Disruption, and Second Sight. Power spirit in nose ring: POW 12. Held in Fetch: Madness spirit POW 14; Fear Spirit POW 8

Notes: Wears only beads and strings, except for snakeskin belt and loincloth.





Thorgrim, barbarian warrior

STR	15	Hit Points	18
CON	18	Fatigue	33 - 25 = 8
SIZ	18	Magic Points	15
INT	15	DEX SR:	3
POW	15		
DEX	11		
APP	14		

location	points
R Leg	6/6
L Leg	6/6
Abdomen	8/6
Chest	8/8
R Arm	6/5
L Arm	6/5
Head	7/6

Weapon	SR	Attack	Damage	Parry	Points
Battleaxe	6	88%	1D8+2+1D6	50%	8
Viking Rnd					
Shield	6	49%	1D6+1D6	78%	10
Thrown Axe	3	70%	1D6+1D3	—	6

Spells: (Spirit Magic 50%) Bladesharp 3, Countermagic 1, Demoralize, Healing 2, Fanaticism, Protection 6: (Divine Magic 75%) Shield 2, Truesword; Ceremony 38%

Skills: Conceal 40%, First Aid 57%, Hide 25%, Listen 71%, Scan 63%, Search 48%, Sneak 32%, Throw 60%, Track 39%, World Lore 40%

Magic Items: Tassel at end of battleaxe's haft holds matrix for Dispel Magic 2.

Treasure: Loot in animals, furs, clothing, and metal ornaments worth 224 pennies

Notes: Wears brigandine hauberk, with ringmail limbs and lamellar helm. A layer of 1-point cloth padding is under all. Carries 2 throwing axes.



Atirra Godlistener, barbarian priest (storm god)

STR	11	Hit Points	16
CON	15	Fatigue	26 - 26 = 0
SIZ	16	Magic Points	16
INT	16	DEX SR:	3
POW	16		
DEX	12		
APP	10		

location	points
R Leg	6/6
L Leg	6/6
Abdomen	8/6
Chest	8/8
R Arm	6/5
L Arm	6/5
Head	6/6

Weapon	SR	Attack	Damage	Parry	Points
Warhammer	6	36%	1D6+2+1D4	46%	8
Viking Rnd.					
Shield	6	25%	1D6+1D4	36%	10
Thrown Axe	3	36%	1D6+1D2	—	6

Spells: Ceremony 90%, Enchant 50%, Summon 30%; (Spirit Magic 54%) Countermagic 4, Demoralize, Fanaticism, Speedart, Strength 3 [increases STR to 20, adding 4% to attack and parry, and increasing damage bonus to 1D6]; (in matrix) Bludgeon 3; (Divine Magic 74%) Control Sylph, Dismiss Magic 4, Heal Wound 3, Lightning 3, Sanctify, Spirit Block 1, Thunderbolt, Worship

Skills: Human Lore 60%, Orate 80%, Ride 36%, World Lore 75%

Magic Items: Hammer is matrix for Bludgeon 3 spell; a sack at belt holds a binding enchantment and contains a captive sylph — this bag moves from time to time, as though a live animal is inside.

Treasure: ransom is 24 cattle, paid by his kin and temple associates.

Notes: Armor consists of brigandine torso and ringmail limbs, all underlaid with soft quilted padding. The helmet is light, the equivalent of ringmail. Carries three throwing axes.

Captive Sylph: Move: 10

STR	35	SIZ	5 meters	POW	17	HP	22
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Barbarian Militia

STR 12 CON 12 SIZ 13 INT 12
POW 10 DEX 11 APP 10
DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Broadsword	7	55%	1D8+1+1D4	25%	10
Viking Rnd.					
Shield	7	10%	1D6+1D4	50%	10
Thrown Axe	3	45%	1D6+1D2	—	6

Spells: (Spirit Magic 35%) Bladesharp 1, Demoralize; (Divine Magic 85%) Heal Wound

Skills: Climb 60%, Jump 50%, Listen 50%, Scan 50%, Search 40%

Notes: Wears cuirbouilli on limbs and ringmail hauberk, light metal helmet (5-point armor), and quilted padding under armor on limbs. Carries two throwing axes.

Barbarian One

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Barbarian Two

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Barbarian Three

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Barbarian Four

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Barbarian Five

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Barbarian Six

	location	points
MP: 10	R Leg	4/5
HP: 13	L Leg	4/5
Fat.: 9	Abdomen	5/5
	Chest	5/6
	R Arm	4/4
	L Arm	4/4
	Head	5/5

Honest John's Caravan

Honest John is a potential employer, either for caravan guards or for adventurers to bring him special baubles he cannot get by trading: his caravan is a potential target for the adventurers if they want to engage in raiding; he is a source of magic and other goods for sale, and someone to buy goods from the adventurers.

Honest John can become a fixture in a campaign, always appearing when least expected, and ready with money or a bit of a job when the adventurers need it. But does he really benefit with his actions? That's for the gamemaster to know, and the adventurers to find out.

Honest John, trader at large

STR 8	Move 3
CON 14	Hit Points 13
SIZ 12	Fatigue 22 - 7 = 15
INT 18	Magic Points 15 + smooth
POW 15	rocks 6 = 21
DEX 16	DEX SR: 2
APP 13	

location	points
R Leg	0/5
L Leg	0/5
Abdomen	5/5
Chest	5/6
R Arm	0/4
L Arm	0/4
Head	0/5

Weapon	SR	Attack	Damage	Parry	Points
Rapier	6	40%	1D6 + 9*	45%	8**
Buckler	7	30%	1D4	65%	8
Sling	2	50%	1D8	—	—

* has Damage Boosting 8 cast upon it

** has Damage Resistance 12 cast upon it to protect blade (damage over 8 still hits John)

Dodge: 55%

Spells: (Spirit Magic 68%) Healing 2, Speedart: (Sorcery) [FREE INT = 12; Intensity 60%] Damage Boosting 78%, Form Steel 30%, Spell Resistance 57%

Skills: Animal Lore 40%, Fast Talk 95%, Human Lore 80%, Mineral Lore 50%, Orate 101%, Search 85%, World Lore 40%

Magic Items: For Sale: 2 smooth ebony stones, able to hold 3 magic points each—carried by John (1200 pennies each); elegant ring matrix for Speedart—carried by John (430 pennies); matrix for Form Linen (for mending clothes), Intensity 2 (400 pennies); matrix for Detect Beer (900 pennies); chair with spells to enable it to hold weight up to SIZ 40—2 years duration left (2000 pennies); small pebble with Damage Boosting 10—1 year duration left (500 pennies); bastard sword with Damage Resistance 10 (protects blade from damage)—18 months duration left (670 pennies); small crystal sphere containing tiny winter landscape and miniature house—when sphere is shaken, it snows inside the landscape! (3400 pennies)

Not for Sale: fancy belt is matrix for Protection 2 spell.

Treasure: carries four trunks. One contains magical goods-for-sale; two contain personal paraphernalia (tent, clothing, etc.); and one contains 18 silver bars (1 ENC each), 230 pennies, a roll of copper plate weighing 30 ENC, and whatever miscellaneous trade goods have been gained on the road. The treasure trunk and the magic goods trunk are each heavily reinforced, and have 20 armor points. The magic trunk is also enchanted—it holds a 4-cubic-meter salamander which will appear and attack if anyone opens the trunk by any means besides the key. Once the thieves are eliminated, the salamander will wander away, and John must get a new one.

Notes: John will ask the prices listed for all items for sale. A competent bargainer may get him to lower these prices somewhat.

John wears a ringmail hauberk under his tunic, but is otherwise unarmored.

Salamander Chest Guard: Move 3

STR 13, SIZ 4 cubic meters, POW 15, HP 31

Mercenary Caravan Guards

STR 11	CON 13	SIZ 14	INT 12
POW 9	DEX 11	APP 9	
DEX SR: 3			

Weapon	SR	Attack	Damage	Parry	Points
Scimitar	7	75%	1D6 + 2 + 1D4	50%	10
Kite Shield	8	40%	1D6 + 1D4	70%	16
M. Crossbow	3	60%	2D4 + 2	30%	8

Spells: (Spirit Magic 35%) Bladesharp 2, Healing 1, Multimissile 1, Protection 2; (Divine Magic 75%) Truesword 2, Shield 3

Skills: Listen 50%, Scan 60%, Ride 70%

Notes: Each guard wears a scale hauberk, metal helmet (equivalent of scale), ringmail sleeves and leggings, and quilted raw silk padding underneath.

Each carries 10 crossbow bolts.

Mercenary Guard One

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

Mercenary Guard Two

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

Mercenary Guard Three

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

Mercenary Guard Four

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5

Mercenary Guard Five

	location	points
MP: 9	R Leg	6/5
HP: 14	L Leg	6/5
Fat.: -1	Abdomen	7/5
	Chest	7/6
	R Arm	6/4
	L Arm	6/4
	Head	7/5



Civilized Levy

The following stalwarts are tradesmen, peasants and other peace-loving folk who are called up by their lords and masters to fight. They are not very skillful at fighting, and not very happy at the prospect. Their morale probably is not high. If it looks like they are losing a fight, they run.

Use these NPCs as soldiers, city guards, private bodyguards to a none-too-wealthy master, and other incidental armed rabble.



Levy Three		
	location	points
MP: 10	R Leg	3/4
HP: 12	L Leg	3/4
Fat.: 10	Abdomen	3/4
	Chest	3/5
	R Arm	3/3
	L Arm	3/3
	Head	3/4

Levy Four		
	location	points
MP: 10	R Leg	3/4
HP: 12	L Leg	3/4
Fat.: 10	Abdomen	3/4
	Chest	3/5
	R Arm	3/3
	L Arm	3/3
	Head	3/4

Levy Five		
	location	points
MP: 10	R Leg	3/4
HP: 12	L Leg	3/4
Fat.: 10	Abdomen	3/4
	Chest	3/5
	R Arm	3/3
	L Arm	3/3
	Head	3/4

Levy Six		
	location	points
MP: 10	R Leg	3/4
HP: 12	L Leg	3/4
Fat.: 10	Abdomen	3/4
	Chest	3/5
	R Arm	3/3
	L Arm	3/3
	Head	3/4

Civilized Levy

STR 10	CON 10	SIZ 13	INT 13
POW 10	DEX 11	APP 10	

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
2H Spear	6	35%	1D10+1	35%	10 _____
Dagger	8	40%	1D4+2	40%	6 _____

Dodge: 25%

Spells: (Spirit Magic 40%) Healing 1

Notes: Wears only tough leather on body, with cloth underpadding.

Levy One

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

Levy Two

	location	points
MP: 10 _____	R Leg	3/4 _____
HP: 12 _____	L Leg	3/4 _____
Fat.: 10 _____	Abdomen	3/4 _____
	Chest	3/5 _____
	R Arm	3/3 _____
	L Arm	3/3 _____
	Head	3/4 _____

Earth Goddess Temple Residents

This section describes a priestess of the Earth Mother and her entourage. They might be met in their domicile, or on a holy progress on the road.

Popular philosophy sees the Earth religion as a mild and beneficial one, but gamemasters and players should not forget the eons of traditional connection between blood and fertility, and that the earth religions often believe in ritual sacrifice to encourage fertility. Of course, there is nothing to say that Hagrads and her followers would sacrifice anything more sentient than a rooster, but there is nothing to say they wouldn't, either.

Hagrad Earth Witch (Earth Mother priestess)

STR	7	Move 3
CON	8	Hit Points 9
SIZ	10	Fatigue 15
INT	15	Magic Points 17
POW	17	DEX SR: 3
DEX	14	
APP	5	

location	points
R Leg	0/3
L Leg	0/3
Abdomen	0/3
Chest	0/4
R Arm	0/3
L Arm	0/3
Head	0/3

Weapon	SR	Attack	Damage	Parry	Points
Hatchet	7	40%	1D6+1	35%	6

Dodge: 70%

Spells: Ceremony 98%, Enchant 90%, Summon 75%; (Divine Magic 100%) Absorption 4, Command Gnome 2, Dismiss Magic 5, Divination 5, Heal Body 2, Mindlink 2, Restore Health {CON} 4, Restore Health {INT} 2, Restore Health {STR} 2, Spirit Block 2; (Sorcery) [FREE INT=10, Intensity 65%] Animate Stone 80%, Drain 90%, Fly 50%, Form Wood 40%, Damage Resistance 70%

Skills: Animal Lore 80%, Human Lore 50%, Listen 50%, Mineral Lore 90%, Orate 90%, Plant Lore 50%, Search 80%, World Lore 70%

Magic Items: Has four fist-sized magical stones: the first contains a bound Gnome (6 cubic meters); the second contains a Lightwall 4 matrix; and the third stone, which is sharp-edged, contains a Tap STR Intensity 2 spell and 6 magic points to power it (2 to cast the spell and 4 to boost the spell to get through magical defenses). The spell has conditions such that the spell automatically goes off when it touches blood. It is used to throw at an enemy. If it breaks the enemy's skin, he loses 2D6 STR permanently. The magic points in the stone cannot be used for any purpose but casting its spell. The last stone contains a Resurrection spell. All these stones are enchanted with the condition that only a priestess of the Earth Mother can wield them.

Note: Wears fancy brocade and looks incredibly aged — far beyond her 60 years.

Bound Gnome: Move 1

STR 57 SIZ 6 cubic meters POW 18 HP 70

Acolytes (all female initiates of Earth Mother)

STR 9 CON 14 SIZ 10 INT 15
POW 16 DEX 11 APP 12

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Sickle	8	40%	1D6	30%	6

Dodge: 35%

Spells: Ceremony 40%, Enchant 30%, Summon 25%; (Spirit Magic 80%) Befuddle, Detect Life, Disrupt, Endurance 2, Healing 4, Light, Repair 1, Vigor 4; (Divine Magic 100%) Absorption 1, Heal Body, Mindlink 1, Sanctify, Spirit Block 1, Worship Earth Mother

Skills: Animal Lore 30%, Mineral Lore 30%, Plant Lore 40%, World Lore 40%

Notes: Wear no armor. They will support the priestess' guards with their spells as possible in any armed conflict by casting Vigor, Healing, and Endurance spells as needed. In addition, they are trained to cast their Disrupt spells in unison at a single foe when signalled by the priestess. They will do this for two or three rounds to take out that enemy.

Acolyte One

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 23	Abdomen	0/4
	Chest	0/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Acolyte Two

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 23	Abdomen	0/4
	Chest	0/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4

Acolyte Three

	location	points
MP: 13	R Leg	0/4
HP: 12	L Leg	0/4
Fat.: 23	Abdomen	0/4
	Chest	0/5
	R Arm	0/3
	L Arm	0/3
	Head	0/4



Priestess' Guards

STR 13 CON 13 SIZ 16 INT 11
 POW 12 DEX 10 APP 10
 DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Scythe	5	55%	2D6+1D4	45%	8
Hatchet	7	40%	1D6+1+1D4	30%	8
Sling	3	40%	1D8	—	—

Spells: (Spirit Magic 43%) Disrupt, Healing 3, Strength 4 {increases STR to 25, adding 6% to all attacks and parries and increasing damage bonus to 2D6}; (Divine Magic 83%) Absorption 1, Heal Body

Skills: Climb 60%, Jump 60%, Scan 60%

Note: Wears cuirbouilli armor under a layer of bezainted armor over all hit locations.

Priestess Guard One

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5

Priestess Guard Two

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5

Priestess Guard Three

	location	points
MP: 12	R Leg	7/5
HP: 15	L Leg	7/5
Fat.: 9	Abdomen	7/5
	Chest	7/6
	R Arm	7/4
	L Arm	7/4
	Head	7/5



Zangrif Bei, sorcerer

Zangrif is typical of his lonely breed, sufficient onto himself, with none but his faithful familiar to aid him. However, sorcerers sometimes do need outside help, and Zangrif could prove a good employer to adventurers needing temporary income.

Similarly, Zangrif can become an objective of greedy adventurers who wish to plumb the secrets of his lonely sorcerer's tower, assuming he has one.

As a source of adventure, and as a potential source of information and teaching for new adepts, Zangrif should prove a good addition to any campaign.



Zangrif Bei (adept)

STR 8 Move 3
 CON 14 Hit Points 13
 SIZ 12 Fatigue 22
 INT 17 Magic Points 20+ familiar 14+
 POW 20 staff 7=41
 DEX 17 DEX SR: 2
 APP 5

location	points
R Leg	0/5
L Leg	0/5
Abdomen	0/5
Chest	0/6
R Arm	0/4
L Arm	0/4
Head	0/5

Weapon	SR	Attack	Damage	Parry	Points
Kukri	7	60%	1D4+8	65%	8

Dodge: 50%

Spells: Ceremony 45%, Enchant 80%, Summon 60%; (Sorcery) [FREE INT=15, Intensity 103%, Duration 98%, Multispell 87%, Range 70%] Mystic Vision 70%, Venom 95%; (known by familiar) Damage Boosting 105%, Damage Resistance 96%, Glow 84%, Haste 92%, Neutralize Magic 89%, Smother 101%, Teleport 79%, Treat Wounds 60%; (contained in magic items) Dominate Human 75%, Skin of Life 84%, Tap POW 88%

Skills: Animal Lore 80%, Craft (ivory-carving) 38%, Human Lore 96%, Mineral Lore 70%, Orate 50%, Plant Lore 56%, World Lore 60%

Magic Items: Owns carved bit of mammoth ivory which contains matrix for Skin of Life spell, Intensity 1. The palm of his right hand has been enchanted with a tattoo matrix for Dominate Human, Intensity 4, Duration 2. Always carries a staff with an iron ball at the tip. This ball is enchanted to hold 7 magic points, and the staff itself holds a matrix for Tap POW Intensity 1. All Zangrif Bei's magic items possess the condition that they may only be used by adepts or better in the skills of sorcery.

Notes: Wears no armor. Has the following spells upon him at all times (they are recast at regular intervals): Damage Resistance 5, Skin of Life 6. His kukri has a Damage Boosting 5 on it always.

Monko (Zangrif Bei's chimpanzee familiar)

STR	18	Move	3
CON	16	Hit Points	16
SIZ	15	Fatigue	34
INT	8	Magic Points	14
POW	14	DEX SR:	1
DEX	20		

location	points
R Leg	0/4
L Leg	0/4
Abdomen	0/9
Chest	2/12
R Arm	2/5
L Arm	2/5
Head	0/5

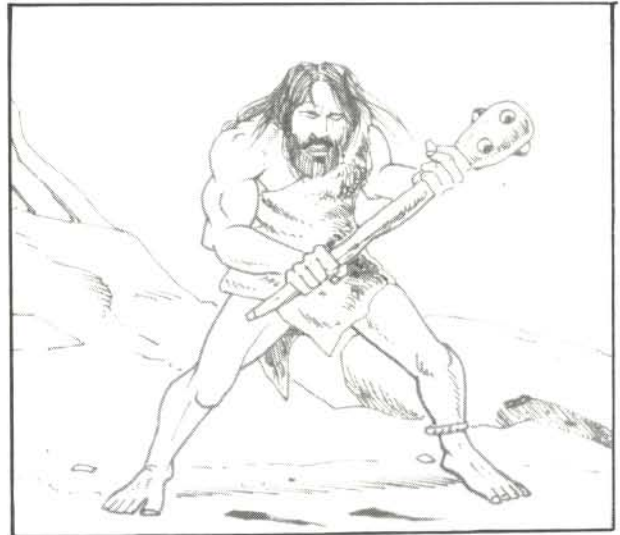
Weapon	SR	Attack	Damage
Bite	7	60%	1D8
Paw	7	85%	1D4+1D6+5

Dodge: 98%

Spells: As listed above under Zangrif Bei

Skills: Climb 120%, Hide 99%

Notes: Monko has the Armor enchantment, adding 2 points of armor to both arms and the chest. His chest has 6 extra hit points and his abdomen 4 extra hit points from Hit Point enchantments. In addition, Monko has a Damage Resistance 5 on himself at all times. He also has a Damage Boosting 5 on both paws at all times.



The Hill Hermit (prophet and priest of the Invisible God)

This irascible curmudgeon has no interest in cities or those who inhabit them. He lives in the hills and worships his mysterious god. This must be pleasing to the elusive entity, for he has rewarded his follower with potent magic.

This hermit is useful for what hermits are generally useful for in all the stories of great deeds in antiquity: he can gain insight into the doings of others through Divination and generally bless people found pleasing to him. The main objective of adventurers who seek him out should be to ingratiate themselves to him, for those with evil intent are unlikely to get past the Warding spell that protects his never-vacant sanctuary.

Hill Hermit

STR	5	Move	3
CON	11	Hit Points	10
SIZ	9	Fatigue	16
INT	17	Magic Points	21
POW	21	DEX SR:	4
DEX	7		
APP	3		

location	points
R Leg	0/4
L Leg	0/4
Abdomen	0/4
Chest	0/5
R Arm	0/3
L Arm	0/3
Head	0/4

Weapon	SR	Attack	Damage	Parry	Points
Club	9	21%	1D6	21%	4
Thrown Rock	4	21%	1D3	—	—

Dodge: 35%

Spells: Ceremony 100%, Enchant 80%, Summon 100%; (Spirit Magic 105%) Disrupt, Glue 4, Healing 6, Protection 6; (Divine Magic 100%) Divination 12, Extension 11, Mindlink 1, Sanctify, Soul Sight, Spirit Block 1, Warding 8, Worship Invisible God

Skills: Animal Lore 92%, First Aid 90%, Human Lore 146%, Mineral Lore 110%, Plant Lore 99%, World Lore 59%

Treasure: none

Notes: Warding spell is set up around entrance to hermit's lair. Wears only thin sheepskin.

Local Noble and Entourage

Baron Fairtailer is a representative noble of either a barbarian or civilized culture. He has sorcerous objects, but even barbarian nobles have some access to sorcery if they want it bad enough.

Baron Fairtailer could sponsor some coliseum games, or be a simple country baron.



Baron Fairtailer Herminobaz XVI (initiate of Ruling God)

STR	11	Move	3
CON	28	Hit Points	22
SIZ	15	Fatigue	39 - 36 = 3
INT	10	Magic Points	14
POW	17	DEX SR:	4
DEX	8		
APP	16		

location	points
R Leg	9/8
L Leg	9/8
Abdomen	12/8
Chest	12/10
R Arm	9/6
L Arm	9/6
Head	12/8

Weapon	SR	Attack	Damage	Parry	Points
Broadswd	8	65%	1D8 + 1 + 1D4	50%	10
Kite Shld	9	25%	1D6 + 1D4	50%	16
M. Crossbow	4	50%	2D4 + 2	19%	8
Dagger	9	55%	1D4 + 2 + 1D4	40%	6

Spells: (Divine Magic 64%) Heal Wound 2, Shield 6: (Sorcery) [FREE INT = 6, Intensity 60%] Enhance APP 96%, Spell Resistance 70%, Telepathy 80%.

Skills: Evaluate Treasure 57%, Fast Talk 70%, Human Lore 45%, Orate 109%, Ridge 90%.

Magic Items: Ring matrix for Detect Gold.

Treasure: 600 pennies worth of metal, jewelry, and goods in castle treasure room. Ten times that can be collected in an emergency.

Notes: Has had an Armoring enchantment placed upon his head, chest, and abdomen, for 3 points each. In addition, a sorcerer keeps his CON at 28 by means of an Enhance CON intensity 14 spell, renewed at regular intervals. This not only increases his hit points, but renders him nearly immune to poisons.

In battle, wears full plate and leather padding beneath. Rides expensive warhorse.

Soldiers of the Baron

STR	13	CON	11	SIZ	13	INT	13
POW	10	DEX	11	APP	10		

DEX SR: 3

Weapon	SR	Attack	Damage	Parry	Points
Hvy Mace	7	45%	1D10 + 1D4	30%	10
Kite Shld	8	15%	1D6 + 1D4	45%	16
H. Crossbow	3	35%	2D6 + 2	19%	10

Spells: (Spirit Magic 19%) Disruption, Healing 2: (Divine Magic 69%) Truesword

Skills: Listen 65%, Search 55%

Notes: Each wears beazinted limbs with a scale hauberk. Quilted padding is under all armor. The helmet is equivalent to lamellar armor, plus padding.

Baron's Guard One

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

Baron's Guard Two

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

Baron's Guard Three

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

Baron's Guard Four

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4

Baron's Guard Five

	location	points
MP: 10	R Leg	5/4
HP: 12	L Leg	5/4
Fat.: -7	Abdomen	7/4
	Chest	7/5
	R Arm	5/3
	L Arm	5/3
	Head	7/4



HUMAN ADVENTURERS

This is a moderately tough, but well organised band of adventurers. These characters have no respect for anybody unless their worth is proven, and are confident in their own abilities. They frequently squabble among themselves, but if things get bad, Corrun interferences to restore order.

The characters have just returned from a long journey into a bizzarre wilderness, in search of the journals of a dead priest.

Corrun Fhir-son, Party Leader

Corrun hails from a far off island populated by primitives, though he is very touchy about the subject. He is the most weathered of these characters, and died recently. He soon hopes to become an acolyte of his god, a god of stormy winds and fierce battle. He has led the adventurers for over a year.

