

Monsters

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Special Thanks Pete Nash, John Hutchinson, Simon Bray, Jeff Richard and Greg Stafford

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Monsters Introduction

※ A O W G U III 2 : I A H D ※ A * ※ A III 2 : O ※ W Y 2 0

he chapters that follow detail many different creatures for *RuneQuest*. Each chapter concerns a different type of creature: human/humanoid, arachnid/insect, legendary beasts and monsters, and so forth.

Entries are listed alphabetically by creature type. Each entry contains:

Description – A physical description of the creature plus some information relating to its natural habitat, its background and so forth.

Cultural Background and Professions – Where a creature can be used as an Adventurer, this entry provides the appropriate Cultural Background(s) and Professions open to it. Some have custom backgrounds; others use the standard *RuneQuest* options, as found in the *RuneQuest Core Rulebook*. See also the *Creatures as Adventurers* section later in this chapter.

Statistics – The standard *RuneQuest* layout for statistics as found in the *RuneQuest Core Rulebook*. The statistics provide the dice codes for randomly generating an instance of the creature and the average statistics for the creature. Attributes, skills, spells, combat styles and so forth reflect an average creature – one that would be most commonly encountered. Where a creature uses magic, it is given a range of spells and the appropriate skills for that magical type.

Combat Notes – When *RuneQuest* Adventurers encounter a creature, combat is part and parcel of the story. This entry describes any specific tactics and Combat Manoeuvres a creature uses or favours based on its weapons, instincts, traits and so on. Use the Combat Notes when staging a *RuneQuest* combat to represent the unique aspects of the foe. Clever Adventurers will learn the signature manoeuvres of different creatures and develop their own tactics and strategies for dealing with them.

Creatures as Adventurers

The 'default' race for Player Characters in *RuneQuest* is human but Players and Games Master should certainly not feel constrained to populate the world with nothing but human characters. Many of the creatures listed in this book are well suited to be Adventurers, though naturally the Games Master should retain final judgement on which races he will allow the Players to take. Elfs, dwarfs, also orcs and even broo are just a few examples of nonhuman races that would make for perfectly serviceable Adventurers – though in the case of broo, it would likely be best if *all* the Player Characters were broo, as no other race willingly associates with the filthy things.



Kiriko Moth

Other creatures, of course, are less suitable. It is a matter of common sense that fixed INT creatures, beasts without rational thought that rely solely on instinct, are poor choices for Adventurers, despite the sheer power many of these creatures possess. Likewise, incomplete creatures, those that are missing one or more characteristics, are also too limiting to truly make viable Adventurers.

On the other end of the spectrum are those rational, complete creatures which are simply too powerful. While some Players might hunger after the strength and abilities of a dragon, such a beast as an Adventurer in a group composed otherwise of humans and their ilk will almost certainly eclipse the remainder of the group, unless those Player Characters are themselves unspeakably powerful.

A creature is made into a full character just as any Adventurer is created. The creature's characteristics are determined, along with its Combat Actions, Damage Modifier and so on according to the characteristic ranges given in its description and the rules in the Creating an Adventurer chapter of the *RuneQuest Core Rulebook*. The creature's background and profession are chosen according to the guidelines and options given for its entry.

Creatures & Intelligence

Some of the creatures listed in this book have randomly determined INT, such as the broo with an INT of 2D6+6. Others have only a single number listed as their INT. A creature with a randomly determined INT is considered sapient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is sentient but not sapient.

Fixed INT creatures operate solely on instinct rather than logic or intuition. This does not mean that all fixed INT creatures with the same INT score are identically intelligent but it does mean that all lions (INT 5) are more intelligent than horses (INT 4). Creatures with a very large fixed INT have rudimentary reasoning abilities, as well as a set of complex and honed instincts.

As INT is a component in calculating both Combat Actions and Strike Rank, creatures with a fixed INT are placed at an automatic disadvantage over other creatures. Therefore, when calculating both Combat Actions and Strike Rank for creatures with a Fixed INT, multiply the INT by two. Thus, a lion with INT 5 is treated as having INT 10 for the purposes of calculating its Combat Actions and Strike Rank.

Traits

Many creatures have Traits, which are special abilities above and beyond their normal Characteristics, Attributes and Skills. The full description of these Traits and their effect on the game are covered here.

Blood Drain: The creature drains its victim's blood, causing the loss of Hit Points.

Breath Flame: The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches as far as its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers the noted fire damage to all Hit Locations, though a character may make an Evade roll to halve this damage and AP counts as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -20% penalty for every attempt.

Burrower: The creature is adept at moving through the ground, creating its own tunnels as it goes. The creature may move through the ground at its normal Movement rate. Some creatures are limited in the kind of ground they can move through. This is noted in the creature's description.

Chaotic Aura: This creature is tainted by Chaos and other Chaotic creatures can sometimes recognise this. When encountering a creature of Chaos, it may make a Perception or Insight test (its choice which). If successful, the creature will not be attacked by his enemy, so long as he does not take any hostile action towards it.

Chaotic Feature: Creatures of Chaos do not always obey the normal laws of physical growth and many are hideously malformed. Each Chaotic Feature trait forces the creature to roll once on the Chaotic Feature table on page 19, applying the effects immediately.

Communal Mind: Though a single creature of this type has only a low fixed INT, a large group of them together possess a vastly improved intellect.

Darksense: The creature possesses a combination of Dark Sight, olfactory awareness and echolocation to achieve precise underground awareness and orientation. Creatures with this trait function as well underground as humans function above it in broad daylight.

Dark Sight: Creatures with Dark Sight can see perfectly well in total darkness and suffer no penalties to skills resulting from the absence of light.

Disease Immunity: The creature is immune to all diseases. All creatures without SIZ automatically have this Trait and it is not listed in their descriptions.

Earth Sense: Some creatures are so in tune with the rock around them that they can work perfectly well in the total darkness of the deep. By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty so long as their target is no more than 10 metres away.

Echolocation: The creature is able to sense its environment through reflections of sonic waves.

Excellent Swimmer: The creature gains a permanent +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

Formidable Natural Weapons: This creature's natural weapons are tough and durable as metal. As such they may parry weapon attacks.