Corrun Fhirson

STR	11	Move 3
CON	17	Hit Points 16
SIZ	14	Fatigue 28 - 22 = 6
INT	13	Magic Points 18 + 12 (Spirit)
POW	12	DEX SR: 3
DEX	13	
APP	7	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	6/6
Left Leg	05-08	04-06	6/6
Abdomen	09-11	07-10	8/6
Chest	12	11-15	8/8
Right Arm	13-15	16-17	6/5
Left Arm	16-18	18-19	6/5*
Head	19-20	20	5/5

* Corrun wears a magical gauntlet on his left hand that has been enchanted such that it has 26 armour points. When struck on the left arm, there is a 20% chance that this gauntlet will ward off the blow rather than Corrun's regular armour.

Weapon	SR	Attk	Damage	Parr	Points
1h Sword*	7	108%	1D10+1+1D4	30%	12
2h Sword*	7	48%	1D10+1+1D4	38%	-
Dagger	8	37%	1D4+2+1D4	18%	6
Self Bow	3/9	61%	1D6+1	18%	6
Target	8	27%	1D6+1D4	92%	12

* This is the same weapon used with two different fighting techniques.

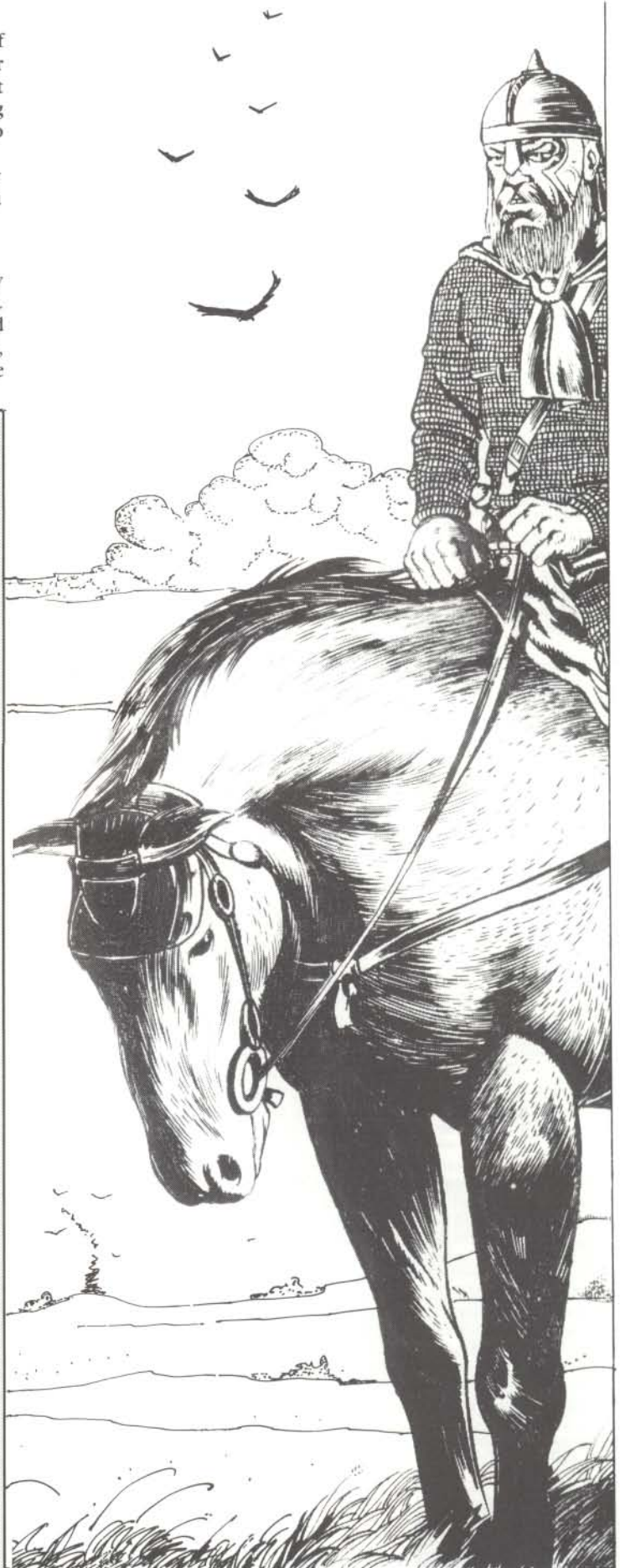
Spells: (Spirit Magic 38%) Bladesharp 2, Demoralise (2), Strength 2 (adds +6 to Fatigue, and +3% to all attacks and parries), Heal 6, (in matrix) Slow 2. (One Use Divine Magic 78%) Lightning 6, Heal Wound x2, Truesword, Shield 2, Berserk (2).

Skills: Climb 55%, Jump 45%, Throw 45%, First Aid 63%, World Lore 31%, Conceal 39%, Listen 68%, Scan 85%, Search 51%, Track 40%.

Notes: Corrun has had Enhance CON 1 and Castback 6 cast upon him by a sorcerer. The Castback spell has a remaining Duration of 2½ years, the Enhance CON of 1½ years.

Corrun carries a deer tooth enchanted to hold a matrix for his Slow spell. This hangs on a chain, into which has been bound a Power Spirit which has 12 Magic Points. He carries all listed weapons, and wears a combination of leather, cuirbouilli, and ring armour. He has ten arrows for his bow, with plenty of additional provisions (including 60 pennies) on the party mule. These also include an old book, the diary that the characters were questing for before they were all cursed by the Demoness.

Corrun dislikes ducks, and hates anybody who uses the Tap spell. He has been cursed by a Demoness and his soul cannot retain its identity once he dies - he can never be resurrected, and will enjoy no afterlife. He has also been blessed by a goddess however, and so his soul will not leave his body until 1D3 rounds after death. He and his companions are on a quest to rid themselves of their curses.



Auscia, Rogue

Auscia is the toughest character in the party. She often gets her own way (much to everybody else's objection) unless Dhugal threatens her with his Neutralise Magic spell. Auscia hails from a desert city, she reveres no gods, and respects only herself. She was clearly well educated, but never talks about her past.

Auscia

STR 14 Move: 3
CON 14 Hit Points 14
SIZ 14 Fatigue 28 - 22 = 6
INT 14 Magic Points 10* + 14(Spirits) + 12(pack)
POW 10 DEX SR: 3
DEX 13
APP 13

* Auscia will never expend these Magic Points due to the curse placed upon her by the Demoness.

Location	Melee	Missile	Points
Right Leg	01-04	01-03	(12)1/5
Left Leg	05-08	04-06	(12)1/5
Abdomen	09-11	07-10	(12)1/5
Chest	12	11-15	(12)1/6
Right Arm	13-15	16-17	(12)1/4
Left Arm	16-18	18-19	(12)1/4
Head	19-20	20	(12)0/5

Weapon	SR	Att	Damage	Parr	Points
1h Sword	7	84%	1D10+9+1D4	48%	12
Knife	8	46%	1D3+1+1D4	24%	4
Thrown Knife	3/9	55%	1D4+1D2	-	-
Crossbow	3(1/3)				
	R)	58%	2D6+2	21%	10
Heater	8	14%	1D6+1D4	58%	12

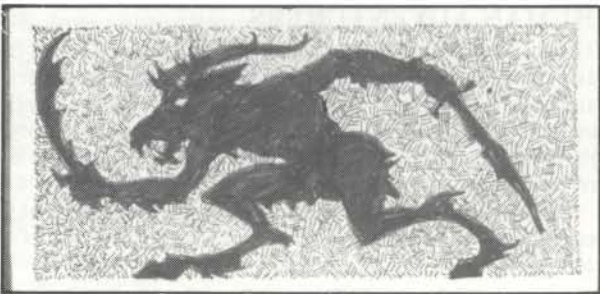
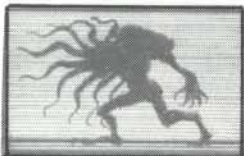
Spells: (Spirit Magic 38%) Heal 1, Shimmer 4, Befuddle (2), Silence 1, Spirit Screen 5, (in matrix) Detect Enemy.

Skills: Climb 49%, Jump 42%, Ride 35%, Throw 39%, Fast Talk 46%, Speak/ Own 56%, Orate 31%, Evaluate 22%, First Aid 24%, Human Lore 34%, World Lore 26%, Conceal 20%, Devise 23%, Sleight 38%, Play/ Flute 31%, Listen 55%, Scan 73%, Search 49%, Track 16%, Hide 32%, Sneak 35%.

Notes: Auscia wears leather armour, and carries all weapons listed, including 11 crossbow bolts. She has had Damage Resistance 12 (!) cast on her by a sorcerer, and the spell still has 4½ years to go before expiring (!!). She has also had Damage Boosting 8 cast on her sword, and Damage Boosting 3 on one of her two knives - both spells have 1½ years Duration left. Auscia's Detect Enemy matrix is in a ferret skull with a glass eye. The eye is the fetish, and moves as if to look at any potential enemy found by the spell.

Auscia has a bound Magic Spirit in a gold coin that knows Coordination 7 (increases DEX to 20, reducing DEX SR to 1, and giving +7% on all Agility, Manipulation and Stealth skills, and +4% on all Magic Skills). The spirit has a 100% chance to cast this spell, and has 14 Magic Points.

Auscia was cursed by a Demoness, and can no longer regenerate Magic Points. She now has two Power Spirits bound into a wooden disk that she keeps on her necklace. She also carries a back pack made using a Griffin's wishbone, which stores an additional 12 Magic Points. This contains her Detect Enemy matrix, a cheap flute, her bedroll, iron rations, a tinder box, a suit of black cotton clothes, and a torch - she has additional provisions on the party mule.



Dhugal Bradene, Would-Be Immortal

Dhugal is the sorcerer of the party. Dhugal comes from a big city and hates sorcerors that use Tap. He has a particularly nasty enemy in an Adept named Hristomilo, who has caused the party lots of trouble, and who killed Dhugal's father and made his soul into a ghost.

Dhugal

STR 9 Move: 3
CON 11 Hit Points 13
SIZ 14 Fatigue 20 - 10 = 10
INT 17 Magic Points 15 + 23 (Stored)
POW 15 DEX SR: 3
DEX 11
APP 10

Location	Melee	Missile	Points
Right Leg	01-04	01-03	1/5
Left Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	1/6
Right Arm	13-15	16-17	1/4
Left Arm	16-18	18-19	1/4
Head	19-20	20	0/5

Weapon	SR	Att	Damage	Parr	Points
Scimitar	7	46%	1D6+2+1D4	20%	10
Sai*	8(10)	17%	1D6+1D4	25%	10

* With a special roll, Dhugal's sai acts as a weapon catcher.

Spells: (Sorcery: Ceremony 42%, Enchant 34%, Summon 25%, Duration 42%, Intensity 48%, Multispell 38%, Range 25%, Free INT = 15)). Palsy 56%, Enhance CON 22%, (Matrices) Phantom Sound 41%, Phantom Sight 52%, Haste 38%, Neutralise Magic 35%, Regenerate 20%, Create Magic Point Matrix (Ritual), Mystic Vision 63%, Damage Boosting 17%, Venom 15%.

Skills: Climb 47%, Dodge 17%, Jump 26%, First Aid 34%, World Lore 26%, Listen 51%, Scan 47%, Search 41%,.

Notes: Amazing as it may seem, Dhugal never keeps any spells going constantly. His illusion spells are often used to lose persuers, Haste is particularly effective when the party needs to make a fast exit. A Multispelled batch of Palsy spells are also often good to remove an attacker. Dhugal has recently obtained Damage Boosting and Venom, and is keen to become skilled in their use.

Dhugal carries his spell matrices - a silver necklace, a bracelet, and a leather arm band, each with no more than four spells enchanted into one item. Similarly, an earring, a copper torc, and two silver rings store a total of 23 Magic Points.

Dhugal carries a small bronze pebble, which will cast a Neutralise Magic spell at an Intensity of 42, once, and only at his (or any other sorcerer's command). Dhugal must be holding the pebble aloft for this to work.

He also has his scimitar and sai, and wears leather armour. Also in his possession, Dhugal has a map that he has drawn while travelling through the wilderness. It shows the location of a marsh in which grow some fantastically magical flowers, a glade where Satyrs dance with a strange god, and an ancient valley (now overrun by trolls) in which lies an old ruined temple to the Ice goddess. Dhugal's curse from the Demoness is such that he may only ever try for three experience checks at one time.

Nomad Raiders

At unexpected moments these nomad horsemen emerge from the hills to plunder and ravage. They are bandits, pure and simple, though they may have a rationale based around claims to long-lost tribal grazing grounds, etc.

Adventurers may encounter them while guarding the caravan of Honest John, or find themselves as guests of the mercurially-tempered Tamarang, forced to compete in horse-racing and other games of skill, usually to the amusement of the nomads.

Tamarang, nomad chieftain

STR	15	Move 3/10 horseback
CON	13	Hit Points 16
SIZ	18	Fatigue 28 - 36 = -8
INT	16	Magic Points 17 +
POW	17	spirit 12 = 29
DEX	21	DEX SR: 1
APP	19	

location	points
R Leg	8/6
L Leg	8/6
Abdomen	8/6
Chest	8/8
R Arm	8/5
L Arm	8/5
Head	8/6

Weapon	SR	Attack	Damage	Parry	Points
Lance	1	70%	1D10+1+4D6	—	10
Comp. Bow	1/5/9	84%	1D8+1	22%	7
Target	5	23%	1D6+1D6	77%	12
Bastard Sword	4	70%	1D10+1+1D6	38%	12

Spells: (Spirit Magic 49%) Bladesharp 4, Demoralize, Endurance 1, Firearrow (2), Healing 4, Mobility 2, Multimissile 2; (in magic item) Protection 6

Skills: Listen 40%, Ride 110%, Scan 80%, Search 70%, World Lore 50%

Magic Items: Back of shield contains matrix for Protection 3 spell. Wrist band holds matrix for Control Power Spirit, and tattoo across chest holds bound Power Spirit (POW 12).

Treasure: 70 horses and 30 rugs and blankets of varying quality. If really hard up, this chieftain may sell one or more of his four wives.

Notes: Wears chain hauberk and helmet of equal quality. Arms and legs also covered in chainmail. Light leather underneath.

Tamarang's Horse

STR	38	Move 10
CON	18	Hit Points 27
SIZ	35	Fatigue 56 - 36 = 20
INT	4	Magic Points 15
POW	15	DEX SR: 3
DEX	12	

location	points
RH Leg	9/7
LH Leg	9/7
Hind Q	9/11
Fore Q	9/11
RF Leg	9/7
LF Leg	9/7
Head	9/9

Weapon	SR	Attack	Damage
Bite	9	75%	1D8
Kick	6	66%	1D6+4D6
Rear&Plunge	6	57%	2D6+4D6
Trample	6	75%	8D6

Skills: Smell Enemy 70%

Notes: Chainmail horse barding has been provided for this horse's body, head, and neck. The skirts are long enough to provide leg protection as well.



Nomad One

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

Nomad One's Horse

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

Nomad Two

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

Nomad Two's Horse

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

Nomad Three

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

Nomad Three's Horse

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

Nomad Four

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

Nomad Four's Horse

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

Nomad Five

	location	points
MP: 12	R Leg	4/4
HP: 11	L Leg	4/4
Fat.: 8	Abdomen	4/4
	Chest	4/5
	R Arm	4/3
	L Arm	4/3
	Head	4/4

Nomad Five's Horse

	location	points
MP: 11	RH Leg	2/6
HP: 23	LH Leg	2/6
Fat.: 45	Hind Q	2/10
	Fore Q	2/10
	RF Leg	2/6
	LF Leg	2/6
	Head	2/8

Nomad Raiders

STR 11 CON 11 SIZ 12 INT 13
POW 12 DEX 16 APP 10
DEX SR: 2

Weapon	SR	Attack	Damage	Parry	Points
Lance	2	50%	1D10+1+3D6	—	10
Target	7	20%	1D6	50%	12
Scimitar	6	60%	1D8+1	30%	10
Self Bow	2/7	50%	1D6+1	25%	5

Spells: (Spirit Magic 46%) Healing 2, Mobility 2, Speedart

Skills: Ride 90%, Scan 60%

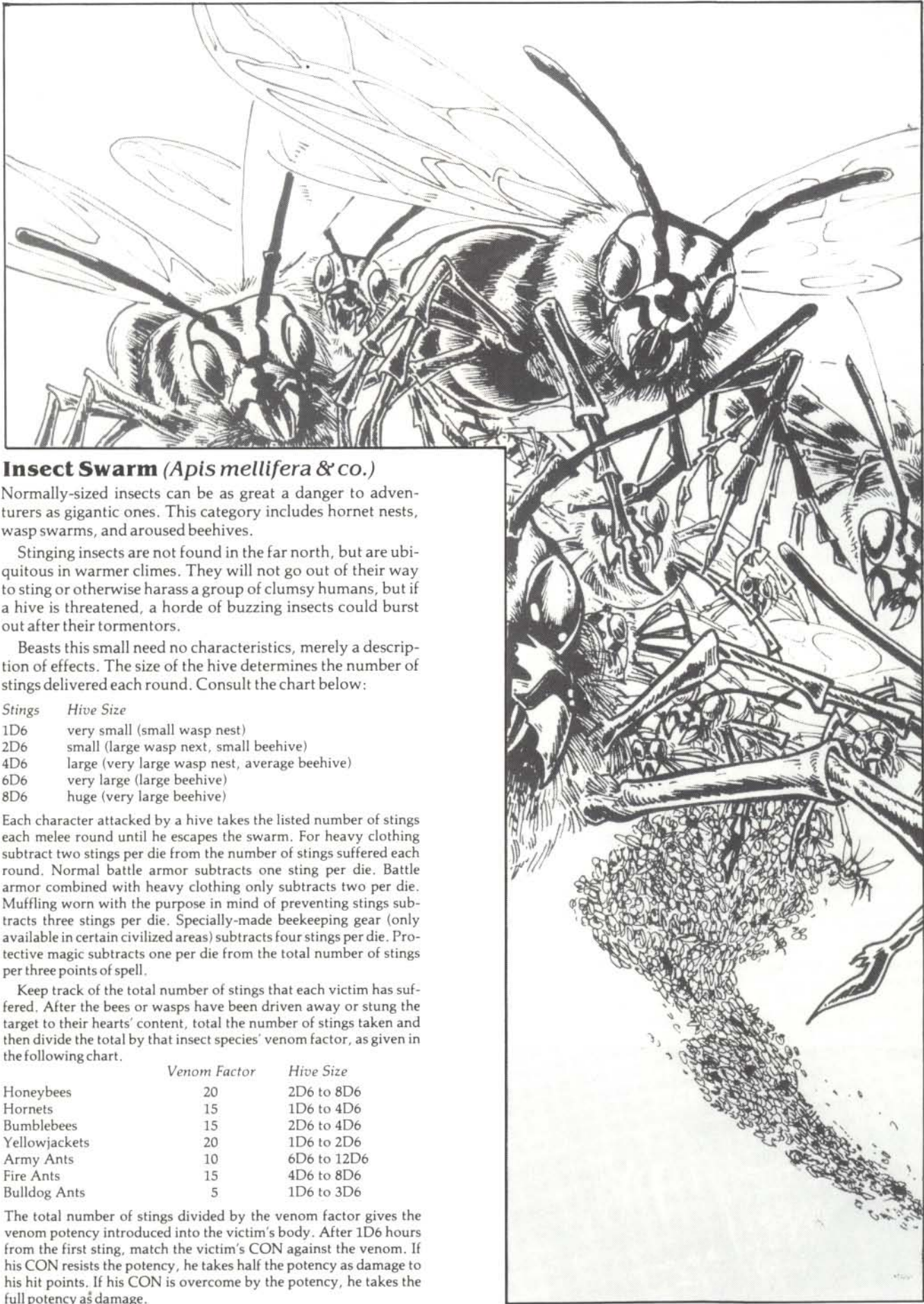
Notes: All wear full cuirbouilli and soft leather.

Nomad's Horse

STR 32 CON 13 SIZ 32 INT 4
POW 11 DEX 10
DEX SR: 3

Weapon	SR	Attack	Damage
Bite	6	30%	1D8
Kick	6	40%	1D6+3D6
Rear&Plunge	6	25%	2D6+3D6
Trample	6	75%	6D6





Insect Swarm (*Apis mellifera* & co.)

Normally-sized insects can be as great a danger to adventurers as gigantic ones. This category includes hornet nests, wasp swarms, and aroused beehives.

Stinging insects are not found in the far north, but are ubiquitous in warmer climes. They will not go out of their way to sting or otherwise harass a group of clumsy humans, but if a hive is threatened, a horde of buzzing insects could burst out after their tormentors.

Beasts this small need no characteristics, merely a description of effects. The size of the hive determines the number of stings delivered each round. Consult the chart below:

Stings	Hive Size
1D6	very small (small wasp nest)
2D6	small (large wasp nest, small beehive)
4D6	large (very large wasp nest, average beehive)
6D6	very large (large beehive)
8D6	huge (very large beehive)

Each character attacked by a hive takes the listed number of stings each melee round until he escapes the swarm. For heavy clothing subtract two stings per die from the number of stings suffered each round. Normal battle armor subtracts one sting per die. Battle armor combined with heavy clothing only subtracts two per die. Muffling worn with the purpose in mind of preventing stings subtracts three stings per die. Specially-made beekeeping gear (only available in certain civilized areas) subtracts four stings per die. Protective magic subtracts one per die from the total number of stings per three points of spell.

Keep track of the total number of stings that each victim has suffered. After the bees or wasps have been driven away or stung the target to their hearts' content, total the number of stings taken and then divide the total by that insect species' venom factor, as given in the following chart.

	Venom Factor	Hive Size
Honeybees	20	2D6 to 8D6
Hornets	15	1D6 to 4D6
Bumblebees	15	2D6 to 4D6
Yellowjackets	20	1D6 to 2D6
Army Ants	10	6D6 to 12D6
Fire Ants	15	4D6 to 8D6
Bulldog Ants	5	1D6 to 3D6

The total number of stings divided by the venom factor gives the venom potency introduced into the victim's body. After 1D6 hours from the first sting, match the victim's CON against the venom. If his CON resists the potency, he takes half the potency as damage to his hit points. If his CON is overcome by the potency, he takes the full potency as damage.

Jabberwock (Jabberwock Carroli)

The jabberwock is from Lewis Carroll's classic, *Through the Looking Glass*. Our description is largely taken from Sir John Tenniel's celebrated illustrations. A jabberwock stands as tall as 8 meters (25 feet), though much of this is scrawny neck and thin legs. A jabberwock has two long arms, ending in claws like those of a gigantic bird of prey. It has two thin batlike wings sprouting from its back and a long reptilian tail. A jabberwock's head is hideous, with downward-staring eyes, rodent-like teeth, and four long tendrils or antennae around the mouth.

Jabberwocks live in forests and ravenously set upon anyone they find. They have some intelligence, and can make plans, set ambushes, and terrorize an entire region. Jabberwocks are solitary, but may organize other creatures of horror to keep house or to otherwise help them.

Jabberwock

Characteristics		Average		
STR	3D6+18	28-29	Move	4/4 flying
CON	3D6+6	16-17	Hit Points	28
SIZ	4D6+24	38	Fatigue	45
INT	2D6+3	10		
POW	4D6	14		
DEX	3D6+6	16-17		
APP	2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	6/10
L Leg	04-06	03-04	6/10
Tail	07	05	6/8
Abdomen	08-10	06-09	9/10
Chest	11-12	10-13	9/12
R Wing	13	14	6/8
L Wing	14	15	6/8
R Arm	15-16	16-17	6/10
L Arm	17-18	18-19	6/10
Head	19-20	20	6/10

Weapon	SR	Attack%	Damage
Claw	5	50+17	1D10+3D6
Bite	8	30+17	1D6+3D6
Glare	2	100	2D6

Notes: A jabberwock attacks with two claws simultaneously, followed by a bite 3 strike ranks later. If a claw hits, the jabberwock can grasp and immobilize its target. The victim can only escape by overcoming the jabberwock's STR with his own STR. An immobilized target may be bitten automatically.

For 1 magic point, a jabberwock can glare flames from its eyes. Match the target's CON against the flame damage rolled. If the flame damage overcomes the target's CON, he takes full damage to his hit points. If not, he takes half damage. Armor is useless against this damage.

Armor: 6-point skin. May wear 3 points of leather and padding on the body.

Magic: Flaming glare. A jabberwock may learn other magic (generally preferring sorcery or spirit magic), if it can find anyone to teach it.



Jabberwock

STR	29	Move	4/4 flying
CON	17	Hit Points	30
SIZ	43	Fatigue	46
INT	2	Magic Points	10
POW	10	DEX SR:	1
DEX	23		
APP	7		

location	melee	missile	points
R Leg	01-03	01-02	6/10
L Leg	04-06	03-04	6/10
Tail	07	05	6/8
Abdomen	08-10	06-09	6/10
Chest	11-12	10-13	6/12
R Wing	13	14	6/8
L Wing	14	15	6/8
R Arm	15-16	16-17	6/10
L Arm	17-18	18-19	6/10
Head	19-20	20	6/10

Weapon	SR	Attack	Damage
R Claw	4	70%	1D10+3D6+immobilize
L Claw	7	55%	1D10+3D6+immobilize
Bite	10	45%	1D6+3D6
Glare	1	Auto.	2D6 vs. victim's CON

Notes: The jabberwock can attack three times per round. A victim grasped by the jabberwock's claw can escape only by overcoming the monster's STR with his own. An immobilized target takes no further claw damage, but can be hit automatically by the monster's bite.

The flaming glare costs the creature 1 MP. If the damage rolled overcomes the target's CON, he takes half damage. Armor is useless against this damage. The glare counts as a magic spell with MPs in it equal to the damage rolled for purposes of going through magical defenses, such as Countermagic, Shield, or Spell Resistance.

Spells: (Spirit magic 50%) Befuddle, Healing 1

Jack O'Bear (*Joannursus paralysis*)

These are shaggy, wiry monsters with bloated orange heads resembling pumpkins. Jack o'bears normally inhabit mountains and forests. They are chaotic carnivores with an exotic talent not to be sneered at.

Each melee round, in addition to its normal attacks, the jack o'bear can match its magic points vs. those of a foe. If the victim is overcome, he is harmonized — frozen in place and helpless until the jack o'bear dies or the effect is dispelled. The harmonize acts as a 1 point Divine magic spell for purposes of dispelling or blocking.

This exotic talent does not cost the jack o'bear any magic points, though it can be boosted, which does cost magic points. The creature can keep a number of live victims equal to half its POW controlled at once. The jack o'bear cannot voluntarily release a victim.

Characteristics		Average	
STR	3D6 + 6	16-17	Move 4
CON	2D6 + 6	13	Hit Points 15
SIZ	3D6 + 6	16-17	Fatigue 30
INT	2D6	7	
POW	4D6	14	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	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	3/5 (.33)

Weapon	SR	Attack %	Damage
R Claw	7	25 + 2	1D6 + 1D6
L Claw	10	25 + 2	1D6 + 1D6
Harmonize	1	automatic	resist MP against MP or be paralyzed

Notes: Each melee round, a jack o'bear may use its Harmonize as well as strike with its claws. It may hit with both claws in the same melee round, three strike ranks apart.

The Harmonize always is resolved on strike rank 1, unless the jack o'bear boosts it, in which case the strike rank is 1 plus the magic points used.

Skills: Hide 60-10, Sneak 60-10.

Armor: 3-point fur and thick head-skin.

Magic: Chaotic Harmonize. A jack o'bear could use other magic if anyone would teach it.

There is a five percent chance that a jack o'bear will have a chaotic feature in addition to its exotic talent.



Lamia

A lamia is a supernatural vampiric female. Lamiae resemble beautiful women from the abdomen up, but they have the lower torsos of gigantic serpents. Lamiae can cast illusions so that they appear to be whole women. Lamiae lack POW.

Each melee round, a lamia may try to overcome a male humanoid in a match of her magic points against the male's INT. This costs no magic points.

If the lamia wins, then the man will remain hopelessly in love with her for as long as she is present. The first time he sees her in her true form, he may attempt to break the spell in a match of his INT against her current magic points. If he succeeds, then he is no longer enslaved. If he fails, he will remain entranced. If a character resists the lamia's initial charm, he will be immune for a full day to her wiles.

Even after being taken from or leaving the lamia, the victim will remain in love with her for a number of days equal to her APP. In this manner, a lamia keeps a strong man or two as her slaves for extended periods of time, protecting her. Eventually, her bloodlust will cause her to drain them of blood, too, but they may survive for weeks or months or longer.

A lamia loses 1D6 fatigue points per day, but does not lose fatigue points through exertion or combat. She gains fatigue points only by draining STR (blood) from passersby. Lamiae do not regenerate fatigue points normally.

Lamia

Characteristics		Average	
STR	3D6	10-11	Move 3
CON	3D6	10-11	Hit Points 14
SIZ	3D6+6	16-17	Fatigue 21
INT	4D6	14	Magic Points 2D6+6
DEX	4D6	14	
APP	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-06	01-05	4/6
Abdomen	07-10	06-10	4/5
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	Attack%	Damage
Bite	7	40+9	1D6+1D4+5+1 STR drain
Kiss	7	40+9	POW drain
Constrict	10	60+9	2D4

Notes: each round, a lamia may either bite or kiss. Three strike ranks after that attack, she may use her constriction ability to attack.

When a character is hit by the constriction attack, he is held in the lamia's coils and takes damage automatically on succeeding rounds. Armor will protect only until cumulative damage surpasses his armor points, when it is crushed and broken. A lamia cannot use her constriction attack without dropping her illusory appearance. Constriction damage is equal to twice the lamia's damage bonus (minimum of 1D6).

On a successful bite, the lamia will hang on and drain 1 point of STR (blood) from him each round thereafter. This STR drain gives her 1D6 fatigue points. This STR loss is permanent for the victim. When she drains a victim to zero STR, he dies.

The kiss of the lamia drains POW. Match her magic points against those of her victim. If she overcomes the victim, he loses 1D6 POW and she gains an equal number of magic points. She cannot drain a victim below 1 POW.

Skills: Hide 90-3, Sneak 90-3.

Armor: the snake body has 4-point scales.

Magic: bite, touch, illusion spell, and love trance attack. The lamia's illusion spell costs 2 magic points to maintain per day, and can be dispelled as if it were a 4-point magic spell. The lamia's attacks and love charm cost no magic points to use. Many lamias know sorcery.

Both defensive and dispelling magic are useless against the lamia's love-trance attack.



Languia

STR	12	Move 3
CON	10	Hit Points 13
SIZ	16	Fatigue 22
INT	21	Magic Points 16+
DEX	16	familiar 20=36
APP	20	DEX SR: 2

location	melee	missile	points
Tail	01-06	01-05	4/6
Abdomen	07-10	06-10	4/5
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	Attack	Damage
Bite	6	55%	1D6+1D4+5+1 STR drain
Kiss	6	55%	1D6 POW drain
Constrict	9	75%	2D4 damage

Dodge: 45%

Notes: Each round the lamia constricts as well as using either bite or kiss. If the lamia overcomes her target's MPs with her own in a kiss attack, he loses 1D6 POW and she gains an equal number of MPs. She cannot constrict unless she drops her illusory appearance.

Spells: (sorcery) [FREE INT=16, Intensity 80%, Duration 75%, Range 60%, Multispell 60%] Cast Back 76%, Damage Boosting 82%, Diminish STR 98%, Form/Set Wood 61%, Smother 72%; (known by familiar ghost-thing) Dominate Ghost 60%, Dominate Ghoul 75%, Dominate Viper 94%, Drain 106%, Fly 42%, Hinder 62%, Mystic Vision 88%, Phantom Touch 57%, Spirit Resistance 71%, Stupefaction 80%, Venom 69%

Skills: Disguise 124%, Hide 102%, Sneak 106%

Treasure: jewelry worth 2300 pennies.

Notes: Can attempt to overcome a male humanoid's INT by matching her MPs vs. the target's INT. If she succeeds, he falls madly in love with her. If he subsequently sees her in half-snake form, he can attempt to break loose of his trance. She has an illusion which makes her look like a whole woman.

She has two human fighters currently staying with her (the game-master should pick them from among the humanoid encounters in this book). They will fight to the death to protect her. She also has a familiar in the form of a ghost. It has a body made out of smoke, with STR 2, CON 2, SIZ 1, INT 11, POW 20, and DEX 2. It normally floats at least 200 meters overhead, invisible to normal sight.

She keeps Cast Back intensity 5 and Damage Boosting 5 (on her teeth) on her at all times.

Lion (Panthera leo)

These big cats hunt arid regions and savannah. They are the most social felines and live in packs known as prides.

Lions cooperate; a pair may frighten prey towards the rest of the pride, for example. A pride is led by a male, who lords it over several lionesses and adolescent lions. Several brothers may rule a pride together. Prides composed entirely of bachelor lions are not uncommon. Lionesses do much of the hunting, but males do some, and fight defensively for the pride.

The statistics below are for male lions. Lionesses have STR 4D6+12 and SIZ 3D6+12. Otherwise, the sexes are identical.

Lion

Characteristics		Average	
STR	5D6+12	29-30	Move 6
CON	3D6	10-11	Hit Points 19
SIZ	4D6+12	26	Fatigue 19
INT	5	5	
POW	2D6+6	13	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	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	4/7

Weapon	SR	Attack %	Damage
Claw	5	50+12	1D8+2D6
Bite	8	40+12	1D10+2D6
Rake	5	80%	2D8+2D6

Notes: A lion can attack with one claw and one bite each round. The bite will take place 3 strike ranks after the claw. If both connect, it will continue to bite and rake with the hind legs.

Skills: Hide 60-12, Sneak 70-12, Listen 50-2, Scent 50-2.

Armor: 2-point fur; 4-point mane on neck. Lionesses lack the mane.



Lion (male/female)

STR 30/26	CON 11	SIZ 26/23	INT 5
POW 13	DEX 17	Move 6	
DEX SR: 2			

Weapon	SR	Attack	Damage
Claw	5	60%	1D8+2D6
Bite	8	35%	1D10+2D6

Note: Can use both attacks each round.

Skills: Hide 65%, Sneak 80%

Lion One

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/6
HP: 19	LH Leg	03-04	03-04	2/6
Fat.: 41	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	4/7

Lion Two

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/6
HP: 19	LH Leg	03-04	03-04	2/6
Fat.: 41	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	4/7

Lioness One

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

Lioness Two

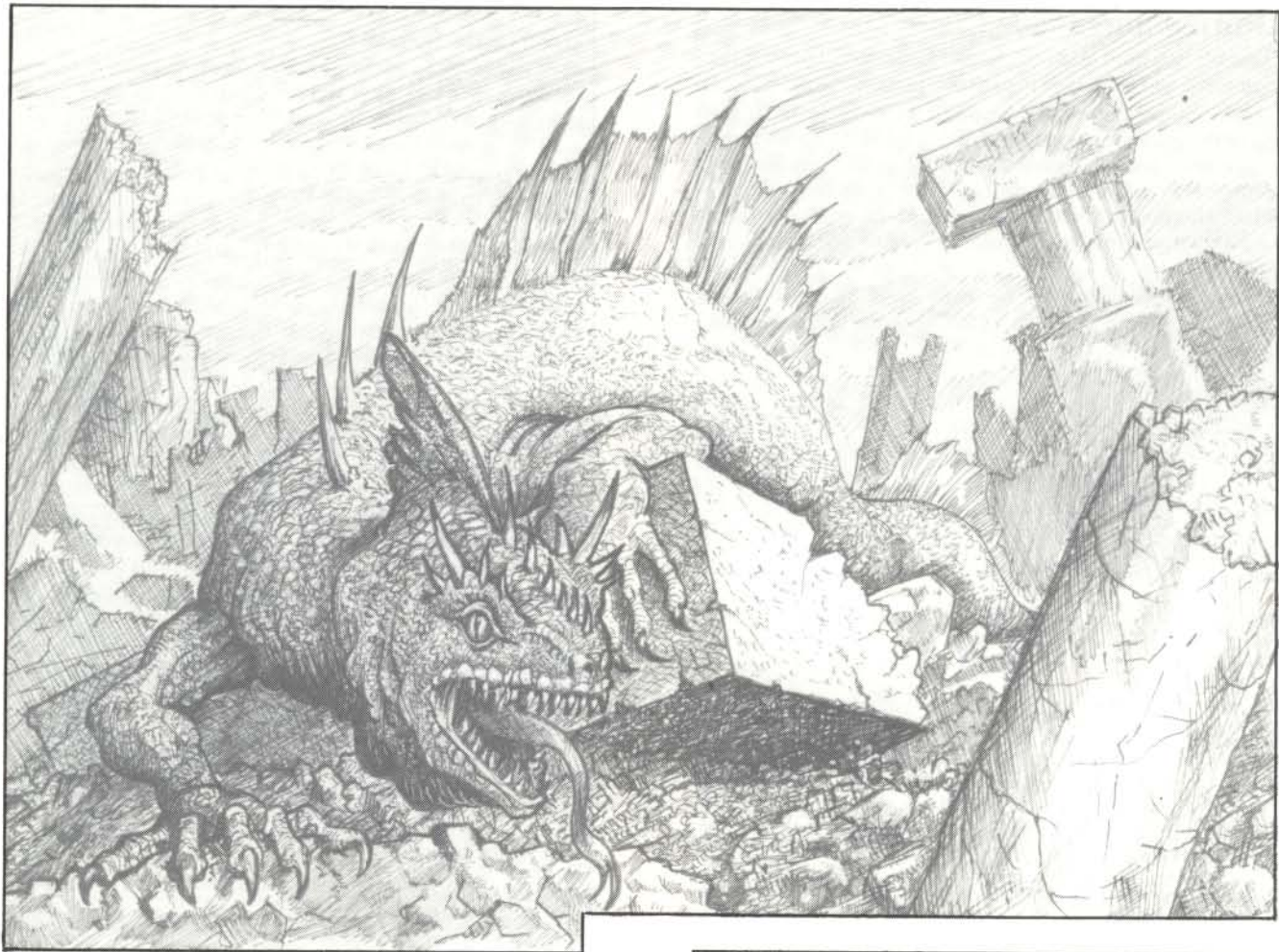
	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

Lioness Three

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6

Lioness Four

	location	melee	missile	points
MP: 13	RH Leg	01-02	01-02	2/5
HP: 17	LH Leg	03-04	03-04	2/5
Fat.: 37	Hind Q	05-07	05-09	2/8
	Fore Q	08-10	10-14	2/8
	RF Leg	11-13	15-16	2/5
	LF Leg	14-16	17-18	2/5
	Head	17-20	19-20	2/6



Lizard, Rock (*Megasaurus vanium*)

These giant lizards live in hills and caves. They are also found in ruined cities. They are carnivorous but cheerfully eat carrion. In their haunts, groups of these reptiles can be seen basking together each morning. They are basically slow, dumb predators and scavengers.

Lizard

Characteristics		Average	
STR	2D6+6	13	Move 3
CON	2D6+6	13	Hit Points 14
SIZ	4D6	14	Fatigue 26
INT	2	2	
POW	2D6	7	
DEX	2D6+3	10	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	3/4
RH Leg	03-04	02-03	3/5
LH Leg	05-06	04-05	3/5
Hind Q	07-09	06-09	3/6
Fore Q	10-13	10-14	3/6
RF Leg	14-15	15-16	3/5
LF Leg	16-17	17-18	3/5
Head	18-20	19-20	3/5

Weapon	SR	Attack %	Damage
Claw	8	45-6	1D6+1D4
Bite	8	45-6	1D10+1D4

Notes: A rock lizard will attack with a claw until it scores a hit. Then it will hang on with that claw, and bite.

Skills: Hide 25-1, Track 30-7.

Armor: 3 point scales.

Rock Lizard

STR	13	CON	13	SIZ	14	INT	2
POW	7	DEX	10	Move	3		

DEX SR: 3

Weapon	SR	Attack	Damage
Claw	8	35%	1D6+1D4
Bite	8	35%	1D10+1D4

Skills: Hide 30%, Track 40%

Rock Lizard One

	location	melee	missile	points
MP: 7	Tail	01-02	01	3/4
HP: 14	RH Leg	03-04	02-03	3/5
Fat.: 26	LH Leg	05-06	04-05	3/5
	Hind Q	07-09	06-09	3/6
	Fore Q	10-13	10-14	3/6
	RF Leg	14-15	15-16	3/5
	LF Leg	16-17	17-18	3/5
	Head	18-20	19-20	3/5

Rock Lizard Two

	location	melee	missile	points
MP: 7	Tail	01-02	01	3/4
HP: 14	RH Leg	03-04	02-03	3/5
Fat.: 26	LH Leg	05-06	04-05	3/5
	Hind Q	07-09	06-09	3/6
	Fore Q	10-13	10-14	3/6
	RF Leg	14-15	15-16	3/5
	LF Leg	16-17	17-18	3/5
	Head	18-20	19-20	3/5

Manticore (Manticora rapax)

A manticore is a large leonine monster with a giant scorpion's tail and a human head. The face is huge and somewhat ugly, with protruding tusks and a lion-like mane of hair. The hindquarters sport several dozen long, sharp spines which pulse in and out as the creature breathes.

Manticores live in wastelands and mountainous terrain. They always eat the brain of their prey and are notorious man-killers. Manticores are a surly, dangerous lot, and it is fortunate that they rarely work in groups.

In some universes, manticores may actually be considered to have normal INT, in which case they should be given an INT of 2D6. The disposition of a manticore is not improved by such sentence. It is sometimes claimed that manticores hate the smell of manticore blood so much that one can protect himself from attacks by smearing fresh manticore blood over his body.

Manticore

STR	30	Move	6
CON	17	Hit Points	22
SIZ	26	Fatigue	47
INT	7	Magic Points	12
POW	12	DEX SR:	4
DEX	7		

location	melee	missile	points
RH Leg	01-02	01-02	4/8
LH Leg	03-04	03-04	4/8
Tail	05-06	05	4/8
Hind Q	07-09	06-09	4/10
Fore Q	10-12	10-14	4/10
RF Leg	13-14	15-16	4/8
LF Leg	15-16	17-18	4/8
Head	17-20	19-20	4/8

Weapon	SR	Attack	Damage
Claw	7	40%	1D6+2D6
Sting	10	55%	1D6+2D6+poison POT 17

Note: Both attacks may be used in the same melee round.

Skills: Climb 90%, Dodge 50%, Scan 45%



Manticore

Characteristics		Average		
STR	4D6+12	26	Move	6
CON	2D6+9	16	Hit Points	21
SIZ	4D6+12	26	Fatigue	42
INT	7	7		
POW	3D6	10-11		
DEX	2D6+3	10		
APP	2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/7
LH Leg	03-04	03-04	4/7
Tail	05-06	05	4/7
Hind Q	07-09	06-09	4/9
Fore Q	10-12	10-14	4/7
RF Leg	13-14	15-16	4/7
LF Leg	15-16	16-17	4/7
Head	17-20	19-20	4/7

Weapon	SR	Attack%	Damage
Claw	6	30+5	1D6+2D6
Sting	9	30+5	1D6+2D6+poison

Note: A manticore will claw first, then sting 3 strike ranks later. The sting injects a poison with POT equal to the manticore's CON. If the poison's POT overcomes the victim's hit points, he takes the poison's POT in damage. If he resists the poison, he takes half its POT in damage.

Skills: Climb 80-8, Dodge 45-8, Scan 40+1.

Armor: 4-point skin.



Minotaur (Minotaurus bestialis)

Such large humanoids have a bull's head and tail. They are omnivorous and sometimes eat people. Minotaurs live in arid brushy places.

If a minotaur is wounded or gets a special hit on an opponent, it will go berserk. This has similar effects to the divine spell Berserk, but the minotaur will stay berserk until all foes have been destroyed. These effects are: the minotaur loses all power to Parry or Dodge, and can cast no spells. Its Attack chance is doubled. Also, all its CON rolls, no matter what the modifiers, are assumed to succeed. It is immune to shock, exhaustion, unconsciousness, and incapacitation. The minotaur can come out of its rage by rolling below INT×1 or less on 1D100. After the rage, the minotaur's fatigue level is always considered to be at 0 or his normal fatigue level, whichever is lower. The divine Berserk spell simply induces the minotaur's normal battle rage, described above. The spirit magic Fanaticism spell is cancelled out when the minotaur goes berserk.

Minotaur

Characteristics		Average	
STR	3D6 + 12	22-23	Move 5
CON	1D6 + 12	15-16	Hit Points 19
SIZ	3D6 + 12	22-23	Fatigue 38
INT	2D6	7	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/7
L Leg	05-08	04-06	5/7
Abdomen	09-11	07-10	5/7
Chest	12	11-15	5/9
R Arm	13-15	16-17	5/6
L Arm	16-18	18-19	5/6
Head	19-20	20	3/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Poleaxe	4	25 + 5	3D6 + 2D6	25-5	10
Head Butt	6	40 + 5	1D6 + 2D6	—	—

Note: A minotaur can use either a head butt or a hand-held weapon in a given round. It could use both only as per normal two-weapon use, thereby depriving itself of the ability to parry that round.

Skills: Track 50 + 1.

Armor: 3-point hide. Usually wears leather body and limbs as well for 2 more points of armor.

Magic: Minotaurs normally disdain magic, except for healing and fertility spells.

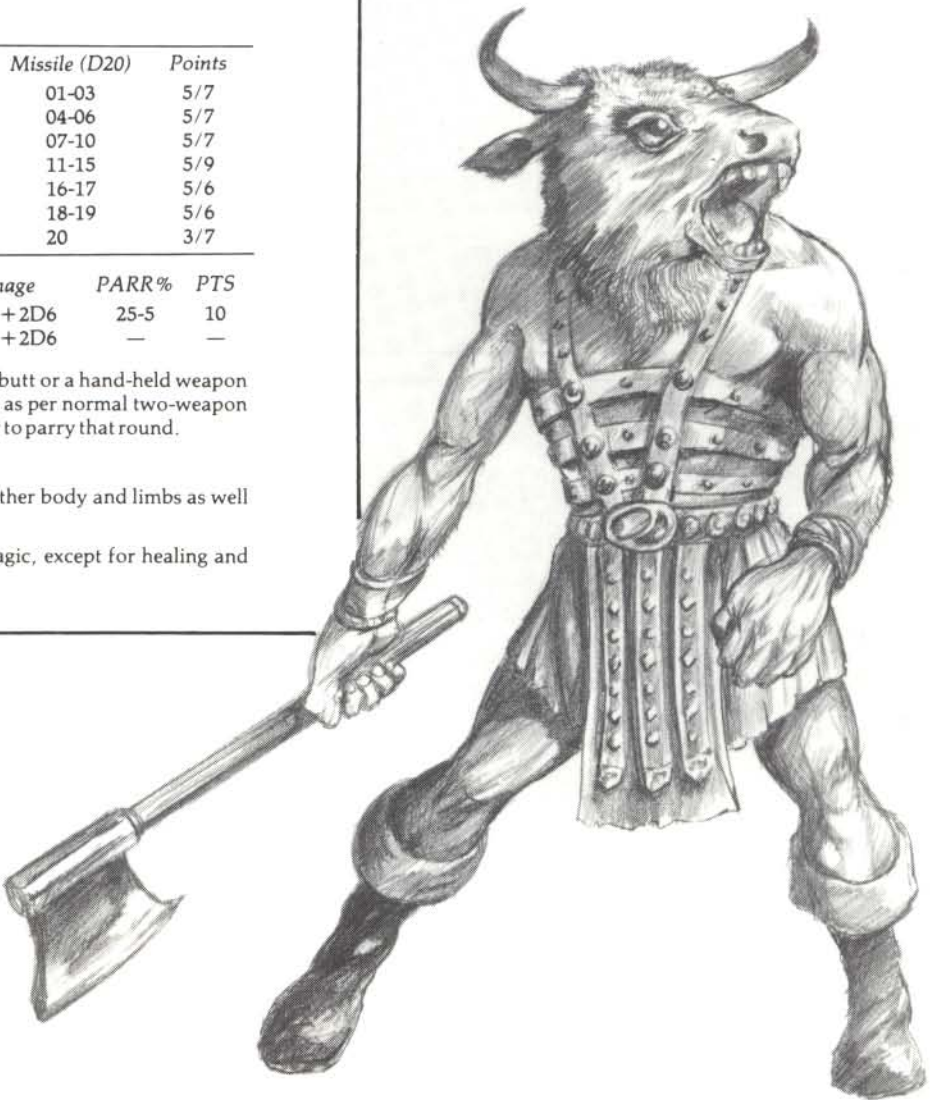
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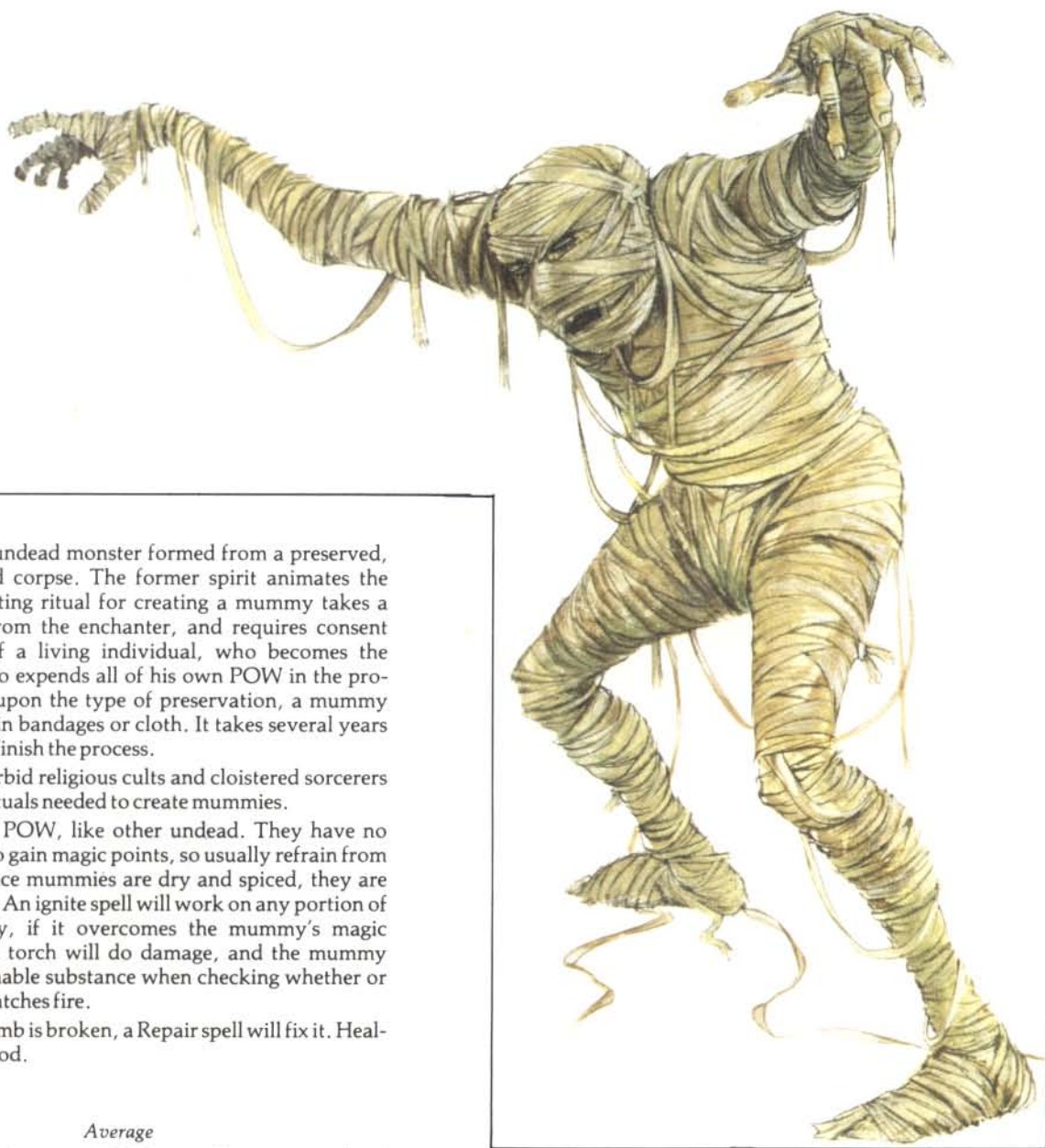
STR	28	Move	4
CON	24	Hit Points	25
SIZ	26	Fatigue	52 - 3 = 49
INT	9	Magic Points	13
POW	13	DEX SR:	2
DEX	17		
APP	8		

location	melee	missile	points
R Leg	01-04	01-03	3/9
L Leg	05-08	04-06	3/9
Abdomen	09-11	07-10	3/9
Chest	12	11-15	3/11
R Arm	13-15	16-17	3/7
L Arm	16-18	18-19	3/7
Head	19-20	20	3/9

Weapon	SR	Attack	Damage	Parry	Points
Halberd	3	96%	3D6 + 2D6	85%	10
Kick	5	87%	1D6 + 2D6	—	—

Spells: (Spirit Magic 62%) Healing 1, Protection 3





Mummy

A mummy is an undead monster formed from a preserved, dried, eviscerated corpse. The former spirit animates the lich. The Enchanting ritual for creating a mummy takes a point of POW from the enchanter, and requires consent upon the part of a living individual, who becomes the mummy, and who expends all of his own POW in the process. Depending upon the type of preservation, a mummy may be wrapped in bandages or cloth. It takes several years of "seasoning" to finish the process.