Gaze Attack: The creature has a gaze attack. This attack may be active (the creature must consciously use it on a foe) or passive (anyone looking at the creature is affected).

Life Sense: In tune with the rhythms of nature, this creature can determine the vitality of any living creature by touch alone. If the creature touches another and makes a successful Perception test, it will learn of the target's current Hit Points, Fatigue level and whether it is currently afflicted by any poison or disease.

Night Sight: Creatures with Night Sight can see perfectly well during nocturnal hours but still suffer any penalties associated with being plunged into total darkness.

Poison: The creature has a venomous bite, sting or other means of attack. The description will describe the particular poison or venom the creature displays.

Poison Immunity: The creature is immune to all poisons. All creatures without SIZ automatically have this Trait and it is not listed in their descriptions.

Possession, Covert: An insidious means of possession, covert possession means, essentially, that the spirit is a hitchhiker in the body of the possessed. It exhibits no control over the body and the possessed remains completely in charge. In many cases, the possessed may not even know he is possessed.

Possession, Dominant: The more well-known and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and APP) of the body's owner is subsumed beneath the identity of the possessing spirit. The possessed is absolutely helpless, unable to take any action at all, unable even to regain Magic Points, a prisoner in his own body. The possessor is in complete control, though it does not have access to any of the memories, skills or magic of the possessed.

Regeneration: The creature is able to regenerate Hit Points lost to damage. The speed of regeneration varies depending upon the creature.

Trample: The creature is able to trample beings with a SIZ of half or less its own. This attack inflicts damage equal to double the creature's Damage Modifier and requires the creature to expend Movement. A creature with this trait may Trample even if it has only one Combat Action – the Trample is assumed to be part of its Movement.

Wall Walking: The creature can move freely on vertical surfaces and even move upside down on a ceiling with no special equipment. Such Movement is always at half the creature's normal Movement rate.

Vampiric Touch: The creature can drain one or more of a character's Characteristics permanently by touch.

Creatures & Chaos

Chaos is a corrupting force found throughout fantasy literature. It perverts the natural order giving rise to hideous mutations and amalgams that are hateful of all that is not twisted and corrupted. Many of the creatures found in fantasy campaigns are products of Chaos.

Games Masters setting their *RuneQuest* campaigns in Glorantha's Second Age should be aware that Chaos has been quelled and the Chaos creatures once so prevalent in the world are now in short supply. Chaos creatures still exist, certainly but are rarely seen outside of such inhospitable and dangerous places as Dorastor. Naturally, Games Masters are free to use as many of these beasts as they wish but officially, they are considered to be rare.

Games Masters using one of the Eternal Champion settings, such as *Elric of Melniboné* or *Hawkmoon*, find chaos creatures abound – either the results of malignant sorcery or science or the denizens of chaotic realms summoned to or invading, the earth. Again, these creatures tend to be rare but Adventurers have a habit of delving into those areas where such rarities are likely to be encountered.

In the case of *Monster Coliseum*, coliseum owners and investors actively seek-out Chaos creatures to capture them and use them as the ultimate in arena spectacle. Adventurers might find themselves being actively employed to capture chaos monsters and bring them to a coliseum's owner. Conversely, they might themselves be pitted against these monstrosities in the arena, fighting for their lives.

Chaotic Features

Creatures of Chaos are often hideously malformed, displaying a wide range of mutations that can both help and hinder the recipient. If a creature is noted as having Chaotic Features, use the table on pages 19-22 to determine their effect. Although Chaotic Features can make for some truly deformed and horrid creatures, some results are simply not appropriate for some monsters. The ooze, for example, is an amoeboid blob of tissue. If the Games Master rolls for a Chaotic Feature for a ooze and gets a result such as 'snake neck,' he should re-roll – the ooze's body cannot have a neck, snake or otherwise.

Note that the Chaotic Features table uses D8 to modify characteristics. The number eight is traditionally associated with chaos and it is therefore fitting to use an eight-sided die to modify a chaos creature's characteristics, either positively or negatively.

| D100 | Feature | Effect |
|------|----------------|--|
| 01 | Absorbing | If the creature strikes successfully with a natural weapon, 1D8 Magic Points are absorbed and added as temporary Characteristic or Attribute points; roll 1D10, 1=STR, 2=CON, 3=DEX, 4=SIZ, 5=INT, 6=POW, 7=APP, 8=MP, 9=HP or 10= Add points to the Damage Modifier (1D2+4, for |
| | | instance if 4 MP absorbed) |
| 02 | Accursed | Temporarily weakens the soul of an opponent by 1D8 POW each successful hit. |
| 03 | Acidic | Possesses acidic ichor which sprays whenever the skin is penetrated, causing damage to the attacker; roll 1D3, 1=1D6, 2=1D8, 3=1D12 damage per wound. |
| 04 | Agile | +1D8 DEX. |
| 05 | Alluring | Produces pheromones which attract and seduce victims, who must succeed in an opposed test of Persistence against the Allurement's potency of 1D8x10%. If the resistance fails the victim is hopelessly allured by the creature for 21–INT Combat Rounds. |
| 06 | Antennae | Large antennae which sprout from a random location and grant a new primary sense; roll 1D6, 1=Echolocation (sonar), 2=Thermoception (senses heat), 3=Insanoception (senses madness and insanity), 4=Nociception (senses pain), 5=Ethoception (senses souls), 6=Magiception (senses any type of magic). |
| 07 | Apathetic | -1D8 POW. |
| 08 | Armed | Uses physical weapons having an appropriate Combat Style for 1D3 different types. |
| 09 | Armoured | Bears extra armour, +1D8 Armour Points to every location. |
| 10 | Arms | Gain an extra pair of manipulation limbs from a random species (roll on Physique Type table, page 22). |
| 11 | Asymmetric | One half of the creature is larger, longer or taller than the other, double the Hit Points of locations in the larger side and halve the Hit Points of locations in the smaller. |
| 12 | Beaked | Gain a bite attack. Each additional incidence adds another toothed beak on a different location; roll 1D3, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage. |
| 13 | Beautiful | +1D8 APP. |
| 14 | Big | +1D8 SIZ. |
| 15 | Bogged | No vision organs, but relies on a different sense to move and fight perfectly well. Creature is impervious to any attacks or spells affecting sight. |
| 16 | Boneless | Can squeeze through any gap. |
| 17 | Broadcast Pain | Any damage inflicted on the creature is felt by everybody within 5m, who suffer the psychological bu not physiological effects as if they had been wounded too. |
| 18 | Burning | Glows with burning heat, injuring anyone within melee range; roll 1D3: 1=1D3, 2=1D6, 3=1D8 damage per round. |
| 19 | Chameleon | +1D8x5% bonus to Stealth when hiding. |
| 20 | Clawed | Gain a claw attack. Each additional incidence adds another set of claws on a different location; roll 1D3, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage. |
| 21 | Clever | +1D8 INT. |
| 22 | Climbing | Has a spider or lizard like ability to scale surfaces, +1D8x10% bonus to Athletics when climbing. |
| 23 | Clumsy | -1D8 DEX. |
| 24 | Contagious | Inflicts a virulent disease with a delay of 1D8 hours and potency of 1D8x10%, which causes a penalt of 1D8 points to; roll a D6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=APP. |
| 25 | Corroding | Weapons take 1D8 damage each time they strike the creature. |
| 26 | Crystalline | Gain 1D10 Armour Points from a crystalline crust. |
| 27 | Deaf | No hearing organs. Creature is immune to verbal commands and attacks or spells that affect hearing. |
| 28 | Disturbing | Creature is covered with 2D8 unsettling forms, such as baby arms or multiple eyes or mouths. Non- Chaotic foes suffer a –20% penalty to combat rolls owing to the disturbing nature of the deformities. |
| 29 | Draining | Temporarily weakens the willpower of an opponent by 1D8 Persistence each successful hit. The drain is not permanent; victims recover drained Persistence points, up to their previous level, at a rate of 1D10 per hour after the end of the encounter. |
| 30 | Droning | Produces a buzzing noise that sedates listeners, who must succeed in an opposed test of Persistence against the Droning's potency of $1D8 \times 10\%$ to avoid falling asleep for $1D8$ minutes. |

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| D100 | Feature | Effect |
|------|-----------------|---|
| 31 | Exploding | Deals damage equal to its Damage Modifier to all within 5 metres upon death. |
| 32 | Feeble | -1D8 STR. |
| 33 | Fixated | Creature may only concentrate upon one thing at any one time. If in combat all attacks are concentrated on one particular opponent, determined randomly. It will not defend itself against attacks from anyone but the selected opponent. |
| 34 | Frail | -1D8 CON. |
| 35 | Haemophiliac | Bleeds 1 HP per round from any wounded location. |
| 36 | Hated | Will be instantly attacked by any encountered members of a specific species. |
| 37 | Hatred | Creature possesses unreasoning hatred of a particular species and will attack on sight. Creature also gains the Fixated feature. |
| 38 | Head | Gain an extra head (roll on the Physique Type table, page 22), each one gets an independent Persistence check against mental effects, spells and so forth and can control the entire body if one head is incapacitated. |
| 39 | Heart of Wealth | The creature's heart is a precious gem the size of a human fist. Roll 1D6 for its properties: 1 = Worth 1D10 x1,000 silvers; 2 = When ground up and ingested heals 2D6 damage to all wounded locations instantly; 3 = When ground up and ingested causes 2D6 damage to all Hit Locations instantly; 4 = Spell Focus – the gem offers 1D8 uses of a randomly chosen Common Magic spell at a Magnitude equal to the creature's POW divided by 3; 5 = The gem offers 1D8 uses of a randomly chosen Divine Magic spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the gem's owner to make a successful Persistence roll. 6 = The gem offers 1D8 uses of a randomly chosen Sorcery spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the owner to make a successful Insight roll. |
| 40 | Horned | Gain a gore attack. Each additional incidence adds another set of horns on a different location; roll 1D3, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage. |
| 41 | Icy | Radiates freezing coldness, injuring anyone within melee range; roll 1D3, 1=1D2, 2=1D6, 3=1D8 damage per round. |
| 42 | Intangible | Cannot be harmed physically (roll again if Inviolate). |
| 43 | Inverted | All vital organs are external, thus all successful attacks upon it are automatically treated as critical successes. |
| 44 | Inviolate | Cannot be harmed magically (roll again if Intangible). |
| 45 | Leaper | Has powerfully sprung legs, $+1D8 \times 10\%$ bonus to Athletics when jumping. |
| 46 | Legs | Gain an extra pair of motile limbs from a random species (roll on Physique Type table, page 22). |
| 47 | Levitating | Has the capability to move over any solid or liquid surface without sinking or leaving tracks. |
| 48 | Mimic | Changes into the shape of a creature it successfully touches, maintaining its own Characteristics but assuming the locations and a duplicate image of the being contacted. |
| 49 | Mutable | Every 1D3 Combat Rounds the creature mutates into a different form as determined on the Physique Type table on page 22. The transformation lasts 2 Combat Actions during which time the creature is vulnerable. The creature completes the transformation with all its original characteristics the same but gaining additional Hit Locations (or losing them) according to the nature of the transformation. Owing to the creature's disturbing mutability, all attacks against it are at -20% and -40% whilst it is transforming (although it can neither attack nor defend). |
| 50 | Mutated | Roll a random Hit Location, which no longer exists. |
| 51 | Nerveless | Cannot feel pain and does not suffer the ill-effects of serious wounds. |
| 52 | Numb | No sense of touch |
| 53 | Obfuscating | Produces a cloud of mist that blinds observers, who must succeed in an opposed test of Perception against the Obfuscation's potency of 1D8x10% every Combat Action to keep the creature in sight. |