Only a few morbid religious cults and cloistered sorcerers know the secret rituals needed to create mummies.

Mummies lack POW, like other undead. They have no convenient way to gain magic points, so usually refrain from casting spells. Since mummies are dry and spiced, they are vulnerable to fire. An ignite spell will work on any portion of a mummy's body, if it overcomes the mummy's magic points. A normal torch will do damage, and the mummy counts as a flammable substance when checking whether or not the mummy catches fire.

If a mummy's limb is broken, a Repair spell will fix it. Healing spells do no good.

Mummy

Characteristics		Average		
STR	3D6 x 2	20-22	Move	species -1
CON	3D6 x 2	20-22	Hit Points	18
SIZ	2D6 + 6	13	Fatigue	42
INT	2D6 + 6	13	Magic Points	2D6 + 2
DEX	2D6	7		
APP	1D3-1	1		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/6
L Leg	05-08	04-06	3/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
R Arm	13-15	16-17	3/5
L Arm	16-18	18-19	3/5
Head	19-20	20	3/6

Weapon	SR	Attack%	Damage	PARR%	PTS
Maul	7	75	2D8+1D6	75	16
Fist	9	50+8	1D6+1D6	—	—

Armor: May wear any, plus has 3-point skin.

Magic: Mummies may retain divine magic from their former existence, and may learn sorcery. Gaining new divine magic and casting spirit magic is beyond their abilities. Any magic points they have must be given to them via some spell or ritual.

Mummy

STR 30	Move 2
CON 24	Hit Points 19
SIZ 14	Fatigue 54 - 27 = 27
INT 11	Magic Points 19
DEX 7	DEX SR: 4
APP 1	

location	melee	missile	points
R Leg	01-04	01-03	11/7
L Leg	05-08	04-06	11/7
Abdomen	09-11	07-10	11/7
Chest	12	11-15	11/9
R Arm	13-15	16-17	11/6
L Arm	16-18	18-19	11/6
Head	19-20	20	11/7

Weapon	SR	Attack	Damage	Parry	Points
2h flail	7	75%	2D6+2+2D6	75%	10
Fist	9	60%	1D6+2D6	—	—

Note: Wears heavy plate armor everywhere.

Nymph

Nymphs are nature beings tied to a specific locale or natural feature. They can create female, human-like bodies from their native essence at will. They cannot voluntarily engage in spirit combat nor cast spells when disembodied.

If a nymph is reduced to zero hit points while in body, it passes to the spirit plane like any other embodied creature. However, if the locale remains intact, the locale eventually will generate another body for the nymph's spirit to inhabit.

There are many types of nymphs. Four of the most common are dryads, hags, naiads, and oreads, representing respectively trees, shadowy places, streams and ponds, and hills and mountains. Nymphs are always female. When a natural feature has existed a long time, it often grows a nymph.

Different nymph types vary greatly in personality, power, and nature, and rarely associate. Some nymphs are benign and others are malevolent. Some malignant ones are hideous. Most are playfully indifferent to mortals.

Dryads: A dryad is a wood nymph, tied to a special copse or grove. One of the trees in the copse is always the dryad's personal tree. As this tree fares, so fares she. When a dryad forms her body, she appears to step out of her tree. To dissolve her body, she must step back into it. Larger and older copses have more powerful dryads. As a copse goes senile and trees are lost, the dryad weakens with it. However, as long as her personal tree remains alive, she will not die.

A dryad can control all the trees and other plant life in her grove. Thus, she could make trees creak and move their branches, flowers bloom out of season, and cause blades of grass to entangle an intruder.

Most dryads are not too powerful. Forests tend to have multiple dryads rather than one very strong dryad.

Dryads are close friends to elves, and frequently associate with them. Dryads cannot leave their grove of trees. If forced outside it, their body will dissolve, and the dryad's spirit will re-enter its tree.

Dryad

Characteristics		Average	
STR	2D6	7	Move 3
CON	3D6	10-11	Hit Points 11
SIZ	2D6+3	10	Fatigue 18
INT	3D6+6	16-17	
POW	2D6+16	23	
DEX	4D6	14	
APP	2D6+12	19	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage	PARR%	PTS
Staff	5	10+10	1D8	10+3	8

Skills: Conceal 90+10, Hide 90-9, Sneak 90-9.

Armor: None.

Magic: Form body at will from tree; knows INT worth of spirit magic, including Healing and Second Sight.

For 1 magic point, the dryad can command any one incomplete creature born in her grove. The creature may not resist this charm, which lasts for an hour at a time.

Devora Birch-Tree

STR	5	Move	3
CON	10	Hit Points	10
SIZ	9	Fatigue	15
INT	16	Magic Points	24
POW	24	DEX SR:	3
DEX	13		
APP	21		

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

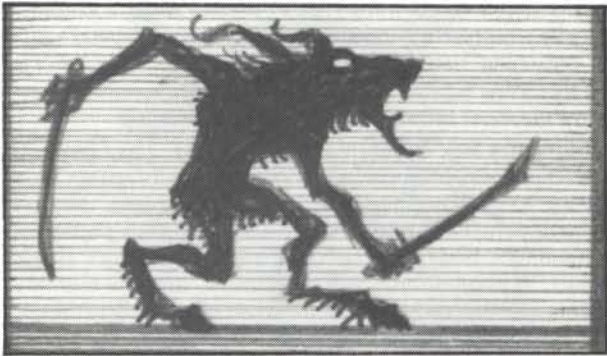
Weapon	SR	Attack	Damage
Dart	3	30%	1D6

Dodge: 85%

Spells: Detect Enemies, Detect Life, Detect Steel, Disruption, Healing 4, Second Sight (3), Shimmer 5

Skills: Conceal 100%, Hide 80%, Sneak 100%

Treasure: Magic seed. When the planter buries it in the ground, he whispers the name of a desired plant and expends 6 magic points. When the plant sprouts, next year, it will be as whatever plant has been called for, no matter how exotic. Once it has sprouted, it will be an ordinary example of the plant desired, and its seeds will yield other examples of that type, not more magic seeds.



Moriah (mountain dryad)

STR	8	Move	4
CON	13	Hit Points	12
SIZ	11	Fatigue	21
INT	12	Magic Points	21
POW	21	DEX SR:	3
DEX	12		
APP	22		

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

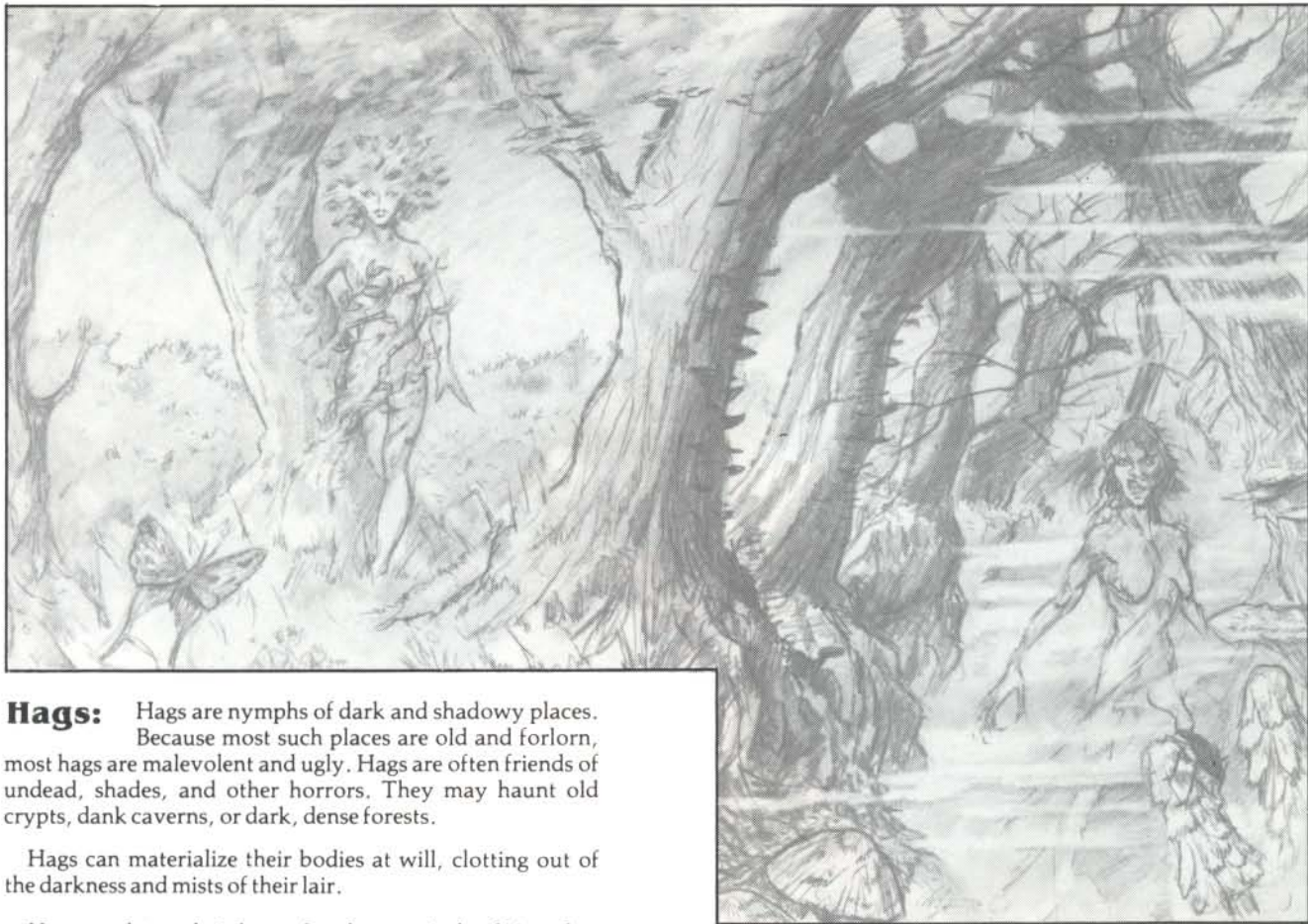
no effective attacks

Dodge: 90%

Spells: (Spirit Magic 105%) Healing 5, Mobility 2, Second Sight (3)

Skills: Climb 95%, Conceal 85%, Hide 85%, Jump 95%

Magic Items: Earthquake seed — fist-sized spherical stone which, when dropped to the ground, pops and causes the earth to shake and boom like a great drum. All those within 10m of the seed must roll under DEX ×5 on 1D100 or fall down. The booming noise is audible for a great distance.



Hags: Hags are nymphs of dark and shadowy places. Because most such places are old and forlorn, most hags are malevolent and ugly. Hags are often friends of undead, shades, and other horrors. They may haunt old crypts, dank caverns, or dark, dense forests.

Hags can materialize their bodies at will, clotting out of the darkness and mists of their lair.

Hags can leave their home for short periods of time, but must return before dawn. Their bodies are dissolved by direct sunlight — this doesn't kill the hag, however, and her spirit merely returns to her home.

Hag

Characteristics		Average	
STR	6D6	21	Move 3/3flying
CON	3D6	10-11	Hit Points 10-11
SIZ	3D6	10-11	Fatigue 32
INT	2D6 + 12	19	
POW	2D6 + 20	27	
DEX	3D6	10-11	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage
Claw	8	50 + 16	1D6 + 1D4

Skills: Hide 90-17, Intensity 25 + 27.

Armor: None.

Magic: May form body at will. Hags know at least 2D6 points of spirit magic and 1D6 sorcery spells. A hag may create a shade from the shadows in her lair at a cost of 1 magic point per cubic meter of shade. She can only have one shade at a time, but if it is destroyed, she can form another.

She can command any one incomplete creatures living in her locale for 1 magic point. This can include undead or monsters as well as creatures such as bats, scorpions, or snakes. The creature may not resist this charm, which lasts for an hour.

Huldra Blackheart

STR 20	Move 3
CON 12	Hit Points 12
SIZ 12	Fatigue 32 - 5 = 28
INT 19	Magic Points 30
POW 30	DEX SR: 3
DEX 12	
APP 5	

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	Attack	Damage	Parry	Points
Iron Bar	6	40%	2D8 + 1D4	40%	16

Dodge: 40%

Spells: (Spirit Magic 145%) Demoralize, Healing 5; (Sorcery) [FREE INT = 10, Intensity 70%, Duration 50%, Range 50%, Multispell 20% | Damage Resistance 95%, Venom 95%

Skills: Fly 96%, Hide 70%

Treasure: Shadowcloth—a 3×3m black linen square that, when thrown into the air, becomes a Darkwall (as per the spirit magic) which will remain until its owner grasps it with the intent to remove it, when it will collapse back into a cloth. The owner must enchant a point of POW into it to gain its service, and it will always be the property of the last individual to enchant POW into it. When a Darkwall, it has all normal properties, i.e., insubstantiality.

Naiad: The several types of naiads include oceanids, naiads of fountains and streams; nereids, connected with the ocean; potameides, naiads of the rivers; and limnades, naiads of still water, lakes, marshes, and swamps. Limnades are the most malignant of the water nymphs, and can try to lead wayfarers astray, like a will o' the wisp.

Naiads form their bodies directly from the water. For every 10 meters distant a naiad is from her body of water, she loses a magic point. She only regenerates magic points while immersed in her water.

Naiad

Characteristics		Average	
STR	4D6	14	Move 3/9 swimming
CON	3D6	10-11	Hit Points 10
SIZ	2D6 + 2	9	Fatigue 25
INT	3D6 + 6	16-17	
POW	2D6 + 18	25	
DEX	4D6	14	
APP	2D6 + 12	19	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage	PARR%	PTS
Whip	3	25 + 13	1D4	—	6

Skills: Dodge 90 + 7.

Armor: None natural.

Magic: May form body at will. Has INT points of spirit magic, usually including Binding, Healing, Extinguish, Disrupt, Shimmer, and Coordination. Usually also has 1D6 points of water-connected divine magic.

A naiad can transform herself into an undine. She will have a size of 1 cubic meter for every magic point she expends. Sufficient water must be available to do this. Destruction of a naiad while in undine form dispells her, and she must expend more magic points to again appear in that form.

Naiads can command any one incomplete creature living in her waters at a cost of 1 magic point. The creature may not resist the charm's effects, which last for one hour.



Oreads: Oreads are nymphs of the mountains and hills. They include limoniads (nymphs of meadows and flowering places) and auloniads (nymphs of mountain valleys). An oread cannot leave its particular mountain and foothills. An auloniad can leave its valley and limoniad its meadow, but lose 1 magic point for every 20 meters distance from the home area. Oreads frequently consort with satyrs.

Oread bodies are normally always formed, but can be dissolved if need be.

Oread

Characteristics		Average	
STR	2D6	7	Move 4
CON	3D6	10-11	Hit Points 10
SIZ	2D6 + 2	9	Fatigue 18
INT	3D6 + 3	13-14	
POW	2D6 + 16	23	
DEX	3D6 + 6	17-17	
APP	2D6 + 10	17	

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage
Fist	8	25 + 10	1D3
Kick	8	15 + 10	1D6

Skills: Climb 90 + 7, Jump 90 + 7, Conceal 90 + 10, Hide 90-7.

Armor: None.

Magic: May form body at will. Oreads have spirit magic equal to their INT, including Healing, Second Sight, and Mobility.

An oread can command any one incomplete creature born on her mountain for 1 magic point. The creature may not resist this charm, which last for an hour.

Aquia (oceanid of a stream)

STR 13	Move 3/9 swimming
CON 8	Hit Points 9
SIZ 9	Fatigue 21
INT 18	Magic Points 23
POW 23	DEX SR: 3
DEX 14	
APP 30	

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

no effective attacks

Dodge: 110%

Spells: (Spirit Magic 115%) Coordination 6, Disrupt, Extinguish 1, Healing 4, Slow 3, Shimmer 3; (Divine Magic 100%) Breath Air/Water, Float 3

Magic Items: Undine egg — sphere of unmeltable ice which, when tossed into a suitably large pool of water with expenditure of magic points, will turn into an undine with a cubic volume equal to the magic points spent. This undine will remain on the mundane plane till destroyed and will not be under the control of its creator.



Octopus (*Octopus vulgaris*)

Octopi are large molluscs with eight arms and no shell, which normally feed on shellfish. Octopi are not naturally aggressive, but have been known to attack people. They can change their skin color and texture at will to an amazing extent, and can release clouds of ink into the water to distract attackers or block views.

For every meter an octopus is from tentacle-tip to tentacle-tip, give it 1D6 of SIZ and STR. The stats below are for a six-meter version.

Octopi can crawl slowly on land, and survive for quite a long time out of water.



Octopus

Characteristics		Average	
STR	6D6	21	Move 1/4 swimming
CON	2D6+6	13	Hit Points 17
SIZ	6D6	21	Fatigue 34
INT	4	4	
POW	3D6	10-11	
DEX	3D6+12	22-23	

Hit Location	Melee (D20)	Missile (D20)	Points
Arm 1	01-02	01	2/5
Arm 2	03-04	02	2/5
Arm 3	05-06	03	2/5
Arm 4	07-08	04	2/5
Arm 5	09-10	05	2/5
Arm 6	11-12	06	2/5
Arm 7	13-14	07	2/5
Arm 8	15-16	08	2/5
Head	17-18	09-13	2/8
Body	19-20	14-20	2/8

Weapon	SR	Attack%	Damage
Arm	4	60+13	2D3 constrict
Bite	7	40+13	2D6+venom

Notes: An octopus can attack with all eight arms simultaneously and then bite 3 strike ranks later. On the round an arm gets a hit, it does no damage, but clings. When a victim has been gripped in the same hit location by two arms, they will constrict, doing damage equal to half the octopus' damage bonus each round. Armor protects only until broken through.

An octopus bite does damage equal to the octopus' damage modifier (minimum of +1D3). It also injects venom with a potency equal to the octopus' CON. If the victim resists this venom, he takes 1D6 damage. Otherwise, he takes damage equal to the venom's potency.

Skills: Hide 100+1, Search 50-3, Scan 50-3.

Armor: 2-point skin (1 point per +D6 damage modifier).

Ogre (*Homo anthropophagus*)

These ogres resemble Cornish ogres. They are human-sized and formed, though they often have sharp, carnivore-like teeth. They eat all forms of sentient beings, and are essentially malignant. They are very strong, and try to fit into human society. Naturally, ogres must keep their real identities secret, and indulge in their cannibalistic tendencies only in secret or when none can gainsay them.

They can appear very handsome or beautiful and are rare. Female ogres are the same size as the males, and are thus somewhat larger than normal women.

Creating an Ogre Adventurer

Ogres live secretly with humans, and have the same culture and many of the same occupations. In every case, he will receive the skills, magic, and equipment as given.

Roll 1D20+80 on the occupation chart for primitive, nomad, or barbarian ogres. An ogre raised in a civilized culture rolls on the following chart to determine his occupation.

Roll D20

01-02	Entertainer
03-08	Merchant
09-10	Noble
11	Priest
12-16	Soldier
17-18	Thief
19-20	Sorcerer

Ogre

Characteristics		Average		
STR	2D6+12	19	Move	3
CON	2D6+6	13	Hit Points	13
SIZ	2D6+6	13	Fatigue	32
INT	2D6+6	13		
POW	2D6+6	13		
DEX	3D6	10-11		
APP	3D6+3	13-14		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	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	Attack%	Damage	PARR%	PTS
Any	5+	type+9	type+1D4	type+3	type

Skills: Agility +3, Communication +7, Knowledge +3; Disguise 50, Manipulation +9, Perception +7, Stealth -5.

Armor: May wear any.

Magic: May use any; generally tends towards sorcery or divine magic from evil gods.



Orc (*Orcanthropus piltdowni*)

Orcs are a swarthy, long-armed, bow-legged species of mountain-dwelling humanoids. Orcs are nocturnal and weaker races of them are Demoralized in daylight. Orcs generally live in rough country such as mountains and poor terrain.

Since orcs are a degenerate form of elf, elves and orcs have a special hate for each other, and feel a racial obligation to battle the other.

The several varieties of orcs differ in size, strength, and resistance to daylight. The weaker races breed faster than the stronger ones, and often are, in fact, slaves of stronger orcs. Even the largest orcs are smaller than a large man, though they may be much stronger. Innate orcish traits include brutality and cannibalism.

The orc statistics given below are for an intermediate race of orcs. Smaller races would have a STR of 3D6 and SIZ of 2D6 while larger ones would have a STR of 5D6, CON of 3D6+3, and SIZ of 2D6+4. Otherwise, all races are identical.

Orc

Characteristics		Average		
STR	4D6	14	Move	3
CON	3D6	10-11	Hit Points	10
SIZ	2D6+2	9	Fatigue	25
INT	3D6	10-11		
POW	2D6+3	10		
DEX	4D6	14		
APP	2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	4/4
L Leg	05-08	04-06	4/4
Abdomen	09-11	07-10	4/4
Chest	12	11-15	4/5
R Arm	13-15	16-17	4/3
L Arm	16-18	18-19	4/3
Head	19-20	20	4/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Scimitar	8	25+7	1D6+2	25+7	10
Comp. Bow	3/9	25+7	1D8+1	—	7
Spear	8	25+7	1D8+1	25+7	8
Mdm Shield	—	—	—	25+7	12
Knife	9	30+7	1D4+2	30+7	6

Skills: Agility +7, Communication +0, Knowledge +1, Manipulation +7; Conceal 20, Perception +2; Track 20, Stealth +5; Hide 20, Sneak 20.

Armor: None natural. Usually wear at least ringmail and open helm (4 points).

Magic: Because of the convoluted and treacherous orcish social system, the few orcs who manage to learn powerful magic teach little of it to their fellows. All orcs use sorcery.

Creating an Orc Adventurer

Roll D100

01-02	Crafter
03-70	Hunter/Raider
71-72	Chieftain
73	Sorcerer
74-00	Warrior

Note: Orcish occupations yield the same skills and equipment as the human barbarian or civilized equivalents. "Hunter/Raider" is the equivalent of Barbarian Hunter. "Chieftain" is the equivalent of Barbarian Noble. "Sorcerer" is the equivalent of a Civilized Sorcerer. All orcs learn sorcery as their magic system. Any orc receiving the Ride skill is considered to have Ride Wolf. All orcs replace any Fist attack with an equivalent amount of Bow attack.



Panther (Panthera pardus)

The panther, also known as the leopard, is a large hunting cat which may be spotted or all-black. Panthers live in forests and jungles, ranging onto nearby savannah or plains. They prey on anything they can catch, but leave large aggressive prey to bigger cats.

Panthers hunt by lying in ambush until their victim nears, then pouncing.