| D100 | Feature | Effect | | | | | | |
|--------------|---------------|---|--|--|--|--|--|--|
| 54 Observant | | One of the creature's sensory organs either grows bigger ($x1D3$ in size) or multiplies ($x1D3$ in | | | | | | |
| | | number), adding a +1D8x10% bonus to the Perception skill when using that sensory perception; rol a D6, 1=Sight, 2=Sound, 3=Smell, 4=Taste, 5=Touch and 6=Other (if possessed). | | | | | | |
| 55 | Oversized | One location is swollen to a very large size or length, doubling its Hit Points | | | | | | |
| 56 | Paralysing | Temporarily weakens the dexterity of an opponent by 1D8 DEX each successful hit. DEX points are | | | | | | |
| | 5 0 | recovered at the rate of 1 per hour after the end of the encounter. | | | | | | |
| 57 | Patterned | Weird colouring and markings, tiger stripes, spots, blotches and so forth, granting a $+1D8 \times 10\%$ bonus to Stealth. | | | | | | |
| 58 | Phobic | Creature is scared of one thing; singing, light, cats and so on. | | | | | | |
| 59 | Poisonous | One unarmed attack inflicts a venomous poison with a potency of 1D8x 10%, which causes | | | | | | |
| | TOBOTIOUS | an extra 1D8 damage to the location struck. | | | | | | |
| 60 | Pregnant | The creature is pregnant with 1D8 young. If killed, these vile offspring explode from the carcass of | | | | | | |
| 50 | ricghant | the parent and have half its statistics. The young are voraciously hungry and incredibly aggressive, | | | | | | |
| | | launching attacks on the nearest living thing. Alternatively, the offspring view whatever living thing | | | | | | |
| | | they first see as the parent and form an immediate, emotional (and perhaps physical) bond | | | | | | |
| 61 | Ouick | Double Movement. | | | | | | |
| 62 | Reflecting | All spells cast on the creature are reflected back upon the caster. | | | | | | |
| 63 | Regenerating | | | | | | | |
| | Regenerating | Recovers 1D6 Hit Points per round to every injured location, unless the location has suffered a Major Wound. | | | | | | |
| 64 | Resistant | Invulnerable to one type of damage or weapon type; fire, cold, poison, disease, swords, spears, | | | | | | |
| | | and so forth. | | | | | | |
| | | Produces a thunderous sound which deafens listeners, who must succeed in an opposed test of | | | | | | |
| | | Resilience against the Roaring's potency of 1D8x10% to avoid becoming temporarily deaf. | | | | | | |
| 66 | Scaly | Gain 1D6 Armour Points from reptilian scales. | | | | | | |
| 67 | Scintillating | A shifting polychromatic appearance that confuses onlookers, who must succeed in an opposed | | | | | | |
| | | test of Persistence against the Scintillation's potency of $1D8x10\%$ to avoid becoming mesmerised. | | | | | | |
| | | Mesmerised characters are rooted to the spot for 1D3 Combat Rounds. | | | | | | |
| 68 | Screaming | Horrible screams which terrify listeners, who must succeed in an opposed test of Persistence against | | | | | | |
| | | the Screaming's potency of $1D8x10\%$. Failure to do so causes the listener to crumple into a sobbing, | | | | | | |
| | | whimpering, foetal ball for 1D3 rounds. | | | | | | |
| 69 | Shadowy | Can control the ambient light in its immediate surroundings, gaining a 1D8x10% bonus to Stealth i | | | | | | |
| | | daylight conditions or total invisibility in twilight/night conditions. | | | | | | |
| 70 | Shaggy | Gain 1D3 Armour Points from a thick, hairy pelt. | | | | | | |
| 71 | Shelled | Gain 1D8 Armour Points from an insectile or crustacean carapace. | | | | | | |
| 72 | Shrunken | One location is shrunken to a very small size or length, halving its Hit Points. | | | | | | |
| 73 | Skinless | The creature has no Armour Points and cannot wear armour. | | | | | | |
| 74 | Slimv | Leaves a sticky trail wherever it travels. | | | | | | |
| 75 | Slow | Halve Movement. | | | | | | |
| 76 | Small | -1D8 SIZ. | | | | | | |
| 77 | Spiny | Opponents in melee suffer half their own rolled damage if they successfully land an attack. | | | | | | |
| 78 | Spores | Produces clouds of spores. If inhaled the breather must win an opposed test of Resilience against | | | | | | |
| 10 | opores | the Spore's potency of 1D8x10% to avoid suffering 1D8 Hit Points to the chest every round until | | | | | | |
| | | successful; as the spores gestate into worms, flowers, vines and so on that are coughed up or grow out | | | | | | |
| | | of the victim's lungs. | | | | | | |
| 79 | Stalker | +1D8x5% bonus to Stealth when sneaking. | | | | | | |
| 10 | June | + 120x370 tofius to Juanti when sheaking. | | | | | | |

| D100 | Feature | Effect | | | | |
|-----------|----------------|---|--|--|--|--|
| 80 Stench | | Gives off nauseating odours that sicken inhalers, who must succeed in an opposed test of Resilience against the Stench's potency of 1D8x10% to avoid dropping prone and vomiting for 1D3 Combat | | | | |
| | C | Actions. | | | | |
| 81 | Sticky | Secretes a strong glue or mucus of potency $1D8x10\%$ which causes items to adhere to its skin, | | | | |
| 0.0 | C., | requiring a Brawn roll at a penalty equal to the potency to remove. | | | | |
| 82 | Sting | Gain a sting attack. Each additional incidence adds another stinger on a different location; roll 1D3, | | | | |
| 83 | Strong | 1=1D6 damage, 2=1D8 damage, 3=1D10 damage. +1D8 STR. | | | | |
| 84 | Stupid | -1D8 INT. | | | | |
| 85 | Susceptibility | One form of substance causes double damage to the creature; alcohol, silver, fire, and so on, | | | | |
| 86 | Swimmer | Has webbed digits and gills, +1D8x10% bonus to Swim. Can breathe underwater. | | | | |
| 87 | Tailed | Gains extra Unarmed attack, the damage is triple the creature's Damage Modifier but only for the | | | | |
| 01 | Talleu | purposes of calculating Knockback. | | | | |
| | Tentacle | Gains Unarmed attack. If successful then the tentacle entangles. | | | | |
| 89 | Tongue | Gains Umarmed attack. If successful then the sticky tongue entangles. | | | | |
| 90 | Toothed | Gain a bite attack. Each additional incidence adds another toothed maw on a different location; roll | | | | |
| | | 1D3, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage. | | | | |
| 91 | Tough | +1D8 CON. | | | | |
| 92 | Transmuter | Changes the substance of whatever it touches into another material; living victims must succeed in ar | | | | |
| | | opposed test of Resilience against the Transmute's potency of 1D8x10% to avoid being changed into | | | | |
| | | crystal, dust, plants, wine, bronze, etc. | | | | |
| 93 | Ugly | –1D8 APP. | | | | |
| 94 | Vampiric | Temporarily weakens the health of an opponent by 1D8 CON each successful hit. | | | | |
| 95 | Vulnerable | Damage to one location slays the creature instantly. | | | | |
| 96 | Warded | Invulnerable to one form of material; steel, wood, stone, flesh, etc. | | | | |
| 97 | Warped | One random location changes to that of a different species (roll on the Physique Type table). | | | | |
| 98 | Weakening | Temporarily weakens the strength of an opponent by 1D8 STR each successful hit. | | | | |
| 99 | Wilful | +1D8 POW. | | | | |
| 100 | Wings | Gains bat, bird butterfly or insect wings granting a Flying Movement equal to twice its normal | | | | |
| | | Movement. | | | | |

Physique Table

Use this table to randomly generate a creature body type as directed by the Chaotic Features table or if the creature mutates into something else.

| 1D100 | Body Type | Nature | 1D100 | Body Type | Nature |
|-------|-------------|-----------|-------|---------------|-----------|
| 01-04 | Arachnine | Spider | 49-52 | Lupine | Wolf |
| 05-08 | Avian | Bird | 53-56 | Noctillionine | Bat |
| 09-12 | Canine | Dog | 57-60 | Octopine | Octopus |
| 13-16 | Caprine | Goat | 61-64 | Pyridine | Butterfly |
| 17-20 | Cervine | Stag | 65-68 | Piscine | Fish |
| 21-24 | Cancrine | Crab | 69-72 | Porcine | Boar |
| 25-28 | Crocodilian | Crocodile | 73-76 | Ranine | Frog |
| 29-32 | Equine | Horse | 77-80 | Saurian | Lizard |
| 33-36 | Feline | Cat | 81-84 | Simian | Ape |
| 37-38 | Glirine | Rodent | 85-88 | Taurine | Bull |
| 39-40 | Hirudinal | Leech | 89-92 | Ursine | Bear |
| 41-44 | Humanoid | Human | 93-96 | Vermian | Worm |
| 45-48 | Insect | Insect | 97-00 | Vespine | Wasp |

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Humans & Humanoids

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 his chapter focuses on humans and humanoids; that is, bipedal, sapient creatures of many different forms.

The creatures include a number of types that have a specific Gloranthan variant and so these creatures are given their own entry – largely because Gloranthan versions of a fantasy staple are different enough to warrant the distinction. It also allows Games Masters running Gloranthan campaigns to easily find and use the appropriate version of the creature. Of course, Gloranthan versions can be used in any setting, if the creature fits in with the world-view.

A range of humans are also included. Here, the humans are all based on the *RuneQuest II Core Rulebook* and the entries are focused on humans most likely to be found in the coliseum environment – gladiators, slaves and so forth but also a variety of full-rounded humans such as guards, merchants, nobles and crowd members. These entries can be used as flexibly as one needs for ad-hoc encounters and so forth.

Aldryami -

Aldryami are elves. A race of long-lived, man-like, plant-based entities, they are closer to trees than humans despite adopting a humanoid form. Denizens of forests and woodlands, they co-exist with nature to a greater degree than their human brethren.

Each elf species differs from each other just as with human-like species but all aldryami share certain traits. Generally, the larger the plant then the larger the aldryami counterpart. The two most commonly encountered aldryami are the Vronkali or green elves and the Mreli or brown elves.



Mreli (Brown Elves)

Humanoids with skin the color of the tree bark dominating the home forest, Mreli are highly intelligent beings possessed of a fluid, elaborate movement, sharp, crackling voices and bright green or red eyes. They are found in deciduous forests and Mreli have a natural curiosity for things beyond the tree line but not so developed that they feel comfortable walking abroad unless part of a larger group of aldryami or in areas where trees are plentiful.

Cultural Background: Athletics +5%, Culture (Own) +30%, Influence +10%, Lore (Regional) +5%. Pick two, at +10% each, from: Lore (Aldryami), Perception, Persistence, Sing and Stealth. Pick two Combat Styles at +15% each from: Sword (one or two handed), Sword and Shield, Bow, Dagger, Spear, Staff and Unarmed.

Mreli have the following Advanced skills: Language (Aldryami) +50%, Lore (Forest), Survival. Pick one further Advanced skill from: Craft (any), Language, Lore (Aldryami) or Play Instrument.

Professions: Craftsman, Farmer, Gardener, Healer, Priest, Woodsman.

Combat Notes

The formidable Elf Bow, grown by the owner, is the preferred weapon with the Mreli using it from concealed cover where possible and augmented by Multimissile. Choose Location and Impale are

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----------------|-----------------|---------|-----------|---|--|
| STR | 2D6+3 | 14 | 1-3 | Right Leg | 5/5 |
| CON | 3D6 | 11 | 4-6 | Left Leg | 5/5 |
| SIZ | 2D6+3 | 14 | 7-9 | Abdomen | 5/6 |
| INT | 3D6+6 | 17 | 10-12 | Chest | 5/7 |
| POW | 2D6+6 | 13 | 13-15 | Right Arm | 5/4 |
| DEX | 3D6+6 | 17 | 16 - 18 | Left Arm | 5/4 |
| APP | 3D6 | 11 | 19-20 | Head | 5/5 |
| | | | Typical A | A <i>rmour:</i> Aldryami lac | quered wood (AP5) |
| Damage N | <i>Modifier</i> | +0 | | | |
| Magic Points | | 13 | Traits: L | ife Sense | |
| Movement | t | 8m | | | |
| Strike Rank +2/ | | +2/4 | | hletics 65%, Evade 4 rsistence 45%, Resili | 5%, Influence 60%, Lore (Aldryami) 65%, Perc ence 45% |

Common Magic 65%: Bladesharp 2, Clear Path, Co-ordination 2, Multimissile 2

Combat Styles Sword and Shield 70%, Sword (Two Handed) 65%, Spear 68%, Bow 70%

| Weapons | | | | | |
|---------------|------|-------|--------|-------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Elf Bow | Н | -1 | 1D8 | 5/8 | 175m |
| Longsword | L | L | 1D10 | 6/12 | |
| Long Spear | L | VL | 1D10+1 | 4/10 | |
| Target Shield | L | S | 1D6 | 4/12 | |

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the favoured Combat Manoeuvres for the bow. In close quarters combat, Mreli prefer the Longsword and Shield style, using the shield to Bash opponents and then deliver a strike with the sword aiming for a Bleed or Impale result.