Panther

Characteristics		Average	
STR	3D6 + 6	16-17	Move 8
CON	3D6	10-11	Hit Points 13
SIZ	2D6 + 8	15	Fatigue 27
INT	5	5	
POW	3D6	10-11	
DEX	2D6 + 12	19	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/4
LH Leg	03-04	03-04	1/4
Hind Q	05-07	05-09	1/6
Fore Q	08-10	10-14	1/6
RF Leg	11-13	15-16	1/4
LF Leg	14-16	17-18	1/4
Head	17-20	19-20	1/5

Weapon	SR	Attack %	Damage
Claw	7	50 + 7	1D6 + 1D4
Bite	10	30 + 7	1D10 + 1D4
Rip	7	80	2D6 + 2D4

Notes: A panther first attacks twice with claws simultaneously, followed by a bite three strike ranks later.

If both claws hit, the panther will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Hide 80 + 3, Sneak 90 + 3.

Armor: 1-point fur.

Black Panther (Leopard)

STR	15	Move	8
CON	12	Hit Points	14
SIZ	16	Fatigue	27
INT	5	Magic Points	11
POW	11	DEX SR:	1
DEX	22		

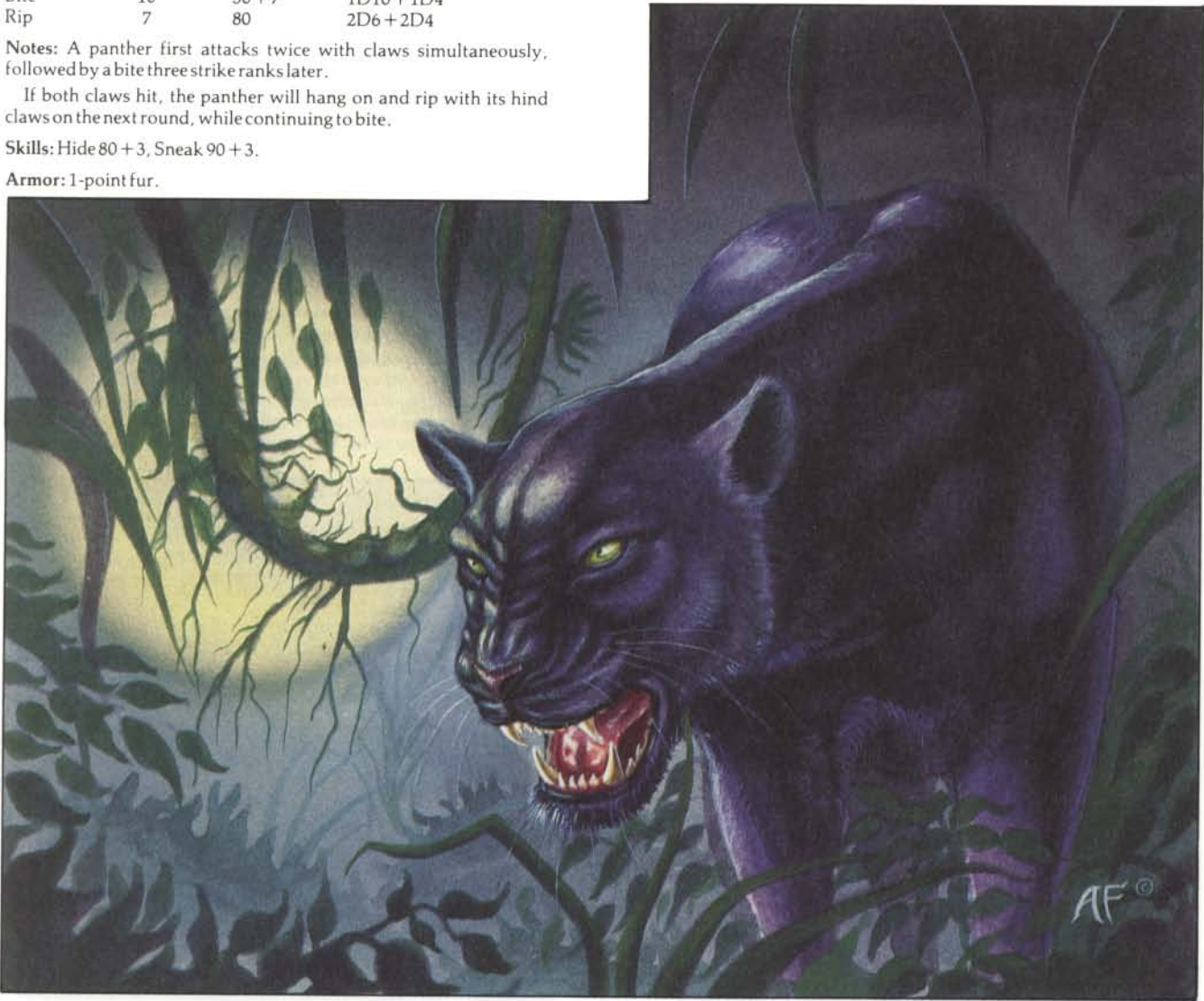
location	melee	missile	points
RH Leg	01-02	01-02	1/4
LH Leg	03-04	03-04	1/4
Hind Q	05-07	05-09	1/6
Fore Q	08-10	10-14	1/6
RF Leg	11-13	15-16	1/4
LF Leg	14-16	17-18	1/5
Head	17-20	19-20	1/5

Weapon	SR	Attack	Damage
Bite	8	40%	1D10 + 1D4
Claw	5	60%	1D6 + 1D4
Rip	5	80%	2D6 + 2D4

Note: The panther attacks with two claws at once and the bite 3 SRs later. If both claws hit, it will hang on and rip with its hind legs next round, while continuing to bite.

Dodge: 35%

Skills: Hide 85 %, Sneak 95 %



Plesiosaur (Plesiosaurus)

This sea reptile has a long neck, a stubby body like that of a shell-less turtle, and flippers. It hunts fish and squid in shallow seas by paddling slowly along and suddenly striking with the long head and neck.

Plesiosaurs can be dangerous to sailors by picking off isolated men aboard ships. When the creature strikes up from the water, only its head and neck can be struck.

Plesiosaur

Characteristics		Average		
STR	6D6	21	Move	3swimming
CON	4D6	14	Hit Points	24
SIZ	6D6 + 12	33	Fatigue	35
INT	3	3		
POW	3D6	10-11		
DEX	3D6 + 6	16-1		

Hit Location	Melee (D20)	Missile (D20)	Point
Tail	01	01	5/6
RH Paddle	02-03	02	5/8
LH Paddle	04-05	03	5/8
Hindbody	06-08	04-09	5/10
Body	09-11	10-15	5/10
RF Paddle	12-13	16	5/8
LF Paddle	14-15	17	5/8
Head/Neck	16-20	18-20	5/8

Note: in a typical combat probably only the animal's head and neck would be exposed to damage. Do not bother to roll on the above chart in such a case.

Weapon	SR	Attack %	Damage
Bite	2	70 + 6	1D8 + 1D6

Note: The long neck of the plesiosaur gives it a weapon strike rank of zero. It only receives half normal damage modifier on bite attacks.

Skills: Hide 60-17, Dodge 60-10 (only applies to head and neck).

Armor: 5-point skin and blubber.



Plesiosaur

STR 20	Move 3 swimming
CON 13	Hit Points 24
SIZ 34	Fatigue 33
INT 3	Magic Points 10
POW 10	DEX SR: 2
DEX 18	

location	melee	missile	points
Tail	01	01	5/6
RH Paddle	02-03	02	5/8
LH Paddle	04-05	03	5/8
Hindbody	06-08	04-09	5/10
Forebody	09-11	10-15	5/10
RF Paddle	12-13	16	5/8
LF Paddle	14-15	17	5/8
Head/Neck	16-20	18-20	5/8

Melee opponents on a ship's deck may only hit head and neck in combat

Weapon	SR	Attack	Damage
Bite	2	80 %	1D8 + 2D6

Skills: Dodge 65 % (head and neck only)

Python (Python or Boa)

Pythons and similar gigantic constrictors live in jungles and rain forests. Some types, such as the anaconda, are water snakes, some live and hunt in trees, and some are ground-dwellers. Statistics are given here for constrictors about eight meters long—potential man-eaters.



Python

Characteristics		Average		
STR	3D6 + 24	34-35	Move	2/3swimming
CON	3D6 + 18	28-29	Hit Points	29
SIZ	3D6 + 18	28-29	Fatigue	63
INT	3	3		
POW	2D6 + 6	13		
DEX	2D6 + 6	13		

Hit Location	D20	Points
Tail	01-06	3/10
Body	07-14	3/12
Head	15-20	3/10

Weapon	SR	Attack %	Damage
Bite	6	60 + 6	1D4 + 3D3
Constrict	9	40 + 6	3D6

Notes: A python can attack twice in a round, by bite and constriction, separated by 3 strike ranks.

The bite attack has a base strike rank of 1 and only half normal damage modifier applies to it.

If the constriction attack hits, then the victim is wrapped in the serpent's coils. He can gasp but cannot yell or shout. Each round of constriction does 3D6 damage to the victim's total hit points—chest armor (only) counts against this damage.

No matter how much armor the victim has, he immediately starts suffocating when the constrictor engulfs him. Begin at once with CON × 10 rolls and proceed from there.

The victim can free himself. Match his STR against the constrictor's STR. He cannot attack when doing this.

Skills: Because of the snake's elongated body, its SIZ does not affect its agility or stealth bonuses, except in a positive way.

Climb 80 + 13, Dodge 50 + 13, Hide 60 + 0, Sneak 80 + 0.

Armor: 3-point skin.

Python (8 meters)

STR 36	Move 2
CON 32	Hit Points 33
SIZ 34	Fatigue 68
INT 3	Magic Points 12
POW 12	DEX SR: 3
DEX 14	

location	D20	points
Tail	01-06	3/11
Body	07-14	3/14
Head	15-20	3/11

Weapon	SR	Attack	Damage
Bite	6	70 %	1D4 + 3D3
Constrict	9	50 %	3D6

Note: Can attack twice per round, biting first. If the constriction hits, the victim's player must make a successful luck roll for his adventurer to have a weapon arm free. Chest armor counts against the damage of the constriction, which is done against total hit points. In addition, once engulfed, the victim begins suffocating with CON rolls, starting at CON × 10.

Skills: Climb 100 %, Hide 60 %, Sneak 80 %

Satyr (Faunus hircus)

Satyrs are high-magical wilderness entities. They often associate with nymphs, or try to. All satyrs are male, and perpetuate their stock by breeding with nymphs or with captured human and elf women.

Satyrs have the haunches and rear limbs of horses or goats, and have horns like those of a goat or ram. Their skin is baked brown. Their muscles and faces are gnarled. They are famed for lechery and wiry strength.

Satyr

Characteristics		Average	
STR	5D6	17-18	Move 5
CON	4D6	14	Hit Points 14
SIZ	2D6 + 6	13	Fatigue 32
INT	2D6 + 6	13	
POW	4D6	14	
DEX	3D6 + 6	16-17	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	1/6
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	3/5

Weapon	SR	Attack %	Damage	PARR%	PTS
Butt	9	40 + 14	1D6 + 1D4	—	—
Club	6	25 + 14	1D10 + 1D4	25 + 8	10
Thrown Rock	2/7	25 + 14	1D4 + 1D2	—	—

Note: Can use head butt 3 strike ranks after any other attack.

Skills: Hide 50 + 0, Sneak 75 + 0, Play Pipes 90 + 14, Dance 80 + 8.

Armor: 3-point skin on head, abdomen, and legs; 1 point elsewhere.

Magic: Satyrs use spirit magic, with pipes or (rarely) another musical instrument as a focus. When the satyr plays his pipes the desired spell is cast by expending the appropriate number of magic points. This spell will affect anyone within earshot, unless the satyr specifically exempts a particular target.

Through their pipes satyrs normally can cast Fanaticism, Demoralize, Second Sight, Extinguish, and Healing, as well as one of the following three special spells: Sleep (costs 3 MP), which causes those listening to fall asleep; Harmonize (costs 2 MP), which causes all listeners to dance so long as the satyr dances and plays his pipes; and Madness (cost 4 MP), which causes those listening to either scream in fear or sing merrily, but in any case not react to outside stimuli.

When using the offensive spells make only a single roll to match the satyr's magic points against the magic points of all potential targets. Only those characters overcome by the roll are affected. Every ten rounds the song is played, make another such resistance check. If the satyr stops playing his pipes, the effect stops after one melee round.

Magic point cost of the spells does not vary with the number of targets affected.

The satyr does need to keep these spells in mind, and may learn other magic, which may be cast in the same manner, or normally.



Hircus

STR 19	Move 5
CON 16	Hit Points 14
SIZ 12	Fatigue 35 - 3 = 32
INT 14	Magic Points 16
POW 16	DEX SR: 2
DEX 19	
APP 9	

location	melee	missile	points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	3/5
Chest	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	3/5

Weapon	SR	Attack	Damage	Parry	Points
Heavy Club	6	40%	1D10 + 1D4	35%	10
Head Butt	9	70%	1D6 + 1D4	—	—
Sling	2	50%	1D8	—	—

Dodge: 65%

Spells: (Spirit Magic 77%) Demoralize, Extinguish 1, Fanaticism, Healing 5, Second Sight (3), Harmonize (2) — all these spells are cast by means of the satyr's magic pipes, as described in RuneQuest.

Skills: Dance 95%, Hide 50%, Play Pipes 110%, Sneak 85%

Magic Items: Pipes—usable only by satyrs





Sea Serpent
(Megaserpentes maritimus)

Sea serpents are colossal marine reptiles. They are carnivorous, and occasionally attack ships. The stats below are for a serpent around 20 meters long and a meter thick at the broadest. They are usually found far from shore, and rarely crawl ashore. The biggest sea serpents are found furthest from shore.

The sea serpent can attack ships in two ways. It can lurch onto a ship's deck and attack sailors directly, or it can wrap around a ship and constrict it. Only larger sea serpents can constrict ships.

Sea Serpent

Characteristics		Average	
STR	8D6 + 30	26	Move 3/5swimming
CON	6D6 + 20	41	Hit Points 50
SIZ	8D6 + 30	58	Fatigue 99
INT	3	3	
POW	5D6	17-18	
DEX	2D6	7	

Hit Location	D20	Points
Tail	01-06	15/17
Body	07-14	15/21
Head	15-20	15/17

Weapon	SR	Attack %	Damage
Bite	7	60 + 0	1D6 + 6D6
Constrict	10	40 + 0	6D6

Note: A sea serpent can bite and then use its constriction attack 3 strike ranks later, in the same melee round.

If the constriction attack succeeds, the victim is caught in the serpent's coils. He will take damage equal to the serpent's damage bonus each round. His chest armor (only) will protect until overcome. The victim can escape by overcoming the serpent's STR with his own.

Skill: The serpent's body form eliminates negative skill modifiers due to SIZ. Climb 50 + 7.

Armor: 15-point skin.

Scorpion Man

(*Hominiscorpio devourens*)

More scorpion than man, such a creature resembles a centaur, with the chest, arms, and head of a man, but the abdomen, tail, and rear (six!) legs of a scorpion.

This chaos breed is left over from the Great Darkness. They are found in deserts and small mountain villages. Their society is based upon servitude to gigantic queens, who perform most of the breeding. They live by raiding and hiring out to optimistic employers who forget their employees' chaotic nature.

Characteristics		Average	
STR	2D6 + 12	19	Move 3
CON	3D6	10-11	Hit Points 15
SIZ	2D6 + 12	19	Fatigue 30
INT	2D6	7	
POW	2D6	7	
DEX	3D6 + 3	13-14	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01	01	3/3 (.17)
RC Leg	02	02	3/3 (.17)
RF Leg	03-04	03	3/3 (.17)
LH Leg	05	04	3/3 (.17)
LC Leg	06	05	3/3 (.17)
LF Leg	07-08	06	3/3 (.17)
Tail	09-10	07	3/5 (.33)
Thorax	11-12	08-10	3/5 (.33)
Chest	13-14	11-15	3/6 (.40)
R Arm	15-16	16-17	3/4 (.25)
L Arm	17-18	18-19	3/4 (.25)
Head	19-20	20	3/5 (.33)

Note: Loss of one of a scorpion man's multiple legs will not incapacitate it, though if it loses two on one side, it is slowed and cannot attempt any Agility skill. If it loses all three legs on one side, it is immobilized. Damage to a scorpion man's legs does not subtract from its total hit points.

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	6	30 + 6	1D10 + 1D6	30 + 0	10
Sling	3/9	30 + 6	1D8	—	—
Sting	9	40 + 6	1D6 + 1D6	—	—

Note: A scorpion man may use both sting and club each round, usually hitting first with the club and using the sting three SRs later. It may parry in the same round.

The sting injects a poison with a POT equal to the scorpion man's CON. If the victim fails to resist, he takes full damage to his hit points. If not, he takes half damage anyway. The poison takes effect 3 melee rounds after the victim is stung.

Skills: Climb 50 + 0, Devise 40 + 6.

Armor: 3-point skin.

Magic: Scorpion men know little sorcery or divine magic, for no one will teach them. They know some spirit magic. Favorite spells include Bludgeon, Ironhand, Protection, and Speedart.

A scorpion man has a chance of having a chaotic feature equal to his POW × 5 or less on D100.



Shark (Carcharodon)

These well-known and dreaded fish are unpredictable, and can be quite dangerous. Two sizes of sharks are given here—one 2-3 meters long, and a larger type 8 meters long.

Sharkskin is extremely tough and covered with tiny enamel teeth.

Medium Shark

Characteristics	Average		
STR	3D6 + 12	22-23	Move 10
CON	2D6 + 9	16	Hit Points 20
SIZ	3D6 + 12	22-23	Fatigue 39
INT	2	2	
POW	3D6	10-11	
DEX	2D6 + 3	10	

Hit Location	D20	Points
Tail	01-03	5/7
Hindbody	04-08	5/9
Forebody	09-13	5/9
R Fin	14	5/6
L Fin	15	5/6
Head	16-20	5/7

Weapon	SR	Attack %	Damage
Bite	6	75-1	2D6 + 2D6
Fin Slash	9	50	2D3

Note: If the shark's bite misses, or is dodged, then 3 strike ranks later a fin slash takes place. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage modifier.

Skills: Smell Blood 80-4.

Armor: 5-point skin.

Large Shark

Characteristics	Average		
STR	6D6 + 24	45	Move 10
CON	4D6 + 18	32	Hit Points 39
SIZ	6D6 + 24	45	Fatigue 77
INT	2	2	
POW	4D6	14	
DEX	2D6 + 3	10	

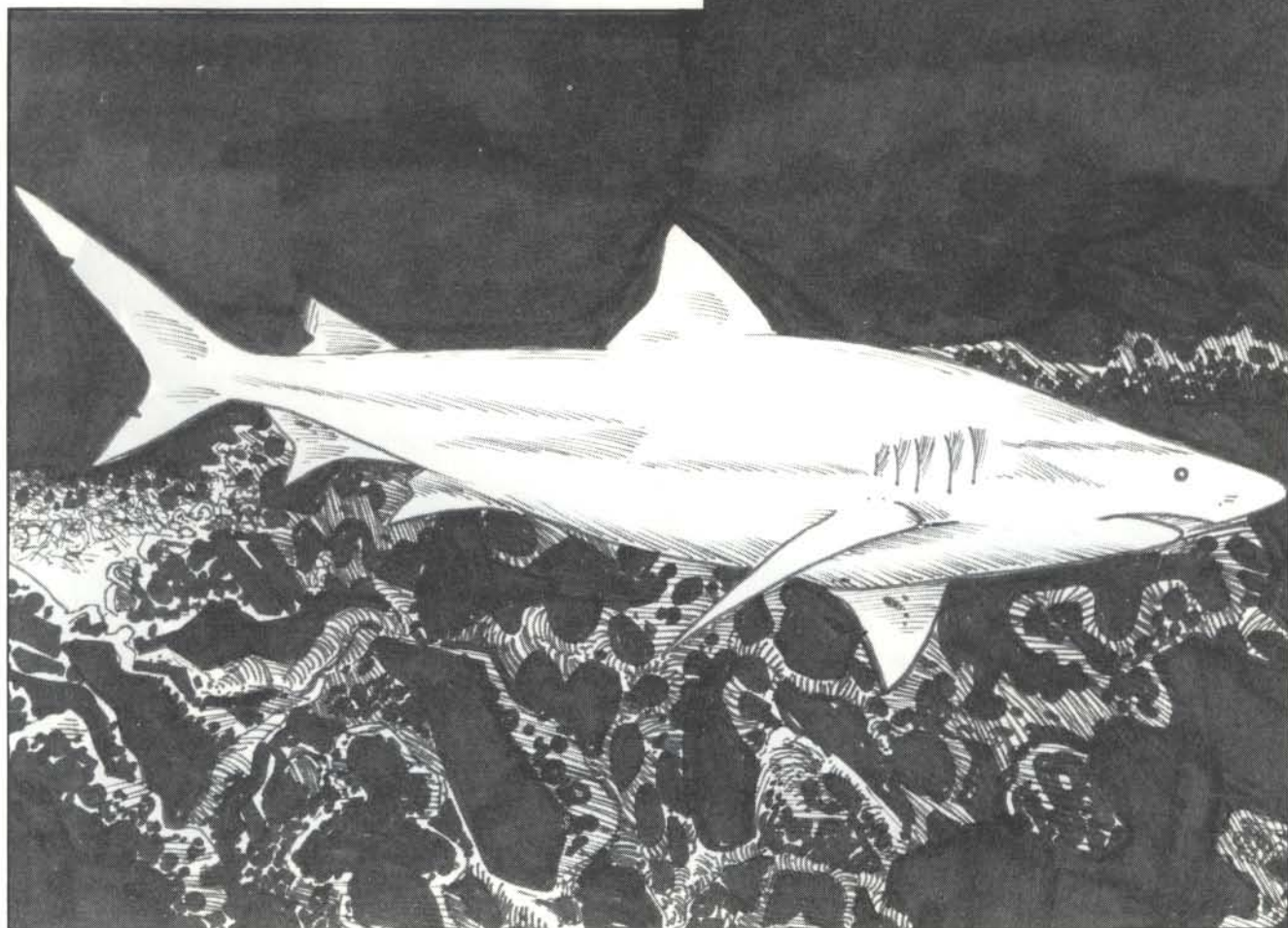
Hit Location	D20	Points
Tail	01-03	13/13
Hindbody	04-08	13/16
Forebody	09-13	13/16
R Fin	14	13/10
L Fin	15	13/10
Head	16-20	13/13

Weapon	SR	Attack %	Damage
Bite	6	75 + 2	2D6 + 5D6
Fin Slash	9	50	5D3

Note: If the shark's bite misses, or is dodged, then 3 strike ranks later a fin slash takes place. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage modifier.

Skills: Smell Blood 80 + 4.

Armor: 13-point skin.



Skeleton

Animated skeletons are magical artifacts, not true undead. To create such a horror, an Enchant ritual is performed over a corpse or skeleton. Each point of current POW placed into the skeleton gives it 1D6 STR or 1D6 DEX (specified when enchanted). To be capable of normal movement, the skeleton must have a STR equal to at least half its SIZ. It also must have sufficient STR to wield any weapons the creator gives it. The skeleton's chance to hit with any weapon equals to its DEX $\times 5\%$.

The corpse need not be skeletal when the ritual is performed, but the processes of putrefaction continue regardless of the ritual, and within a year or so all flesh rots off the body. At that point the skeleton is animated and is subject to its creator's orders. It obeys as literally and as completely as possible.

The skeleton's creator may put magic points into it upon creation. A skeleton cannot cast magic, but its magic points can resist spells.

Skeletons lack CON, INT, and POW. Each hit location has 1 point of armor per +D6 of damage modifier that the skeleton has. When a skeleton is hit through its armor, the struck location shatters. It can be repaired through normal use of spells or by splinting it with Devise. Breaking a skeleton does not destroy the Enchantment involved in its creation, and once it is fixed (or a Repair spell cast), it will once again animate.

A skeleton will keep on fighting till hacked to bits. If the abdomen is destroyed, both legs are lost as well. If the chest is destroyed, the entire skeleton falls apart. If the head is destroyed, the skeleton becomes functionless. Skeletons can wear armor to help defend their brittle bones.

Skeletons take no damage from thrusting weapons, unless the hit was an impale or critical hit.

Skeletons move at the same speed they did in life, but cannot fly or swim (if they could when alive). They have no fatigue points and never tire.

The sample skeleton described below has had 3 current POW expended on STR and 3 current POW expended on SIZ.

Skeleton

Characteristics	Average		
STR	3D6	10-11	Move 3
SIZ	2D6+6	13	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/1
L Leg	05-08	04-06	0/1
Abdomen	09-11	07-10	0/1
Chest	12	11-15	0/1
R Arm	13-15	16-17	0/1
L Arm	16-18	18-19	0/1
Head	19-20	20	0/1

Weapon	SR	Attack%	Damage	PARR%	PTS
Broadsword	7	45 to 60	1D8+1	45 to 60	10
2-H Spear	6	45 to 60	1D8+1	45 to 60	8
Bow	3/9	45 to 60	1D6+1	—	5
Mdm Shield	—	—	—	45 to 60	12

Skills: Dodge DEX $\times 5\%$.

Armor: As provided.