Both Mreli and Vronkali maintain small, regular units of warriors to defend their forests and they are familiar with every nuance of their territory, using routes known only to them to move quickly between locations of maximum cover to ambush intruders, using their bows as the main weapon.

In the Arena

Artificial forests have been planted in some God Learner arenas with gladiators having to negotiate their way through the trees whilst Mreli archers deliver fearsome volleys of arrows. One end of the forest is set alight with the aim of driving the Mreli out of their hiding places and onto the waiting weapons of the gladiators. However, Mreli archers are also used in chariot contests where they circle a group of warriors in the middle of the arena, delivering arrows from the moving chariot whilst another elf or human driver steers the course.

Vronkali (Green Elves)

Natives of the pine forests, Vronkali have a dark green skin that is often covered with pine needles, lending them either a spiked or even furred appearance, depending on the density of the needle covering (density increases with maturity). Pinecones often grow in the hair of the Vronkali elf. Natural leaders, they tend to take command of the elf populations in mixed forest areas. They are also born fighters, which is reflected in their superior physical capabilities.

Cultural Background: Athletics +10%, Culture (Own) +30%, Perception +10%. Pick two, at +10% each, from: Evade, Lore (Aldryami), Persistence, Resilience and Sing. Pick two Combat Styles at +15% each from: Sword (one or two handed), Sword and Shield, Bow, Dagger, Spear, Staff and Unarmed.

Vronkali have the following Advanced skills: Language (Aldryami) +50%, Lore (Forest), Survival. Pick one further Advanced skill from: Craft (any), Language, Lore (Aldryami) or Track.

Professions: Champion/Knight/Noble Warrior, Craftsman, Farmer, Gardener, Healer, Priest, Solider/Warrior, Woodsman

Combat Notes

Vronkali use very similar tactics to Mreli but augment their arrows, swords and spears with Pierce at the earliest opportunity. A Vronkali Champion commonly leads a unit of Vronkali and Mreli and casts Fanaticism upon himself as a final measure if the unit is in fear of defeat.

| In | the Arena |
|----|-----------|
| As | ner Mreli |

| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|------------|-----------------|---------|------------|-------------------------------|---------------------|--------------------------|
| STR | 2D6+4 | 15 | 1-3 | Right Leg | 5/5 | |
| CON | 3D6 | 11 | 4 - 6 | Left Leg | 5/5 | |
| SIZ | 3D6 | 13 | 7-9 | Abdomen | 5/6 | |
| INT | 4D6 | 14 | 10-12 | Chest | 5/7 | |
| POW | 2D6+6 | 13 | 13 - 15 | Right Arm | 5/4 | |
| DEX | 3D6+6 | 17 | 16 - 18 | Left Arm | 5/4 | |
| APP | 3D6 | 11 | 19-20 | Head | 5/5 | |
| | | | | | | |
| | | | Typical A | A <i>rmour:</i> Aldryami lace | quered wood (AP5) | |
| Damage N | <i>lodifier</i> | +0 | | | | |
| Magic Poi | nts | 13 | Traits: Li | ife Sense | | |
| Movement | | 8m | | | | |
| Strike Ran | k | +2/4 | Skills: A | thletics 65%, Evade | e 65%, Lore (Aldrya | mi) 65%, Perception 70%, |
| | | | Persisten | ce 65%, Resilience 6 | 5% | |
| | | | | | | |
| | | | 0 | 14 . CEO/. Di 1 1 | 2 E C | 1 |

Common Magic 65%: Bladesharp 2, Fanaticism, Co-ordination 1, Multimissile 1, Pierce 2

Combat Styles

Sword and Shield 75%, Sword (Two Handed) 70%, Spear 71%, Bow 75%

| Weapons <i>Type</i> | Size | Reach | Damage | AP/HP | Range |
|------------------------|------|----------|--------|-------|-------|
| Elf Bow | Н | <u> </u> | 1D8 | 5/8 | 175m |
| Longsword | L | L | 1D10 | 6/12 | |
| Long Spear | L | VL | 1D10+1 | 4/10 | |
| Target Shield | L | S | 1D6 | 4/12 | |

Broo

Feared Chaos creatures, broo are twisted, humanoid hybrids that typically combine the head and hind quarters of goat or antelope with human or human-like torsos. Broo can breed with any species and this means that there is no single set form, although broo from a particular area manifest the traits of the most popular mammal types in the region. Thus, hill and mountain-dwelling broo are often goat and sheep hybrids whilst forest and plains dwelling broo are antelope and cattle hybrids. More exotic strains – rhinoceros broo, dog and cat broo, tiger broo and even dinosaur broo – are not unheard of. In Glorantha the infamous Ralzakark of Dorastor is said to be a unicorn broo.

Broo are twisted in mind and spirit as well as in body. They worship foul gods of Chaos and venerate disease and madness spirits. Amongst their own kind they are social but intensely hateful of anything not of Chaos, viewing other species as a means of breeding, food and spreading disease and madness. Broo attack and kill for the sheer joy of it; but most joyful of all is impregnating and causing suffering. Broo raiders might slaughter half a caravan of lowly traders and leave the rest physically unscathed but infected with disease or broo embryos which always leads to a slow, painful, unpleasant death.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 2D6+6 | 13 | 1-3 | Right Leg | -/7 |
| CON | 1D6+12 | 16 | 4-6 | Left Leg | -/7 |
| SIZ | 1D6+12 | 16 | 7-9 | Abdomen | -/8 |
| INT | 2D6+6 | 13 | 10-12 | Chest | -/9 |
| POW | 3D6 | 11 | 13-15 | Right Arm | -/6 |
| DEX | 1D6+12 | 16 | 16-18 | Left Arm | -/6 |
| APP | 2D6 | 7 | 19-20 | Head | 3/7 |

| <i>Typical Armour:</i> Horns | s (AP 3, Head only |), if of the goat/antelope variety. |
|------------------------------|--------------------|-------------------------------------|
|------------------------------|--------------------|-------------------------------------|

| Damage Modifier | +1D2 | |
|-----------------|------|---|
| Magic Points | 11 | Traits: Diseased*, Chaos Features |
| Movement | 8m | |
| Strike Rank | +2/4 | Skills: Athletics 60%, Evade 40%, Perception 50%, Persistence 43%, Resilience |
| | | 55%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25% |

Common Magic 45%: Bladesharp 1, Bludgeon 1, Demoralise

*If diseased, the broo carries one of the following diseases, found in the RuneQuest Core Rulebook: Creeping Chills, Rabies, Soul Palsy.

Combat Styles

Head Butt 60%, Club and Shield 60%, Short Spear and Shield 50%

| Weapons | 017 | D (| D | 4.0/1/10 |
|---------------|-----|------------|-----------|-------------|
| Type | SIZ | Reach | Damage | AP/HP |
| Head Butt | S | Т | 1D6+1D2 | As for Head |
| Club | Μ | S | 1D6+1D2 | 4/4 |
| Shortspear | М | L | 1D8+1+1D2 | 4/5 |
| Target Shield | L | S | 1D6+1D2 | 4/12 |

Broo worshipping disease spirits carry disease: the chance of a broo having a disease is equal to its POW x5 (so 55% for a typical broo). If so, anyone wounded by the broo is exposed to its disease.

As creatures of Chaos, broo also manifest Chaos Features. The chance of a broo doing so is equal to its POW x3 with 1D3 Chaos Features, randomly determined, being present.

When generating the look of a broo, go by the region and landscape it originates from. Otherwise, use the Physique Type table on page 22 to determine the broo's head. Nothing is too outlandish or obscene where broo are concerned.

The statistics reflect a standard, goat broo, probably the most common kind. Most broo are primitives in culture and wear little or no armour unless it can be scavenged from some hapless soul. Broo can fashion soft and hard leather armour and there is a 30% chance that a broo wears either type on 1D6+1 Hit Locations.

Broo can be used as Adventurers although their very nature makes them best suited to all-broo parties.

Cultural Background: Primitive.

Professions: Craftsman, Champion/Knight/Noble Warrior, Mercenary, Shaman, Soldier/Warrior

Combat Notes

Vicious fighters, broo tend to use the Combat Manoeuvres that inflict the most damage but also those that give them the best chance of infecting an opponent, so rely on Impale, Bleed and Maximise Damage. Quite often the intention is to disable or knock an opponent unconscious so that infection and/or procreation can follow at a leisurely, sadistic pace. Thus, a broo may not always fight to kill but to unbalance, wound and disable. What then follows is too horrific to describe but it should be noted that broo can impregnate *anything* – even *males* of a species.

Broo are also bullies; in the wilds, they travel in raiding gangs of 1D6+2 individuals and always use their numbers to best advantage, surrounding and outnumbering a foe wherever possible.

In the Arena

The sadistic and unsophisticated combat styles of broo make them superb arena combatants. Broo trained for the coliseum delight in taking their time in a combat, opening-up lots of slow bleeding wounds, launching disabling strikes and then toying with their prey, lunging-in with weapons to taunt, or their sexual organs to threaten impregnation. Dealing with a broo foe means keeping it at bay, especially if it is known to be diseased, and so gladiators may be armed with longspears or polearms to add spectacle. However, if the broo's opponent is a prisoner or hapless slave, just there to provide slaughter (and an obscene show), then a dagger or shortsword might be the only weapon offered – with little or no shield or armour protection to defend against disease-causing attacks.





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Dwarf

Often at conflict with elves, an ancient feud that stretches back to their creation, dwarfs are brethren of the stone, revering the Great Earth, and often have considerable skill as artificers and artisans. They will, however, set aside their differences to take up arms against the forces of Darkness – making them the enemies of trolls. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both.

Dwarf character is often avaricious but usually has a strong sense of duty.

Dwarfs are often practitioners of sorcery, which fits with their world-view.

Dwarfs are natural choices for Adventurers, although they always feel more at home beneath ground than above it. Groups containing elves and trolls do not, however, make for a good mix due to their age-old enmities.

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|---|--------|------------------------|--|-----------------------|---|
| STR | 4D6 | 14 | 1 - 3 | Right Leg | 5/6 |
| CON | 2D6+12 | 19 | 4 - 6 | Left Leg | 5/6 |
| SIZ | 1D6+6 | 10 | 7-9 | Abdomen | 5/7 |
| INT | 2D6+6 | 13 | 10-12 | Chest | 5/8 |
| POW | 3D6 | 11 | 13 - 15 | Right Arm | 5/5 |
| DEX | 2D6 | 7 | 16 - 18 | Left Arm | 5/5 |
| APP | 3D6 | 11 | 19-20 | Head | 5/6 |
| Damage Moc Magic Points Movement Strike Rank | | +0 11 6m +3/4 | <i>Traits:</i> Eas <i>Skills:</i> Ath | uluate 60%, Lore (Min | No Armour Penalty. , Craft (stone <i>or</i> metal working) 70%, Engineering , eral) 80%, Mechanisms 40%, Persistence 43%, |

Magic: Sorcery (Dwarf Grimoire) 56%, Manipulation 54%: Animate (Rock or Metal), Damage Resistance, Form/Set (Rock or Metal), Holdfast

Combat Styles Mace and Shield 75%, Battleaxe (two handed) 65%, Crossbow 45%

| Weapons | | | | | |
|------------------------|------|-------|--------|-------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Mace & Shield (Target) | Μ | S | 1D8 | 6/6 | |
| Target | L | S | 1D6 | 4/12 | |
| Battleaxe – 2H | М | Μ | 1D8+1 | 4/8 | |
| Light Crossbow | L | | 1D8 | 4/5 | 100m |

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Cultural Background: Civilised

Professions: As per Civilised with the exception of those professions involving sailing, farming and husbandry: dwarves are *not* sailors or farmers...

Combat Notes

Dwarves fight without finesse, opting for manoeuvres that inflict mighty damage – so Maximise Damage is the most popular choice and coupled with Bypass Armour when circumstances are right. However a dwarf knows the value of a prone opponent and will use swings with an axe to fell an opponent at the legs (Choose Location) so that finishing the job is that much easier.