Skeleton

STR	11	Move 3				
SIZ	13					
DEX	11	DEX SR: 3				
Weapon	SR	Attack	Damage	Parry	Points	
Scimitar	7	55%	1D6+2	55%	10	
Target	8	55%	1D6	55%	12	
Self Bow	3/9	55%	1D6+1	55%	5	

Dodge: 55%

Armored Human Skeleton One

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

Armored Human Skeleton Two

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

Armored Human Skeleton Three

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

Armored Human Skeleton Four

	location	melee	missile	points
MP: 15	R Leg	01-04	01-03	6/1
HP: 0	L Leg	05-08	04-06	6/1
Fat.: 0	Abdomen	09-11	07-10	6/1
	Chest	12	11-15	6/1
	R Arm	13-15	16-17	6/1
	L Arm	16-18	18-19	6/1
	Head	19-20	20	6/1

Spirit

Those spirits included under this heading are spirits of disease, healing, intellect, magic, mentality, passion, power, and spell. Described separately at the end of the discussion are other spirit types, cult spirits, and demons. Ghosts, wraiths, chonchons, nymphs, and elementals are otherworld creatures often classified with spirits. They are found in this book under individual alphabetical headings.

There are as many different types of spirits as there are types of animals and plants on the mundane plane. Each type is a different species. Several types of spirits have been grouped together here for convenience. None of the beings classified here have SIZ of any sort. Some can initiate spirit combat and some cannot.

All these spirits normally inhabit the otherworld and are usually found on the mundane plane only when summoned by some magician.

After each spirit listing, typical characteristics for the spirit type are given. Naturally a particular spirit may be more or less powerful than the average spirits given here. Such variations are up to the gamemaster.



Disease Spirits: There are several types of disease spirits. They have only POW as a characteristic. They also carry a specific disease. For example, the disease spirit that afflicted Cormac in the ruined farmhouse can be adequately described by stating that it had a POW of 15 and carried Wasting Disease.

Disease spirits are capable of engaging in spirit combat. If victorious, the spirit will covertly possess its victim.

A disease spirit attacks by matching its magic points against one of the victim's characteristics. If it overcomes the characteristic, the victim loses 1D3 magic points. The victim does not lose characteristic points in this attack, though he may if the spirit possesses him. The victim resists such attacks through normal spirit combat to reduce the spirit's magic points.

Once a spirit has reduced a victim's magic points to zero, it possesses him with varying results.

The five main types of disease spirits are explained individually below.

Wasting Disease Spirit: This spirit attacks against STR. Once it has possessed its victim, the sufferer loses one current STR point per day.

Creeping Chills: This spirit attacks against CON. Once it has possessed its victim, the sufferer loses one current CON point per day.

Brain Fever: This spirit attacks against INT. Once it has possessed its victim, the sufferer loses one current INT point per day. It cannot possess beings with fixed INT.

Soul Waste: This spirit attacks against POW (not magic points). Once it has possessed its victim, the sufferer loses one current POW point per day.

Shakes: This spirit attacks against DEX. Once it has possessed its victim, the sufferer loses one current DEX point per day.

Disease Spirits

Characteristics	Average
POW 3D6+6	16-17
Move equal to POW	

Healing Spirits: These spirits have POW only. Healing spirits are capable of initiating spirit combat, but only with spirits of disease that are covertly possessing an individual (causing an illness). If the healing spirit can bring the spirit of disease to zero magic points, it can force it to leave its host. The healing spirit must then leave as well, for it cannot permanently possess a body.

If a spirit of healing is used on someone who is sick for other reasons than harboring a spirit of disease, the spirit can add its POW to the adventurer's chances of success on the next roll to determine the progress of the disease. The spirit gives its POW as a chance of being cured or improving the disease even if the normal chances for success are 0%. The spirit will remain with the victim until the resistance roll is made, then departs even if the victim is still sick.

Healing Spirit

Characteristics	Average
POW 4D6	14
Move equal to POW	

Intellect Spirits: Intellect spirits have INT and POW. They cannot initiate spirit combat.

If an intellect spirit is forced into a Binding Enchantment, the binder may store spirit or sorcery spells in its INT. Effectively, an intellect spirit's INT serves as an adjunct to the caster's own INT to help in storing spells. The spirit's INT cannot be used as free INT for sorcerers, but could release some of the sorcerer's own INT.

Merely casting a successful Control spell on an intellect spirit will not permit one to use its INT—the spirit must also be Enchanted.

Thus, these spirits may be used only by a shaman who holds the spirit with his fetch or by someone who has placed the spirit into an item Enchanted with Bind Intellect Spirit.

The spirit's magic points may not be used to power spells, and intellect spirits may not cast spells of any sort.

Intellect Spirit

Characteristics	Average
INT 1D6	3-4
POW 2D10	11
Move equal to POW	

Magic Spirits: Magic spirits have INT and POW. They may both memorize and cast spells. They may not initiate spirit combat.

A magic spirit is one of the more common spirits inhabiting the Other World. The master of a bound magic spirit cannot use the spirit's magic points for casting spells, nor can he store his own spells in the magic spirit's INT. However, he can command the spirit to cast its spells for him.

Magic Spirit

Characteristics	Average
INT 3D6	10-11
POW 3D6+3	13-14
Move equal to POW	

Magic: Knows 1D6 spirit, divine, or sorcery spells, but no more than their INT worth of spirit and sorcery spells. They will have only one spell type. If it knows divine spells, it must regain their use like a priest does.



Passion Spirits: Passion spirits possess POW only, and can engage in spirit combat. There are several types of passion spirits, most of which match their magic points against a foe's INT. If the spirit overcomes the foe's INT, he loses 1D3 magic points. The target resists the spirit with normal spirit combat, matching his magic points against the spirit's. If the passion spirit ever reduces the foe's magic points to zero, it covertly possesses him, cursing him with an emotional or mental blight which varies according to the spirit. A few passion spirits are described below.

Fear: Fear spirits look like black wells in space, their pale faces peering out, their skeletal hands stretching toward the viewer.

If a fear spirit covertly possesses a host, that host becomes permanently Demoralized (as per the spirit spell) until the spirit is exorcised.

Madness: A madness spirit appears as a ghastly swirl in the air, manifesting a hysterically-laughing or screaming face in the center.

If the madness spirit covertly possesses its victim, the victim becomes subject to fits of insanity. In any stress situation, and at least once a day in any case, the spirit matches its magic points against the victim's magic points. If the spirit overcomes the target, he becomes incapacitated for 1D20 hours — screaming, giggling, or comatose for that time.

Pain: A pain spirit looks like a pulsating, infected welt in space. It hurts the eyes to look at it. A pain spirit matches its magic points against its target's CON, rather than INT.

If it possesses its target, the victim is momentarily overcome with agony. From then on, he will always be conscious of a dull ache in his bones and muscles. Whenever he acts quickly or concentrates (and sometimes at random), then shooting pains afflict his joints and skull. This reduces all his skill rolls by a number of percentiles equal to the spirit's POW.

For example, if a pain spirit with a POW of 15 possesses a victim, he loses 15 percentiles from all his skills for the duration of the possession. If he had a 90% Climb and his player rolled 85, the adventurer would fail the Climb roll due to distracting pain flashing through his body as he attempted the climb.

Passion Spirits

Characteristics	Average	
POW	3D6 + 6	16-17 Move equal to POW

Power Spirits: Power spirits have POW only. They cannot initiate spirit combat.

The master of a bound power spirit can use the spirit's magic points to power his own spells. The spirit acts as a sort of adjunct magic point pool to the caster's own magic points.

These magic points are only available when the spirit has been bound in some way, either by being tied to a shaman's fetch or through being trapped in a magic item containing the Binding Power Spirit enchantment. Simply casting a Control spell over the spirit will not permit the user to utilize the spirit's magic points.

Power Spirits

Characteristics	Average	
POW	2D6 + 3	10 Move equal to POW

Spell Spirits: Spell spirits possess only INT and POW. Their INT is restricted: it may hold only one spirit magic spell and nothing else. It is not used for rational thought of any sort. Spell spirits have fixed INT equal to the points in their spell, and POW at least equal to their spell's points. Frequently, it has POW higher than this minimum.

A spell spirit may not initiate spirit combat. If it has sufficient magic points, it may cast its spell more than once.

Spell spirits have an automatic 100% chance of casting their spell, no matter what their POW. Spell spirits match their magic points against those of their target; figure normally the chances for an offensive spell's success.

If a spell spirit is engaged in spirit combat and reduced to zero magic points, the victor may force the spirit to yield its spell to him. Thus, the spirit's conqueror learns a new spell. The spell spirit is left functionless and void, and, if released, will rapidly migrate back to the eternal Source of its spell, where it will regain its magic. Thus recharged, it re-enters the spirit plane.

On the other hand, if the spirit reduces its attacker to zero magic points, it will possess him. The spirit is incapable of operating a body, so the possessed individual will be effectively comatose, incapable of eating, thinking or acting until the spirit is exorcised.

Spell Spirit

Characteristics	Average	
INT	as per spell	varies Move equal to POW
POW	3D6	10-11

Note: POW must at least be equal to point value of spell.

Other Spirits: Other spirit types can be inferred from the types above: spell spirits could know more than one spell or know sorcery instead of spirit magic; magic spirits could be capable of using their INT as do intellect spirits; passion spirits could give their host berserker rage or lycanthropy. The inhabitants of the spirit plane are as varied and bizarre as those of the mundane world.

The only restriction on inhabitants of the spirit plane is that none may have current SIZ.

Cult Spirits: Cult spell spirits teach spirit magic to that cult's or that religion's initiates. Cult spirits and ghosts are given as rewards to especially faithful and heroic priests (rarely to initiates). The Binding Enchantment necessary for use of a magic spirit or ghost must be provided by the cultist receiving the spirit. Some religions and cults possess wraiths, disease spirits, or passion spirits which are used as sendings to bring retribution upon heretical or treacherous cult members. Another function for such dread spirits is as temple guardians.

A special feature of all such spirits is that they may be bound only by initiates of their religion or cult(s).

Demons: A demon is any malevolent entity from the otherworld which does not fall into a convenient category. Such beings as wraiths and hellions are occasionally termed demons.

Some typical demons might include elementals with INT and spells; malignant hags bound to no particular spot, and retaining all powers; disease or passion spirits with INT and spells; magic spirits capable of forming bodies when they appear on the mundane plane; spell spirits with large INT that contain divine magic; and shaman spirits holding fetches and spirits.

Stoorworm (*Dracovermis insidiens*)

Stoorworms are large limbless dragons. They frequent dismal swamps and dank forests. They have no fiery breath, but can belch out clouds of poisonous gas and regenerate hit points after damage.

When adventurers attack a stoorworm, it immediately spews forth its deadly fumes and it attacks simultaneously. To keep from inhaling the poison, all adventurers will have to make CON rolls as per asphyxiation rules.

Stoorworm

Characteristics		Average		
STR	12D6	42	Move	3
CON	3D6 + 12	22-23	Hit Points	33
SIZ	12D6	42	Fatigue	65
INT	9	9		
POW	1D6 + 12	15-16		
DEX	2D6	7		

Hit Location	D20	Points
Tail	01-06	10/11
Body	07-14	10/14
Head	15-20	10/11

Weapon	SR	Attack %	Damage
Bite	7	50 + 6	1D10 + 4D6
Breath	1	100	poison only

Note: The stoorworm can bite and emit its poisonous vapors in the same round. The cloud has a radius of three meters and a POT equal to the monster's POW.

Armor: 10-point skin.

Magic: The stoorworm regenerates hit points at the rate of 2 points per location per round. A slain stoorworm ceases regeneration.

The poisonous cloud costs the stoorworm one extra fatigue point every round to keep going.

Stoorworm

STR	40	Move	3
CON	24	Hit Points	33
SIZ	42	Fatigue	64
INT	9	Magic Points	17
POW	17	DEX SR:	4
DEX	9		

location	D20	points
Tail	01-06	10/11
Body	07-14	10/14
Head	15-20	10/11

Weapon	SR	Attack	Damage
Bite	7	55%	1D10 + 4D6
Breath	1	Auto.	poison POT 12

Notes: Each round, the stoorworm emits a 6m diameter cloud of poison gas. Those within reach must make CON rolls to hold their breathe. It costs the stoorworm a point of fatigue each round to keep the cloud going. The stoorworm regenerates from damage done at the rate of 2 points per round per location until dead.



Tiger (*Panthera tigris*)

The tiger is the largest of the big cats. Tigers hunt alone, and live in jungles and grassy areas. They survive well in cold climates. Tigers hunt by ambush, and are intelligent enough not to attack clearly dangerous foes.

Tiger

Characteristics		Average		
STR	5D6 + 12	29-30	Move	8
CON	3D6 + 3	13-14	Hit Points	20
SIZ	4D6 + 12	26	Fatigue	43
INT	5	5		
POW	3D6	10-11		
DEX	3D6 + 6	16-17		

Hit Location	Melee (D20)	Missile (D20)	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	Attack %	Damage
Bite	8	30 + 12	1D10 + 2D6
Claw	5	50 + 12	1D8 + 2D6
Rip	5	80	2D8 + 2D6

Note: A tiger gets two simultaneous claws and one bite each round. The bite hits 3 strike ranks after the claws.

If both claws hit, the tiger will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Dodge 40 + 1, Jump 50 + 1, Hide 80-10, Sneak 80-10.

Armor: 2-point skin.

Toad, Cliff (*Megabufo hippovorax*)

Cliff toads are gigantic amphibians inhabiting rocky areas, mountains, and canyons. They are gray and pebbled-looking, blending well with their surroundings.

Young cliff toads are mere nuisances, going after provisions and smallish edible items such as familiars. Larger, older cliff toads are infamous for hanging onto the side of cliffs with their sucker-tipped feet, and grabbing up warhorses or riders with their tongues. They swallow their prey whole.

Cliff toads can leap 2 meters per D6 of SIZ once every 2 strike ranks.

A cliff toad's tongue has a range of 1 meter per D6 of SIZ. They continue to grow throughout their lives. Cliff toad tadpoles are a meter long and must live in water until discarding their fins. Cliff toads have a SIZ and STR range of 2D6 to 12D6. A cliff toad's CON is equal to half its SIZ in D6s (round up).

Toad

Characteristics		Average	
STR	2 to 12D6	7-42	Move (hop) 2m/D6 SIZ
CON	1 to 6D6	3-21	Hit Points 5-32
SIZ	2 to 12D6	7-42	Fatigue 10-63
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-04	01-03	7/7
LH Leg	05-08	04-06	7/7
Abdomen	09-10	07-10	7/9
Chest	11-12	11-14	7/9
RF Leg	13-14	15	7/6
LF Leg	15-16	16	7/6
Head	17-20	17-20	7/7

Weapon	SR	Attack%	Damage
Tongue	3	40 + 3	1 to 4D6
Swallow	3	80	acid damage
Kick	6	25 + 3	1D6 + zero to 4D6

Notes: The toad may attack once per round. It normally uses its tongue, which hits on the toad's DEX strike rank and does damage equalling the toad's damage modifier.

The kick is used against targets too big or too dangerous to swallow.

When the tongue hits a victim, it wraps around him and sticks to him, then retracts with the victim into the toad's stomach on the next round (the "swallow" attack). If the swallow attack misses, the toad may try again next round. Once in the toad's belly, the character is immobilized, and takes 1 point of acid damage to each hit location each round; armor dissolves first, then hit points. The toad can swallow objects with SIZs equal to or less than its own SIZ, its belly swelling tremendously to accommodate large victims.

Skill: Hide in Rocks 100 + 3 to -32 stealth bonus.

Armor: 1 point of skin armor per D6 of SIZ.



Cliff Toad

STR	35	Move 10m leap every other SR
CON	18	Hit Points 27
SIZ	35	Fatigue 53
INT	2	Magic Points 10
POW	10	DEX SR: 3
DEX	10	

location	melee	missile	points
RH Leg	01-04	01-03	10/9
LH Leg	05-08	04-06	10/9
Abdomen	09-10	07-10	10/11
Chest	11-12	11-14	10/11
RF Leg	13-14	15	10/7
LF Leg	15-16	16	10/7
Head	17-20	17-20	10/9

Weapon	SR	Attack	Damage
Tongue	3	50%	3D6
Swallow	3	80%	acid damage
Kick	6	35%	1D6 + 3D6

Notes: Tongue has a range of 10m. The round after a victim is hit by the tongue, the toad attempts to swallow him. If it fails, then the victim takes constriction damage, and it tries again next round. If it succeeds, then the victim is immobilized and takes a point of acid damage to every hit location each round. The toad can swallow objects with a total size no more than 35.

Skills: Hide in Rocks 80%

Notes: Will attack from ambush, hitting the largest creature in the party, then leap away.

Troll, Cave (*Styganthropus mutans*)

Cave trolls are huge deformed humanoids with rough green-black hide, hairy shoulders and arms, and long claws. They dwell in mountains and forests, making their dens in caves. Cave trolls gather in small family groups and wear rude clothing made of hides. They have a keen sense of smell and use the same sonar-like Darksense as dark trolls.

Cave trolls have the ability to regenerate. They heal 1 hit point of damage in each location per melee round, unless the troll is dead. Damage taken under sunlight or done by fire does not regenerate in this manner.

Cave trolls are nocturnal and carnivorous. An average cave troll stands 2.5 + meters (8 feet) tall.

Cave Troll

Characteristics		Average		
STR	3D6+12	22-23	Move	3
CON	2D6+6	13	Hit Points	20
SIZ	4D6+12	26	Fatigue	36
INT	2D6	7		
POW	2D6	7		
DEX	2D6+3	10		
APP	1D6	10		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/7
L Leg	05-08	04-06	3/7
Abdomen	09-11	07-10	3/7
Chest	12	11-15	3/9
R Arm	13-15	16-17	3/6
L Arm	16-18	18-19	3/6
Head	19-20	20	3/7

Weapon	SR	Attack %	Damage	PARR %	PTS
Club	4	25+4	1D10+2 +2D6	25-9	12
Claw	7	40+4	1D6+2D6	—	—

Notes: The usual tactic is to strike with the club then hit with the claw, but the troll cannot parry if he does so. (Club plus claw counts as regular two-weapon use.) The troll club is the equivalent of a war maul used one-handed.

Skills: Smell out Prey 50-2, Darksense/Scan 50-2, Darksense/Search 50-2.

Armor: 3-point skin.



Cave Troll

STR 24	Move 3
CON 13	Hit Points 22
SIZ 30	Fatigue 37
INT 2	Magic Points 8
POW 8	DEX SR: 3
DEX 10	
APP 2	

Location	melee	missile	points
R Leg	01-04	01-03	3/8
L Leg	05-08	04-06	3/8
Abdomen	09-11	07-10	3/8
Ches	12	11-15	3/10
R Arm	13-15	16-17	3/6
L Arm	16-18	18-19	3/6
Head	19-20	20	3/8

Weapon	SR	Attack	Damage	Parry	Points
Claw	8	45 %	1D6+2D6	—	—
Club	5	30 %	1D10+2D6	25 %	10

Skills: Smell Prey 50%, Search 50%





Troll, Dark (*Styganthropus uzko*)

A race of ancient beings including both gigantic and dwarfed forms. They inhabit caves, subterranean dwellings, and wastelands. Trolls are noted for their voracious appetites.

Dark trolls stand a little over 2 meters (6.5 feet) tall and weigh around 130 kilograms (290 lbs). They have snouted faces, tusks, and dark gray or mottled skin. Their bodies tend towards a muscular obesity, accented by a posture normally crouched and ready for action.

Trolls live in ramshackle villages in gloomy troll lands. Hunting trolls may range deep into human territory. Dark trolls are nocturnal, and have a sonar sense called Darksense used to make their way in the dark. This sense works in a fashion similar to that of bats and dolphins.

Stats given below are for male dark trolls. The females, who rarely need to leave their dwellings, have 3D6 + 10 SIZ.

Dark Troll

Characteristics	Average		
STR	3D6 + 6	16-17	Move 3
CON	3D6	10-11	Hit Points 15
SIZ	3D6 + 8	18-19	Fatigue 27
INT	2D6 + 6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/5
L Leg	05-08	04-06	5/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
R Arm	13-15	16-17	5/4
L Arm	16-18	18-19	5/4
Head	19-20	20	5/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	6	25 + 8	1D10 + 1D6	25-4	10
Sling	3/9	25 + 8	1D8	—	—
Maul	5	20 + 8	2D8 + 1D6	20-4	16
Large Shield	—	—	—	25-4	16

Skills: Agility -4; Ride 00, Swim 05, Communication +5, Knowledge +3, Manipulation +8, Perception +5; Listen 35; Darksense/Search 25, Darksense/Scan 25, Stealth -9; Hide 20; Sneak 20.

Armor: 1-point skin; may wear any armor (the hit location table assumes ringmail armor and helm).

Magic: All magics are available to trolls. Because trolls are connected with the element of darkness, they excel in darkness-connected magics.



Creating a Troll Adventurer

Roll 1D6; 1-2 = Wild, 3-5 = Barbarian, and 6 = Civilized culture.

All Wild trolls receive the skills, magic, and experience of human Primitive Hunters.

Barbarian trolls roll on the following table for the same human experience:

Roll D100

01-05	Savage Hunter
06-08	Barbarian Crafter
09-25	Barbarian Herder (herds insects)
26-75	Barbarian Hunter
76-77	Barbarian Noble (but has World Lore × 4 instead of Ride)
78-79	Barbarian Priest
80-81	Savage Shaman
82-00	Barbarian Warrior

Civilized trolls roll on the following table:

Roll D100

01-05	Barbarian Crafter
06-25	Barbarian Herder
26-60	Barbarian Hunter
61-65	Civilized Fisher
66-68	Civilized Healer
69-70	Civilized Merchant
71-72	Barbarian Noble (but has World Lore × 4 instead of Ride)
73-74	Barbarian Priest
75-76	Barbarian Shaman
77	Civilized Sorcerer
78-00	Barbarian Warrior

DARK TROLLS

One can only speculate about the true purpose of Hurdi's journey out of troll lands, but a troll group such as this travelling long distances means that it is of great importance and probably bodes ill for humankind. The group's mission involves travelling from the native land of these trolls, to another area populated by their race, and that is why the PC's have encountered them.

Hurdi, Dark Troll Ancestor Queen

Hurdi is a shining example of her race. She is powerful, beautiful in her obesity, and highly intelligent. Clearly the task upon which she is embarking is very important. It is rare to see female Dark Trolls travelling openly, especially ones as powerful as Hurdi. Because the Troll Ancestress is powerful and benevolent, she grants her shamanesses Divine Spells, though they may deal only with darkness spirits.

Hurdi, Dark Troll

STR	19	Move: 3
CON	15	Hit Points 20
SIZ	25	Fatigue 34 - 17 = 17
INT	18	Magic Points 19* + 45 (Fetch) + 15 (Stored)
POW	19	DEX SR: 3
DEX	10	
APP	18	

* Due to Hurdi's shamanic powers, when resisting an offensive spell, her defensive Magic Points are considered to be those of her own, plus those of her Fetch (in this case = 64).

Location	Melee	Missile	Points
Right Leg	01-04	01-03	14/7
Left Leg	05-08	04-06	14/7
Abdomen	09-11	07-10	22/7
Chest	12	11-15	22/9
Right Arm	13-15	16-17	14/6
Left Arm	16-18	18-19	14/6
Head	19-20	20	14/7

Weapon	SR	Att	Damage	Parr	Points
1h Heavy Mace	5	54%	1D10 + 2D6	36%	10
Target	6	37%	1D6 + 2D6	50%	12

Spells: (Spirit Magic 78%, Ceremony 64%, Enchant 50%, Summon 68%) Befuddle (2), Bludgeon 10, Darkwall (2), Mindspeech 2, Heal 2. (Known By Fetch) Protection 5, Disrupt, Spirit Screen 4.

(Divine Magic 83%) Armouring Enchantment (Ritual), Dismiss Magic 5, Divination 3, Excommunication, Find Enemy, Heal Wound x4, Spirit Block 6, Worship (Troll Ancestress), Blinding x5*, Darksee**, Summon Shade (Ritual), Command Shade, Absorption 5.

* Blinding is a Ranged; Temporal spell that blinds any visual senses. The usual penalties apply for blind fighting etc. The caster must overcome the target's Magic Points for the spell to work.

** Darksee is a Ranged spell with a six hour duration. It enables a troll to see as if it were dark, or a human to see as if it were light.

Skills: Fast Talk 35%, Orate 105%, Animal Lore 63%, First Aid 34%, Troll Lore 87%, Plant Lore 26%, R/W Own 95%, R/W Other 50%, World Lore 80%, Darksense Scan 72%, Darksense Search 68%, Listen 45%, Visual Scan 47%, Visual Search 41%, Track 30%.

Spirits: Hurdi's Fetch (POW 35, INT 10) currently controls a Shade (POW 22), and a Fear Spirit (POW 21). Hurdi will always cast Spirit Block on a spirit minion about to enter spirit combat at her behest.

Dark Troll Warriors

STR	18	CON	10
SIZ	19	INT	12
POW	9	DEX	10
APP	10		

Move: 3 DEX SR: 3

Weapon	SR	Att	Damage	Parr	Points
Heavy Mace	6	68%	1D10 + 1D6	35%	10
Maul	5	55%	2D8 + 1D6	49%	16
Target	7	24%	1D6 + 1D6	63%	12
Sling	3/9	58%	1D8	-	-

Spells: (Spirit Magic 18%) Bludgeon 4, Demoralise (2). (One Use Divine Magic 77%) Heal Wound x3.

Skills: Climb 60%, Jump 35%, Animal Lore 25%, First Aid 35%, Troll Lore 30%, World Lore 25%, Darksense Scan 65%, Darksense Search 50%, Listen 50%, Visual Scan 45%, Visual Search 40%, Track 45%.

Notes: Each troll guard wears a ring hauberk, and cuirbouilli on his limbs. He wears an beazainted hood worth four points of armour, and a suit of cloth padding. All weapons listed are carried, including 19 sling stones.

Troll Guard One Troll Guard Two

	Location	Pts		Location	Pts
MP: 9	R Leg	5/5	MP: 9	R Leg	5/5
HP:15	L Leg	5/5	HP:15	L Leg	5/5
FP: 1	Abdomen	7/5	FP: 1	Abdomen	7/5
	Chest	7/6		Chest	7/6
	R Arm	5/4		R Arm	5/4
	L Arm	5/4		L Arm	5/4
	Head	6/5		Head	6/5

Troll Guard Three Troll Guard Four

	Location	Pts		Location	Pts
MP: 9	R Leg	5/5	MP: 9	R Leg	5/5
HP:15	L Leg	5/5	HP:15	L Leg	5/5
FP: 1	Abdomen	7/5	FP: 1	Abdomen	7/5
	Chest	7/6		Chest	7/6
	R Arm	5/4		R Arm	5/4
	L Arm	5/4		L Arm	5/4
	Head	6/5		Head	6/5

Troll Guard Five Troll Guard Six

	Location	Pts		Location	Pts
MP: 9	R Leg	5/5	MP: 9	R Leg	5/5
HP:15	L Leg	5/5	HP:15	L Leg	5/5
FP: 1	Abdomen	7/5	FP: 1	Abdomen	7/5
	Chest	7/6		Chest	7/6
	R Arm	5/4		R Arm	5/4
	L Arm	5/4		L Arm	5/4
	Head	6/5		Head	6/5

Troll Guard Seven Troll Guard Eight

	Location	Pts		Location	Pts
MP: 9	R Leg	5/5	MP: 9	R Leg	5/5
HP:15	L Leg	5/5	HP:15	L Leg	5/5
FP: 1	Abdomen	7/5	FP: 1	Abdomen	7/5
	Chest	7/6		Chest	7/6
	R Arm	5/4		R Arm	5/4
	L Arm	5/4		L Arm	5/4
	Head	6/5		Head	6/5

Troll Guard Nine Troll Guard Ten

	Location	Pts		Location	Pts
MP: 9	R Leg	5/5	MP: 9	R Leg	5/5
HP:15	L Leg	5/5	HP:15	L Leg	5/5
FP: 1	Abdomen	7/5	FP: 1	Abdomen	7/5
	Chest	7/6		Chest	7/6
	R Arm	5/4		R Arm	5/4
	L Arm	5/4		L Arm	5/4
	Head	6/5		Head	6/5



Unicorn (*Unicornus sylvanus*)

The unicorn is a cloven-hooved beast with a horse-like body and head, a long, rather leonine tail, and a single spiral horn springing from the center of the forehead. Unicorns are nearly always white.

They live only in verdant forests, and are solitary. They are intelligent, live forever unless killed, and get along well only with virgin female humans and elves.

Unicorn

Characteristics		Average	
STR	2D6 + 24	31	Move 11
CON	2D6 + 6	13	Hit Points 19
SIZ	2D6 + 18	25	Fatigue 44
INT	2D6 + 6	13	
POW	2D6 + 12	19	
DEX	2D6 + 6	13	
APP	4D6	14	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	0/6
LH Leg	03-04	03-04	0/6
Hind Q	05-07	05-09	0/9
Fore Q	08-10	10-14	0/9
RF Leg	11-13	15-16	0/6
LF Leg	14-16	17-18	0/6
Head	17-20	19-20	0/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Horn	4	60 + 16	1D10 + 2D6	60-2	14
Kick	6	25 + 16	1D8 + 2D6	—	—
Rear & Plunge	6	25 + 16	2D8 + 2D6	—	—
Trample	6	75	4D6 to downed foe	—	—

Notes: A unicorn can attack once a round, preferring the horn. A unicorn can parry with the horn as well as either kick or gore simultaneously.

The unicorn's horn is capable of impaling, and, due to its length, has a base strike rank of 1.

Skills: Dodge 30-2, Scan 75 + 10, Search 75 + 10.

Armor: None natural.

Magic: A unicorn can heal wounds with its horn by touching the wound and expending 1 magic point per damage point healed. This healing can reattach a severed limb, if at least six points are expended.

Attribute points lost through poison or disease can also be cured, but this takes a point of current POW per point cured, so unicorns are reluctant to perform this.

A unicorn can detect poison with a touch of its horn. If a horn is made into a cup it will shatter if poison is placed into it.

Unicorn

STR	30	Move	11
CON	13	Hit Points	19
SIZ	25	Fatigue	43
INT	16	Magic Points	19
POW	19	DEX SR:	3
DEX	12		
APP	15		

location	melee	missile	points
RH Leg	01-02	01-02	0/6
LH Leg	03-04	03-04	0/6
Hind Q	05-07	05-09	0/9
Fore Q	08-10	10-14	0/9
RF Leg	11-13	15-16	0/6
LF Leg	14-16	17-18	0/6
Head	17-20	19-20	0/7

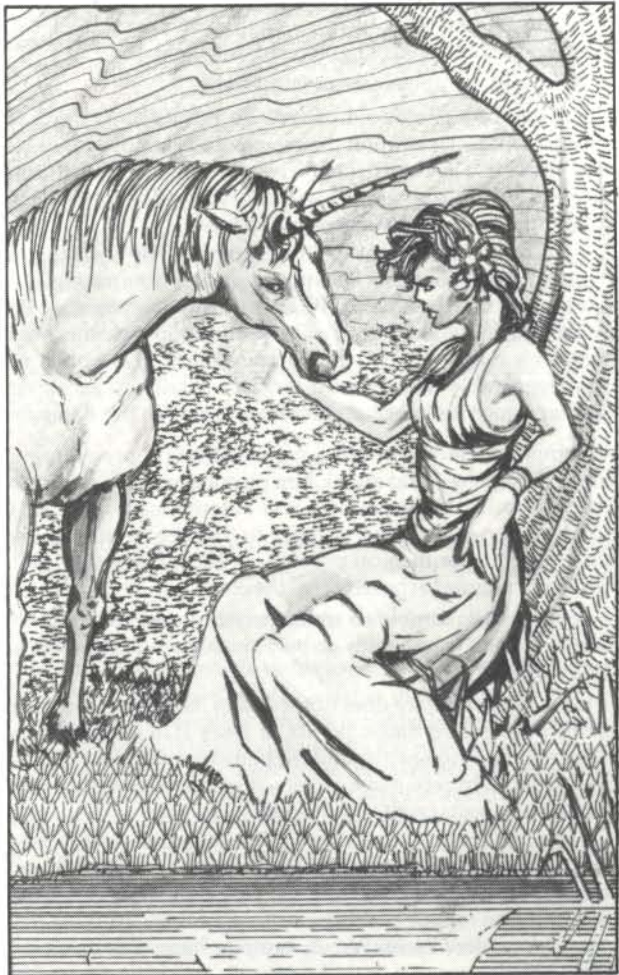
Weapon	SR	Attack	Damage	Parry	Points
Horn	4	80%	1D10 + 2D6	60%	15
Kick	6	40%	1D8 + 2D6	—	—
Trample	6	75%	4D6 prone foe only	—	—

Spells: (Spirit Magic 95%) Protection 7

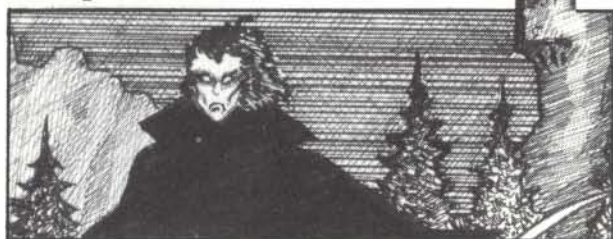
Skills: Dodge 35%, Scan 90%

Magic Items: Horn, which, if made into a cup, will shatter if poison is placed into it.

Notes: can heal wounds with horn by touching wound and expending 1 magic point per damage point healed.



Vampire



Vampires are pale, clammy entities which cast neither shadow nor reflection. They are usually human in origin. Only carnivorous (or omnivorous) intelligent beings can be converted to this status. These bloodsucking revenants are the nobility of the undead.

Vampires live wherever there is sufficient prey for them to maintain unlife. They must feed on sentient beings — the blood of oxen or pigs will not satisfy their supernatural hunger.

A vampire has twice its former STR and CON.

It can transform itself into mist in its DEX strike rank plus three more, and regenerate damage as a mist at the rate of 1 hit point per round. If a vampire is damaged to zero hit points, it automatically evaporates into mist and regenerates damage. It may do so at whim as well.

In mist form, the vampire moves at a speed of five meters per round, and is immune to most types of physical damage. Some spells can still affect it.

A vampire cannot regenerate from fire damage or from damage taken in daylight. Fire cannot harm a vampire in mist form.

A vampire can change at will into a wolf or bat (or alternate appropriate creatures). These forms are used for camouflage and speed of movement, not combat.

Naturally, vampires can see in the dark.

If a vampire is reduced to zero hit points in its head or chest, it will collapse upon the ground and cannot evaporate into mist. If a stake is then driven through its heart and the head cut off, the vampire will be destroyed. Immersion in running water instantly destroys a vampire.

Crosses are efficacious against vampires. By thrusting a cross strongly towards a vampire and concentrating, an adventurer matches his POW against the vampire's magic points each round. If the adventurer overcomes the vampire's magic points, the vampire takes 1D3 points of non-regenerable damage to a random missile hit location. Neither armor nor magical defenses will absorb this damage.

A vampire cannot Enthrall a person strongly presenting a cross, though he could attack him physically. If a vampire is actually struck by a cross, he will automatically take 1D3 points of non-regenerable damage to the area struck, ignoring any armor or magical protection. But vampires in mist form are immune to the effects of the cross.

A vampire is unable to transform into mist, to Enthrall others, to turn into a wolf or bat, or to drain magic points in daylight.

Each day a vampire does not spend in its coffin lined with earth, it loses 3D6 magic points. It loses 1D6 magic points every night just to keep its undead body running. Once it has been reduced to zero magic points, it will become comatose, unable to leave its crypt without help.

Vampires do not lose fatigue points through exertion — only through lack of blood. Each night a vampire loses fatigue points equal to its current magic points. Vampires cannot regain fatigue points by resting, only by drinking the blood of sentient creatures. A vampire hungry for several nights will find most of its skills reduced.

Vampire

Characteristics	Average		
STR	3D6 × 2	20-22	Move race +1
CON	3D6 × 2	20-22	Hit Points* 18
SIZ	2D6 + 6	13	Fatigue varies
INT	2D6 + 6	13	Magic Points 2D6 + 6
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/6
L Leg	05-08	04-06	0/6
Abdomen	09-11	07-10	0/6
Chest	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	Attack%	Damage
Touch	8	50 + 10	1D4 + 1D6 + magic point drain
Bite	8	25 + 10	1D6 + fatigue drain

Notes: A victim hit by a vampire's touch must match his magic points against the vampire's magic points, whether or not the touch penetrated armor. If the vampire wins the struggle, the target loses 1D4 magic points to the vampire.

A vampire's bite does damage equal to his damage bonus, or 1D3 in any case. If the bite penetrates armor, the vampire will stay attached and drain 1D6 fatigue points each round. Once the victim has lost fatigue points equal to the total of his current STR plus CON, the vampire will begin to drain STR instead. Any STR lost this way is gone permanently.

Skills: Vampires retain skill knowledge from their former life. Since they may also have spent many years as a vampire, they usually have excellent skill levels.

Armor: None natural. Usually wears none, because it would have to be left behind if the vampire changed shape or dissolved into mist. This also happens to any clothes it wears except for the clothes in which it was buried.

Magic: By concentrating and overcoming a target's magic points with its own, a vampire can Enthrall him. This costs the vampire no magic points. The victim will stand or slouch helplessly, unable to react to the outside world. This effect wears off after a full turn.

The vampire may only attack a single target per round with Enthrall. This counts as an attack, and the vampire may only parry or Dodge on melee rounds this ability is used.

If his adventurer is engaged in melee, a player can attempt to avoid his adventurer being caught by the vampire's eye, by rolling POW × 5 or less on D100 each round. Success indicates that he was lucky and willful enough to avoid the dread glance. Otherwise, the vampire may attack with the Enthrall that round.

Countermagic or similar spells are of no effect against the vampire's Enthrall. However, if an adventurer were somehow able to fight with his eyes closed, he would be protected against this attack.

Since vampires have no POW, they cannot cast spirit magic spells nor sacrifice for divine magic. If a vampire already had divine magic from his former life, he would keep it. Vampires can be potent sorcerers.





Walktapus (*Malapsyche hybridus*)

This extremely chaotic race have human-like bodies, with heads resembling large, entire octopi. A walktapus can attack with all eight tentacles at once, using the human arms for balance. It can attack up for four foes simultaneously, and also can squirt out a poisonous gas cloud, similar to the effect of an ink-squirting octopus.

Walktapi also have the chaotic ability to regenerate damage. Not only do their wounds heal, but every body portion severed from the parent organism eventually creeps back together, to reform the walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by a factor of 10. Walktapi may be permanently destroyed only by powerful magic, or complete destruction, such as dissolution in acid.

The regrowth rate of walktapus is only 1 hit point per full turn; if one was dismembered, the survivors could leave it behind, and it would not bother them again unless they passed the same way hours later.

Walktapi are amphibious, and breathe perfectly underwater. They do not like dry climates.

Characteristics		Average	
STR	2D6 + 18	25	Move 3
CON	2D6 + 9	16	Hit Points 21
SIZ	2D6 + 18	25	Fatigue 41
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-02	01	4/7 (.33)
L Leg	03-04	02	4/7 (.33)
Abdomen	05	03-04	4/7 (.33)
Chest	06	05-07	4/9 (.40)
R Arm	07-08	08	4/6 (.25)
L Arm	09-10	09	4/6 (.25)
Tentacle 1	11	10	4/6 (.25)
Tentacle 2	12	11	4/6 (.25)
Tentacle 3	13	12	4/6 (.25)
Tentacle 4	14	13	4/6 (.25)
Tentacle 5	15	14	4/6 (.25)
Tentacle 6	16	15	4/6 (.25)
Tentacle 7	17	16	4/6 (.25)
Tentacle 8	18	17	4/6 (.25)
Head	19-20	18-20	4/9 (.40)

Weapon	SR	Attack %	Damage
Tentacle	6	40 + 1	2D6
Constrict	1	Auto	2D6
Gas Cloud	1	Auto	Poison: POT = CON

Note: Each round, the walktapus attacks with up to four tentacles simultaneously, doing damage equal to the monster's damage modifier.

If two or more tentacles strike the same victim, they will hang on and constrict, each doing damage every round. Armor protects only until its armor points are overcome, then it is broken through.

The gas cloud has a potency equal to the walktapus' CON. All those within its 3m radius must try to hold their breath (as per suffocation rules). If the gas is inhaled, the gas is immediately harmful — if the victim's CON is overcome, he takes damage equal to the gas' full potency. If he resists, he still takes damage equal to half the gas' potency. Each round that more gas is inhaled, the victim must attempt to resist again.

Armor: 4-point skin.

Magic: Regeneration, poison gas. Walktapi rarely have other chaotic features.

Byron Blood, vampire lord and former human

Lord Blood is a solitary ravager, lurking on the fringes of civilization to find victims from which he can suck their life. While human, he was a mercenary fighter who was high in the service of a sorcerer. He wandered into the wrong ruin in search of an ancient manuscript for his master.

STR 30	Move 4
CON 24	Hit Points 20
SIZ 16	Fatigue 30 (currently)
INT 18	Magic Points 17 currently
DEX 17	DEX SR: 2
APP 15	

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	Attack	Damage	Parry	Points
Touch	6	65%	1D4 + 1D6*	—	—
Bite	6	45%	1D6**	—	—
Greatsword	4	75%	2D8 + 1D6	70%	12

*matches vampire's MPs vs. targets. If vampire overcomes victim, victim loses 1D4 MPs, and vampire gains them. This effect ignores armor.

**if it penetrates armor, the vampire remains attached and drains 1D6 fatigue/round. Once the victim has lost fatigue points equal to his STR + CON, he begins to lose STR instead permanently.

Dodge: 70%

Spells: (Sorcery) [FREE INT = 14, Intensity 60%] Damage Resistance 70%, Spell Resistance 80%, Spirit Resistance 65%, Venom 90%

Skills: Hide 95%, Sneak 95%

Other vampire abilities include charming a victim with his eye, by overcoming his MPs with the vampire's eye. In melee, a target's player can attempt to avoid the vampire's eye by rolling his adventurer's POW × 5 or less on D100 each round.

Werewolf (Homo lycanthropus)

No one knows whether werewolves are humans who turn into wolves, or wolves which transform into humankind. Whatever the truth, a werewolf takes on the strength and senses of the wolf at the expense of intelligence. Lycanthropes can change form at will, taking 1 melee round to do so. On nights of the full moon, a lycanthrope must change to beast form.

Contrary to popular folklore, the bite of a lycanthrope does not ordinarily transmit the shape-changing ability.

In wolf form, werewolves are immune to most damage, which simply bounces off. Only magic, fire, or pure metals such as silver will harm them. If an ordinary steel sword with a Bladesharp 3 spell were used on a werewolf, only the Bladesharp would do damage. The werewolf's skin armor would help to neutralize even this. If the whole blade were enchanted, such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison will affect a lycanthrope, if the skin of the creature is penetrated. Werewolves need oxygen, as do most other living things, and can be asphyxiated or drowned.

The characteristic numbers in parentheses represent the lycanthrope's statistics when in animal form. There are two hit location tables given for the werewolf. One is for use in human form, the other for wolf form.

Werewolf

Characteristics	Average		
STR	3D6(×2)	10-11(20-22)	Move 3(7)
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 21(32)
INT	2D6+6(×1/2)	13(7)	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Man form

Hit Location	Melee (D20)	Missile (D20)	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

Wolf form

Hit Location	Melee (D20)	Missile (D20)	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	Attack%	Damage
Bite	8	50+4	1D8+1D4

Note: The common tactic is to knock down a foe and then attack him when prone.

Skills: Sneak 50-3, Scan 50-1, Search 50-1, Track 50-1.

Armor: 1-point fur, plus immunity to most weapons.

Olyreed, Gypsy Werewolf

Olyreed has been a loner all his life, wandering through civilised lands as a gypsy. He hates being a werewolf - he is constantly beset by fleas, and can never settle down anywhere. All of his romances have flourished, but have always ended in tragedy, and all he is ever left with to console himself is his hurdy gurdy and his pet mouse, Apple Blossom. The player characters may encounter this pitiful individual when hunting for an elusive wolf that has been preying on a local goat herd.



Olyreed, Werewolf

STR	13 (26)	Move:	3(7)
CON	12	Hit Points	13
SIZ	13	Fatigue	25 - 10 = 20 (38)
INT	14 (7)	Magic Points	11
POW	11	DEX SR:	2
DEX	16		
APP	5		

Human Form

Location	Melee	Missile	Points
Right Leg	01-04	01-03	0/5
Left Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	12	11-15	0/6
Right Arm	13-15	16-17	0/4
Left Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Wolf Form

Location	Melee	Missile	Points
Right Hind Leg	01-02	01-02	1/4
Left Hind Leg	03-04	03-04	1/4
Hindquarters	05-07	05-09	1/6
Forequarters	08-10	10-14	1/6
Right Fore Leg	11-13	15-16	1/4
Left Fore Leg	14-16	17-18	1/4
Head	17-20	19-20	1/5

Weapon	SR	Att	Damage	Parr	Points
Dagger	7	53%	1D4+2+1D4	24%	6
(Bite*)	7	76%	1D8+1D6	-	-)

* Before performing a bite attack, Olyreed will attempt to knock his opponent to the ground using a knockback attack (see ARQ p25).

Spells: (Spirit Magic 45% / 55%) Dispel Magic 6, Heal 1.

Skills: Climb 58% 21%, Dodge 63% 70%, Jump 50% 57%, Swim 15% 47%, Throw 45% 00%, Fast Talk 52% 00%, Animal Lore 72% 65%, First Aid 32% 00%, Craft Leather 60% 00%, Human Lore 65% 58%, Listen 40% 77%, Play Hurdy Gurdy 60% 00%, Scan 58% 73%, Search 35% 61%, Track 15% 97%, Hide 62% 62%, Sneak 37% 85%.

Notes: In human form, Olyreed is a tinker. He wears travel-worn clothes, carries the tools of his trade, his hurdy gurdy, and a dagger. He also has a belt pouch that holds 5 pennies, a love letter from somebody named Manuella, and his pet mouse, Apple Blossom. In wolf form, Olyreed can only be harmed by magic, true metals, or fire. He uses his Dispel Magic to destroy troublesome spells such as Bladesharp.

A hurdy gurdy resembles an accordion in shape, and consists of a number of strings which are rubbed by a barrel rotated by a handle at one end of the instrument. A keyboard presses the strings along their length to give different notes. The result is a droning sort of sound, with no pauses between notes, and changes in tone as the operator rotates the handle faster or slower.

Whale (Cetacea)

Three types of whale are described here: the sperm whale (Physeter catodon), the killer whale (Orcinus orca), and the bottlenose dolphin (Tursiops truncatus).

All whales are carnivores; sperm whales feed on squid, killer whales on other whales and mammals, and dolphins on fish and small squid. Dolphins and killer whales travel in pods, but sperm whales are not infrequently solitary. It is uncertain how intelligent whales really are. Here, we have assumed that they are not fully intelligent. In your universe, this may not be the case. Fully-intelligent whales should have INTs of 2D6+6.

Sperm Whale

Characteristics		Average		
STR	7D6+50	73-74	Move	7
CON	3D6+40	50-51	Hit Points	67
SIZ	7D6+60	83-84	Fatigue	124
INT	8	8		
POW	4D6	14		
DEX	2D6+3	10		

Hit Location	D20	Points
Tail	01-03	18/23
Hindbody	04-08	18/28
Forebody	09-13	18/28
R Flipper	14	18/18
L Flipper	15	18/18
Head	16-20	18/23

Weapon	SR	Attack %	Damage
Ram	6	60+8	1D6+9D6
Bite	6	40+8	1D6+5D6
Tail Smash	6	25+8	1D6+9D6

Note: A sperm whale may attack once per round, using any attack.

The ram is only effective against opponents at least half the whale's SIZ.

The bite only has a half-normal damage modifier in D6s (round up fractions).

The tail smash is generally used against foes to the rear. It cannot be used against submerged foes; only those on the surface.

Skills: The whale body shape removes any negative agility modifier for SIZ. Scan 50+10, Jump 60+10.

Armor: 18-point blubber.

Killer Whale

Characteristics		Average		
STR	6D6+30	51	Move	10
CON	3D6+25	35-36	Hit Points	49
SIZ	6D6+40	61	Fatigue	87
INT	8	8		
POW	3D6	10-11		
DEX	2D6+3	10		

Hit Location	D20	Points
Tail	01-03	12/17
Hindbody	04-08	12/21
Forebody	09-13	12/21
R Flipper	14	12/13
L Flipper	15	12/13
Head	16-20	12/17

Weapon	SR	Attack %	Damage
Bite	6	60+8	1D6+6D6

Skills: The whale body shape removes any negative agility modifier for SIZ. Scan 50+9, Jump 60+8.

Armor: 12-point blubber.

Dolphin

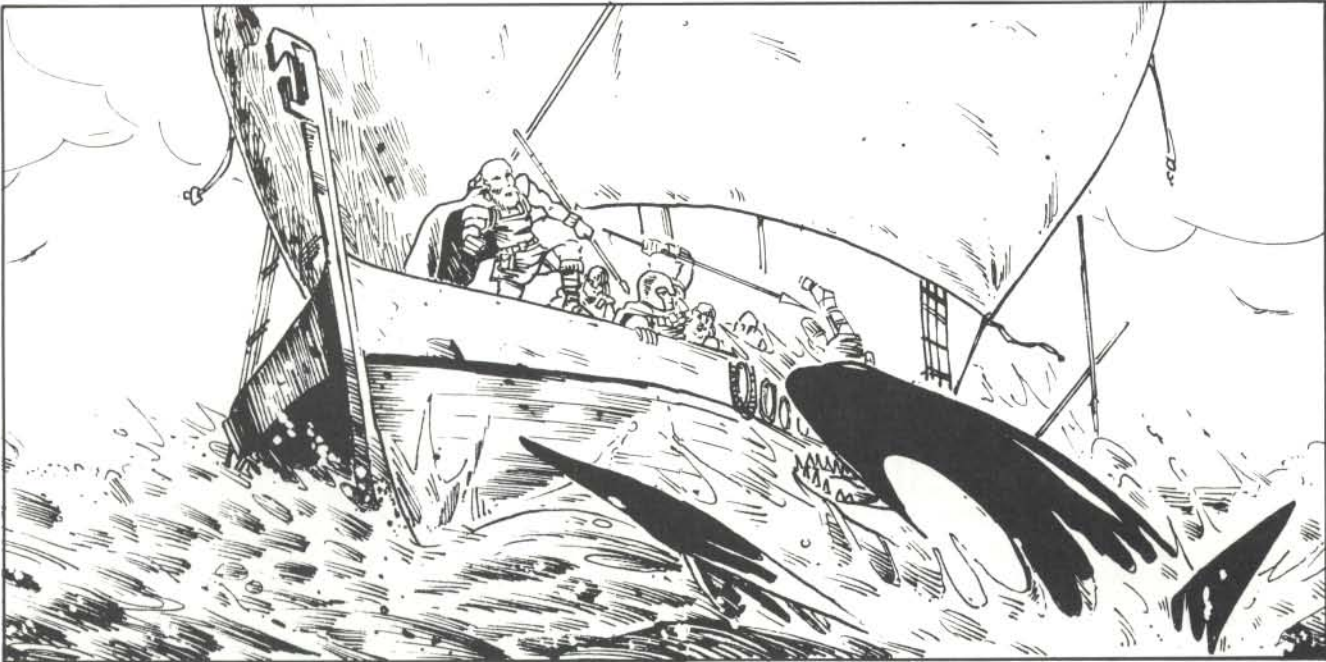
Characteristics		Average		
STR	3D6+8	18-19	Move	6
CON	2D6+8	15	Hit Points	19
SIZ	3D6+12	22-23	Fatigue	34
INT	8	8		
POW	3D6	10-11		
DEX	2D6+3	10		

Hit Location	D20	Points
Tail	01-03	4/7
Hindbody	04-08	4/9
Forebody	09-13	4/9
R Flipper	14	4/6
L Flipper	15	4/6
Head	16-20	4/7

Weapon	SR	Attack %	Damage
Ram	6	50+3	1D6+2D6

Skills: The whale body shape removes any negative agility bonus for SIZ. Scan 50+2, Jump 60+5.

Armor: 4-point blubber.





Wolf (Canis lupus)

Wolves hunt in packs ranging from under a dozen individuals up to 40 or more. If too many wolves are killed or wounded in a fight, the pack will slink off, unless starved.

Wolves fight cooperatively. Several wolves may attack the same target, ensuring that most of them will not be parried or dodged. Or one or two large wolves may attempt to knock the target down — when he falls over, a bunch of wolves rush to worry him while he is down.

Wolves hunt in mountains and northern forests. Wolf packs may be led by one or more werewolves. Such packs are more likely to attack humans, a feat usually only attempted by normal wolves when very hungry or the human is injured.

Large dogs have statistics similar to those of wolves.

Wolf

Characteristics		Average		
STR	2D6 + 6	13	Move	7
CON	3D6	10-11	Hit Points	11
SIZ	2D6 + 3	10	Fatigue	24
INT	5	5		
POW	3D6	10-11		
DEX	2D6 + 10	17		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/3
LH Leg	03-04	03-04	2/3
Hind Q	05-07	05-09	2/5
Fore Q	08-10	10-14	2/5
RF Leg	11-13	15-16	2/3
LF Leg	14-16	17-18	2/3
Head	17-20	19-20	2/4

Weapon	SR	Attack%	Damage
Bite	7	25 + 5	1D8

Skills: Dodge 25 + 9, Track 80-3.

Armor: 2-point fur.

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. Wraiths appear as skeletal and usually rotted and putrid-looking spectral forms. Their appearance is often heralded by a sudden blast of freezing, foul air.

Wraiths inhabit ruins, abandoned temples, haunted spots, and the spirit world. They are often bound to the site of their death.

A wraith possesses only INT and CON. Its hit points are equal to its CON. A wraith may only be hit by magic. If a sword with a Bladesharp 4 spell were to strike a wraith, the wraith would take exactly 4 points of damage. If a 3D6 Fireblade hit a wraith, it would take 3D6 damage. A True-sworded weapon will do full damage. If a wraith loses all its hit points or magic points, it is forced to the spirit plane and is very unlikely to find a way to return.

Emotional spells such as Demoralize, Stupefy, or Befuddle never affect a wraith.

There are three varieties of wraith; one attacking STR, one INT, and one CON. Match the wraith's magic points against the appropriate characteristic of its target. If it overcomes the target, the victim takes 1D6 points of damage directly to a (missile/spell) hit location. Armor or magical protection will not help against this damage, but a Spirit Block or Spirit Screen will lessen the wraith's chances of success. This is considered to be a form of spirit combat.

A STR-affecting wraith attacks with the enfeebling touch of its icy spectral claw; an INT-affecting wraith numbs the brain and rends the body with the dreadful horrors and pangs of the wraith's own death; and the CON-affecting wraith shocks its victim with a penetrating grip, causing the victim's internal organs to spasm.

If a wraith's target is sleeping, unconscious, incapacitated, or reduced to zero magic points, and the individual can be overcome as in a normal wraith attack, then the wraith can reduce the victim's current characteristic STR, INT, or CON 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.

All a wraith's attacks take place on strike rank 1.

Wraith

Characteristics		Average	
CON	6D10	33	Move equals magic points
INT	2D6 + 6	13	Magic Points 3D6 + 6

Hit Location	D20	Points
Wraith	01-20	All

SPECIAL ATTACKS ONLY

Armor: None, but may only be struck by magic.



Wyrms (*Vermidraco tarbus*)

Wyrms are gigantic, legless, winged reptiles. Their bony armor and draconic head show a relationship to dragons.

Wyrms live on plains, steppes, and mountains. They are not comfortable in a forest's confines, though they sometimes hunt along the fringes. Wyrms usually hunt alone, though sometimes a small group of wyrms will join together for special purposes.

A newly-hatched wyrm starts out at 3D6 SIZ and STR (about 2 meters or 6-7 feet long) and grows at the rate of 1D6 per five years until it reaches the age of 35, when its growth greatly slows. After 35 (at which point it has reached a length of about 9 meters or 30 feet), it continues to grow at the rate of +1D6 SIZ and STR per 50 years. Wyrms may live for hundreds of years.

The statistics below are for a wyrm between the ages of 35 and 80.

Wyrms

Characteristics	Average		
STR	10D6	35	Move 2/5 flying
CON	3D6 + 12	22-23	Hit Points 29
SIZ	10D6	35	Fatigue 58
INT	3D6	10-11	
POW	3D6 + 6	16-17	
DEX	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-04	01-03	9/10
Abdomen	05-08	04-08	9/10
Chest	09-12	09-14	9/12
R Wing	13-14	15-16	9/8
L Wing	15-16	17-18	9/8
Head	17-20	19-20	9/10

Weapon	SR	Attack %	Damage
Bite	7	50 + 5	1D10 + 3D6
Tail Lash	7	25 + 5	1D6 + 3D6

Note: A wyrm can attack once per round. It cannot attack ground targets without landing.

Skills: Scan 40 + 12.

Armor: 9-point scales.

Magic: Wyrms can know a variety of spells, usually either spirit magic or sorcery.

Malichi

STR	30	Move 2/5 flying
CON	21	Hit Points 29
SIZ	36	Fatigue 51
INT	10	Magic Points 16
POW	16	DEX SR: 4
DEX	6	

location	melee	missile	points
Tail	01-04	01-03	9/10
Abdomen	05-08	04-08	9/10
Chest	09-12	09-14	9/12
R Wing	13-14	15-16	9/8
L Wing	15-16	17-18	9/8
Head	17-20	19-20	9/10

Weapon	SR	Attack	Damage
Bite	7	70%	1D10 + 3D6
Tail Lash	7	35%	1D6 + 3D6

Notes: Can only attack once per round. Usual tactic is to glide overhead at fairly quick speed, striking downward with the tail and moving on before foes have a chance to hit back. If struck anyway, will land and bite. Casts Dullblade on weapon of largest opponent.

Spells: (Spirit Magic 80%) Dullblade 3, Healing 1, Protection 2

Skills: Scan 70%

Wyvern (*Dracopterus pelorus*)

Wyverns are relatives of dragons. They have two legs, two wings, no forelimbs, and a long tail equipped with a venomous sting. The tail can reach around the wyvern to the front to hit an enemy. Wyverns live in hills and open forests. A typical wyvern is as big as a good-sized horse.

Creatures Book

Wyvern

Characteristics	Average		
STR	4D6 + 12	26	Move 2/8 flying
CON	2D6 + 12	19	Hit Points 25
SIZ	2D6 + 24	31	Fatigue 45
INT	2D6	7	
POW	3D6	10-11	
DEX	2D6 + 6	13	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	7/9
L Leg	04-06	03-04	7/9
Abdomen	07-08	05-07	7/9
Chest	09-11	08-13	7/11
Tail	12	14	7/9
R Wing	13-14	15-16	7/7
L Wing	15-16	17-18	7/7
Head	17-20	19-20	7/9

Weapon	SR	Attack %	Damage
Bite	6	40 + 8	1D10 + 3D6
Sting	9	60 + 8	1D6 + 3D6

Note: The wyvern will both bite and sting in the same round, against one or two opponents. The attacks take place 3 strike ranks apart.

Armor: 7-point skin.



Wyvern

STR	26	Move 2/8 flying
CON	19	
SIZ	31	
INT	7	
POW	11	DEX SR: 3
DEX	13	

Weapon	SR	Attack	Damage
Bite	6	50%	1D10 + 3D6
Sting	9	70%	1D6 + 3D6

Note: Can attack twice per round, biting first.

	location	melee	missile	points
MP: 11	R Leg	01-03	01-02	7/9
HP: 25	L Leg	04-06	03-04	7/9
Fat.: 46	Abdomen	07-08	05-07	7/9
	Chest	09-11	08-13	7/11
	Tail	12	14	7/9
	R Wing	13-14	15-16	7/7
	L Wing	15-16	17-18	7/7
	Head	17-20	19-20	7/9

Zombie

Zombies are corpses, animated by grim spirit magic. The soul which once inhabited what is now the corpse is snatched by magic from the spirit plane and returned to and locked within that corpse. The captured spirit is bound by enchantments, depriving it of the will to rebel. A zombie's fate is ghastly — the soul is prevented from going on to whatever hell or paradise awaits. Instead, it is forced to labor at the behest of another, and usually only uncouth or outlaw witchmen ever perform zombie-making rites.

To make a zombie, the shaman needs a corpse retaining most of its flesh and muscle. This corpse is Enchanted with a Bind Ghost spell. The shaman summons the corpse's original spirit with a Summon Ghost spell, using the spirit's name (only the original spirit can be used to create a zombie). He then engages the ghost in spirit combat until he has reduced it to zero magic points, then Controls it into the corpse. The result is a spirit bound within an immobile, rotting lich. Then the shaman Enchants the corpse with a Create Zombie ritual, which costs him one point of current POW. Each magic point expended in the ritual in addition to the point of POW endows the zombie with one magic point.

Create Zombie halts putrefaction; the zombie thereafter remains in that degree of decay present when the ritual was performed.

A zombie cannot speak, and its POW is suppressed. It retains half its former INT as fixed INT (drop fractions).

After its creation, if a zombie is fed salt or meat, the ritual's effects are dispelled. Zombie's mouths often are sewn up, to make this more difficult. Zombies do not normally eat, and must be force-fed or commanded to eat. When this happens, the zombie suddenly regains its POW. The processes of decay begin and accelerate. The zombie mindlessly races to its burial site, wherever that was. If it was buried at sea, it rushes to the appropriate body of water. Once it has reached the site sanctified by a religious leader for its burial, it will collapse and dissolve into a mass of corruption, and the spirit will be released.

If the body decays to the point of immobilization before the burial site is reached, the spirit remains trapped in the corpse. If the zombie had no spot blessed for its burial, it will seek utter destruction as swiftly as possible, hoping to free its soul in that act. In either case, while en route to the burial site it will blindly strike out at anyone attempting to stop it.

Zombies can labor or fight. They are usually armed with mauls or farm tools.

Sample Human Zombie

Characteristics		Average		
STR	3D6 × 1½	15-17	Move	race -1
CON	3D6 × 1½	15-17	Hit Points	14-15
SIZ	2D6 + 6	13	Fatigue	32
INT	2D6 + 6 × ½	6(fixed)	Magic Points	Approx. 1D6
DEX	2D6	7		
APP	1D6	3-4		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/5
L Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	2/5
Chest	12	11-15	2/6
R Arm	13-15	16-17	2/4
L Arm	16-18	18-19	2/4
Head	19-20	20	2/5

Weapon	SR	Attack %	Damage	PARR %	PTS
Maul	7	35%	1D10 + 2 + 1D4	18%	12
Fist	9	35%	1D3 + 1D4	—	—

Note: A zombie's chance to hit with a weapon is equal to its DEX × 5. Its chance to parry is half that. Zombies never attempt to dodge.

Skills: DEX × 5% in DEX-based skills only.

Armor: None natural, may wear any. Often given leather.

Magic: Zombies cannot die or be incapacitated — only be hacked apart. Losing the abdomen renders both legs useless, and destroying the chest paralyzes all the limbs, leaving the zombie to thrash helplessly. Destroying the head deactivates a zombie.

Impaling-type weapons do only half damage to zombies. An arrow or quarrel does a maximum of one point of damage after penetrating armor, unless it impales, in which case it does a maximum of two points of damage after penetrating armor.

Zombie

STR 18	Move 2
CON 18	Hit Points 16
SIZ 13	Fatigue 36 - 8 = 28
INT 6	Magic Points 5
DEX 7	DEX SR: 4
APP 3	

Weapon	SR	Attack	Damage	Parry	Points
Work Maul	8	35%	2D6 + 3 + 1D4	18%	12
Fist	9	35%	1D3 + 1D4	—	—

Note: Cannot die or be incapacitated; must be hacked apart.

Zombie One

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	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

Zombie Three

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	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

Zombie Four

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	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

Zombie Five

	location	melee	missile	points
MP: 5	R Leg	01-04	01-03	2/6
HP: 16	L Leg	05-08	04-06	2/6
Fat.: 28	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

Determining Creature Hit Points by Location

The gamemaster can use the following tables to determine the hit points per location for any creature.

The Hit-Points-Per-Location table lists the products resulting from the multiplication of total hit points (found in the left column) by all of the HP Multipliers. For ease of use, the products given for each hit point range are rounded up.

The Creature Hit Location Tables are arranged by creature type. They assign D20 values to the hit locations, and provide the HP Multipliers for that creature's hit locations. To use them, multiply the total hit points of the creature by the location HP Multiplier. The result is the value of that location's hit points.

For example, a gamemaster using a giant duck in an adventure would use the Humanoid table. Multiplying the duck's 81 total hit points by the location HP Multiplier results in 33 hit points in the chest (.4 × 81), 27 hit points in each leg, abdomen and head (.33 × 81), and 21 hit points in each arm (.25 × 81).

Hit-Points-Per-Location Table

Total HP	HP Multiplier				Total HP	HP Multiplier			
	.40	.33	.25	.16		.40	.33	.25	.16
1-3	2	1	1	1	64-66	27	22	17	11
4-6	3	2	2	1	67-69	28	23	18	12
7-9	4	3	3	2	70-72	29	24	18	12
10-12	5	4	2	2	71-75	30	25	19	13
13-15	6	5	4	3	76-78	32	26	20	13
16-18	8	6	5	3	79-81	33	27	21	14
19-21	9	7	6	4	82-84	34	28	22	14
22-24	10	8	6	4	85-87	35	29	22	15
25-27	11	9	7	5	88-90	36	30	23	15
28-30	12	10	8	5	91-93	38	31	24	16
31-33	14	11	9	6	94-96	39	32	24	16
34-36	15	12	9	6	97-99	40	33	25	17
37-39	16	13	10	7	100-102	41	34	26	17
40-42	17	14	11	7	103-105	42	35	27	18
43-45	18	15	12	8	106-108	44	36	27	18
46-48	20	16	12	8	109-111	45	37	28	19
49-51	21	17	13	9	112-114	46	38	29	19
52-54	22	18	14	9	115-118	48	39	30	20
55-57	23	19	15	10					
58-60	24	20	15	10					
61-63	26	21	16	11					



Creature Hit Location Tables

Humanoid

Broo, Duck, Dwarf, Elf, Ghoul, Giant, Halfling, Human, Minotaur, Mummy, Ogre, Orc, Satyr, Skeleton, Cave Troll, Dark Troll, Vampire, Werewolf (Man Form), Zombie

Area	melee	missile	HP Multiplier
	D20	D20	
R Leg	01-04	01-03	.33
L Leg	05-08	04-06	.33
Abdomen	09-11	07-10	.33
Chest	12	11-15	.40
R Arm	13-15	16-17	.25
L Arm	16-18	18-19	.25
Head	19-10	20	.33

Ape

Chimpanzee, Gorilla

Area	melee	missile	HP Multiplier
	D20	D20	
R Leg	01-03	01-02	.25
L Leg	04-06	03-04	.25
Abdomen	07-09	05-08	.33
Chest	10	09-13	.40
R Arm	11-14	14-16	.33
L Arm	15-18	17-19	.33
Head	19-20	20	.33

Gorgon

Area	melee	missile	HP Multiplier
	D20	D20	
R Leg	01-03	01-02	.33
L Leg	04-06	03-04	.33
Abdomen	07-09	05-08	.33
Chest	10	09-13	.40
R Wing	11-12	14-15	.25
L Wing	13-14	16-17	.25
R Arm	15-16	18	.25
L Arm	17-18	19	.25
Head	* 19-10	20	.33

Four-Legged Animal

Baboon, Bear, Bandersnatch, Cattle, Deer, Dog, Horse, Lion, Panther, Tiger, Unicorn, Werewolf (Wolf Form), Wolf

Area	melee	missile	HP Multiplier
	D20	D20	
RH Leg	01-02	01-02	.25
LH Leg	03-04	03-04	.25
Hind Q	05-07	05-09	.40
Fore Q	08-10	10-14	.40
RF Leg	11-13	15-16	.25
LF Leg	14-16	17-18	.25
Head	17-20	19-20	.33

Behemoth and Brontosaur

Area	melee and	HP Multiplier
	missile D20	
Tail	01-02	.33
RH Leg	03-04	.33
LH Leg	05-06	.33
Hind Q	07-10	.40
Fore Q	11-14	.40
RF Leg	15-16	.33
LF Leg	17-18	.33
Head	19-20	.33

Centaur

Area	melee	missile	HP Multiplier
	D20	D20	
RH Leg	01-02	01	.25
LH Leg	03-04	02	.25
Hind Q	05-06	03-06	.40
Fore Q	07-08	07-10	.40
RF Leg	09-10	11	.25
LF Leg	11-12	12	.25
Chest	13-14	13-17	.40
R Arm	15-16	18	.25
L Arm	17-18	19	.25
Head	19-20	20	.33

Allosaur

Area	melee and	HP Multiplier
	missile D20	
Tail	01-02	.33
R Leg	03-05	.33
L Leg	06-08	.33
Abdomen	09-11	.40
Chest	12-15	.40
R Claw	16	.25
L Claw	17	.25
Head	18-20	.33

Grampus

Area	melee and	HP Multiplier
	missile D20	
RH Leg	01	.16
LH Leg	02	.16
RB Leg	03	.16
LB Leg	04	.16
Abdomen	05-09	.40
RC Leg	10	.16
LC Leg	11	.16
RF Leg	12	.16
LF Leg	13	.16
RF Claw	14-15	.33
LF Claw	16-17	.33
Thorax	18-20	.40

Griffin

Area	melee	missile	HP Multiplier
	D20	D20	
RH Leg	01-02	01	.25
LH Leg	03-04	02	.25
Hind Q	05-07	03-07	.40
Fore Q	08-10	08-12	.40
R Wing	11	13-14	.25
L Wing	12	15-16	.25
RF Leg	13-14	17	.25
LF Leg	15-16	18	.25
Head	17-20	19-20	.33

Headhanger

Area	melee D20	missile D20	HP Multiplier
RH Leg	01-02	01-02	.33
LH Leg	03-04	03-04	.33
Hind Q	05-07	05-09	.40
Fore Q	08-10	10-14	.40
RF Leg	11-13	15-16	.33
LF Leg	14-16	17-18	.33
Head	17-20	19-20	varies with head

Giant Insect

Ant, Beetle

Area	melee and missile D20	HP Multiplier
RH Leg	01	.16
LH Leg	02	.16
RC Leg	03	.16
LC Leg	04	.16
Abdomen	05-09	.40
Thorax	10-13	.40
RF Leg	14	.16
LF Leg	15	.16
Head	16-20	.40

Jabberwock

Area	melee D20	missile D20	HP Multiplier
R Leg	01-03	01-02	.33
L Leg	04-06	03-04	.33
Tail	07	05	.25
Abdomen	08-10	06-09	.33
Chest	11-12	10-13	.40
R Wing	13	14	.25
L Wing	14	15	.25
R Arm	15-16	16-17	.33
L Arm	17-18	18-19	.33
Head	19-20	20	.33

Lamia

Area	melee D20	missile D20	HP Multiplier
Tail	01-06	01-05	.33
Abdomen	07-10	06-10	.33
Chest	11-12	11-15	.40
R Arm	13-15	16-17	.25
L Arm	16-18	18-19	.25
Head	19-20	20	.33

Rock Lizard

Area	melee D20	missile D20	HP Multiplier
Tail	01-02	01	.25
RH Leg	03-04	02-03	.33
LH Leg	05-06	04-05	.33
Hind Q	07-09	06-09	.40
Fore Q	10-13	10-14	.40
RF Leg	14-15	15-16	.33
LF Leg	16-17	17-18	.33
Head	18-20	19-20	.33

Manticore

Area	melee D20	missile D20	HP Multiplier
RH Leg	01-02	01-02	.33
LH Leg	03-04	03-04	.33
Tail	05-06	05	.33
Hind Q	07-09	06-09	.40
Fore Q	10-12	10-14	.40
RF Leg	13-14	15-16	.33
LF Leg	15-16	16-17	.33
Head	17-20	19-20	.33

Octopus

Area	melee D20	missile D20	HP Multiplier
Arm 1	01-02	01	.25
Arm 2	03-04	02	.25
Arm 3	05-06	03	.25
Arm 4	07-08	04	.25
Arm 5	09-10	05	.25
Arm 6	11-12	06	.25
Arm 7	13-14	07	.25
Arm 8	15-16	08	.25
Head	17-18	09-13	.40
Body	19-20	14-20	.40

Serpent

Python, Sea Serpent, Stoorworm

Area	melee and missile D20	HP Multiplier
Tail	01-06	.33
Body	07-14	.40
Head	15-20	.33

Wyrm

Area	melee D20	missile D20	HP Multiplier
Tail	01-04	01-03	.33
Abdomen	05-08	04-08	.33
Chest	09-12	09-14	.40
R Wing	13-14	15-16	.25
L Wing	15-16	17-18	.25
Head	17-20	19-20	.33

Crocodile

Area	melee and missile D20	HP Multiplier
Tail	01-03	.33
RH Leg	04	.25
LH Leg	05	.25
Hind Q	06-09	.40
Fore Q	10-14	.40
RF Leg	15	.25
LF Leg	16	.25
Head	17-20	.33

Elephant

Area	melee and missile D20	HP Multiplier
RH Leg	01-02	.33
LH Leg	03-04	.33
Hind Q	05-08	.40
Fore Q	09-12	.40
RF Leg	13-14	.33
LF Leg	15-16	.33
Trunk	17	.25
Head	18-20	.33

Harpy

Area	melee D20	missile D20	HP Multiplier
R Claw	01-02	01	.25
L Claw	03-04	02	.25
Abdomen	05-07	03-06	.33
Chest	08-09	07-11	.40
R Wing	10-13	12-15	.33
L Wing	14-17	16-19	.33
Head	18-20	20	.33

Plesiosaur

Area	melee D20	missile D20	HP Multiplier
Tail	01	01	.25
RH Paddle	02-03	02	.33
LH Paddle	04-05	03	.33
Hindbody	06-08	04-09	.40
Body	09-11	10-15	.40
RF Paddle	12-13	16	.33
LF Paddle	14-15	17	.33
Head/Neck	16-20	18-20	.33

Cliff Toad

Area	melee D20	missile D20	HP Multiplier
RH Leg	01-04	01-03	.33
LH Leg	05-08	04-06	.33
Abdomen	09-10	07-10	.40
Chest	11-12	11-14	.40
RF Leg	13-14	15	.25
LF Leg	15-16	16	.25
Head	17-20	17-20	.33

Wyvern

Area	melee D20	missile D20	HP Multiplier
R Leg	01-03	01-02	.33
L Leg	04-06	03-04	.33
Abdomen	07-08	05-07	.33
Chest	09-11	08-13	.40
Tail	12	14	.33
R Wing	13-14	15-16	.25
L Wing	15-16	17-18	.25
Head	17-20	19-20	.33

Dragon

Basilisk, Dragon

Area	melee D20	missile D20	HP Multiplier
Tail	01-02	01	.25
RH Leg	03-04	02	.33
LH Leg	05-06	03	.33
Hind Q	07-08	04-08	.40
Fore Q	09-10	09-14	.40
R Wing	11-12	15	.25
L Wing	13-14	16	.25
RF Leg	15-16	17	.33
LF Leg	17-18	18	.33
Head	19-20	19-20	.33

Fish

Shark, Whale

Area	melee and missile D20	HP Multiplier
Tail	01-03	.33
Hindbody	04-08	.40
Forebody	09-13	.40
R Fin	14	.25
L Fin	15	.25
Head	16-20	.33

Fachan

Area	melee D20	missile D20	HP Multiplier
Leg	01-06	01-04	.33
Abdomen	07-10	05-09	.33
Chest	11-12	10-15	.40
Arm	13-16	16-18	.33
Head	17-20	19-20	.33



RuneQuest MONSTERS

6



95 creatures lie in wait in *RuneQuest Monsters*, the third in the series of Games Workshop's enormously popular edition of the *RuneQuest Fantasy Roleplaying Adventure* game. You will find friends and foes; humans, non-humans and not-even-close-to-humans; creatures of lore and myth, and horrific creatures that could only exist in the world of *RuneQuest*.

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