A further tactic is to shoot a crossbow bolt into a foe, using Impale as the Combat Manoeuvre and then cast Animate Metal on the embedded projectile, forcing it deeper into the body of the opponent. Doing so causes the bolt to inflict its rolled damage continually within the body. As an alternative a dwarf might use the same spell to crunch metal armour plates together, crushing whatever they encase. Using this tactic the AP of the metal armour is inflicted as damage to the Hit Location each Combat Round although the victim is granted a Resist (Evade) roll to get out of the way of the incoming incantation.

In the Arena

Dwarves relish battle and make for good gladiators – even though they hate being enslaved and forced to fight above ground. Units of dwarves are often pitted against their ancient enemies, elves and trolls, in staged battles to see who comes out on top. In some arenas dwarves are allowed to tunnel beneath the floor of a solid arena whilst gladiators face-off above. The aim is for the passages created by the industrious dwarves to collapse plunging the warriors into the narrow, exposed alleys below, creating new mayhem for battles.

Giant

Giants are enormous, ugly humanoids with misshapen features and notoriously bad dispositions. At as much as 16 metres, a fullgrown giant is a terrible enemy. Giants usually grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine Hit Location when attacking it in close combat. A giant's Movement is equal to six plus its height, in metres.



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| D: | A | 11720 | Lite I a sector | AP/HP |
|--------|-------------------------------|--|---|---|
| | D | | | |
| 9D6+18 | 50 | 1 - 3 | Right Leg | 5/18 |
| 6D6+18 | 39 | 4-6 | Left Leg | 5/18 |
| 9D6+18 | 50 | 7-10 | Abdomen | 5/19 |
| 3D6 | 11 | 11-12 | Chest | 3/20 |
| 3D6 | 11 | 13-15 | Right Arm | 3/17 |
| 2D6+3 | 10 | 16-18 | Left Arm | 3/17 |
| 2D6 | 7 | 19-20 | Head | 3/18 |
| | 9D6+18 3D6 3D6 2D6+3 | 9D6+18 50 6D6+18 39 9D6+18 50 3D6 11 3D6 11 2D6+3 10 | 9D6+18 50 1-3 6D6+18 39 4-6 9D6+18 50 7-10 3D6 11 11-12 3D6 11 13-15 2D6+3 10 16-18 | 9D6+18 50 1-3 Right Leg 6D6+18 39 4-6 Left Leg 9D6+18 50 7-10 Abdomen 3D6 11 11-12 Chest 3D6 11 13-15 Right Arm 2D6+3 10 16-18 Left Arm |

Typical Armour: Tough Hide (AP 3), Heavy Leather Apron (AP 2, Abdomen and Legs only)

| Damage Modifier | +2D12 |
|-----------------|-------|
| Magic Points | 11 |
| Movement | 12m |
| Strike Rank | +3/4 |

Traits: Formidable Natural Weapons

Skills: Athletics 44%, Brawn 112%, Lore (Regional) 20%, Perception 40%, Persistence 43%, Resilience 99%, Survival 30%

Combat Styles Club 84%, Unarmed 60%

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| Weapons <i>Type</i> Huge Club | <i>Size</i> E | <i>Reach</i> VL | <i>Damage</i> 2D6+2D12 | <i>AP/HP</i> 3/12 |
|-------------------------------------|---|--------------------|---------------------------|----------------------|
| Type | | Reach VL | Damage 2D6+2D12 | |
| | Non | and the Co | | R |

The Characteristics reflect a six metre high giant. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Due to their incredible size and the difficulties of operating in the environments of smaller races, giants are not well suited to being Adventurers but smaller members of the giant race can be used as Player Characters if Games Master wishes it. If so, it is recommended that six metres is the *maximum* size for an Adventurer giant.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Combat Notes

Giants are truly formidable foes for human-sized races. Their immense reach means that they can hold foes at bay easily and their weapons deliver devastating damage. Bash manoeuvres are favoured, sweeping foes clear with the club (which may be nothing more than a shaped tree-trunk). The thick skin of giants and their huge hands and feet, mean that a weapon is often unnecessary.

In the Arena

Giants pose many problems for coliseum arrangers. Their size is difficult to manage, meaning that special building adjustments are necessary to accommodate them and, in the arena, unless the giant can be trusted not to attack the crowd, they tend to be tethered with massive chains in the centre of



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the arena floor with just enough slack to defend themselves and attack the groups of gladiators pitted against them - but not reach into the baying crowds.

Contests between giants and up to 20 foes are staged in those arenas designed to cope with massive creatures although the giant may be equipped with nothing more than its bare hands for the combat and its movements severely restricted by the chains clamped to its ankles. Such displays of abject cruelty are nonetheless popular with the more bloodthirsty arena hordes.

Goblin

Ugly, crabby elves of the swamps, ranging in height between that of a dwarf and human, goblins are secretive, typically avaricious, frequently malicious (but not always so) and cunning. Most goblins dwell in swamps or underground lairs away from civilised settlements but not always so far that they cannot benefit from what civilisation has to offer. Their skin is usually dark green or ochre in colour, with long, pointed noses, pock-marked complexions, deep wrinkles and narrow, slitted eyes. Mouths are lipless and filled with small, sharp, white teeth. Their arms are disproportionately long compared with their bodies but legs are short and sometimes bowed. Their backs are sometimes hunched but this is by no means common.

| Goblins sh | are some racia | al traits with the | Mreli elves, bu | t this | |
|------------|----------------|--------------------|------------------|--------------------|---|
| | Dice | Average | 1D20 | Hit Location | AP/HP |
| STR | 2D6+3 | 10 | 1-3 | Right Leg | 1/4 |
| CON | 2D6+3 | 10 | 4 - 6 | Left Leg | 1/4 |
| SIZ | 2D6 | 7 | 7 - 10 | Abdomen | 1/5 |
| INT | 3D6 | 11 | 11-12 | Chest | 1/6 |
| POW | 2D6+3 | 10 | 13-15 | Right Arm | 1/3 |
| DEX | 2D6+3 | 10 | 16 - 18 | Left Arm | 1/3 |
| APP | 2D6 | 7 | 19-20 | Head | 1/4 |
| _ | | | Typical A | Armour: Tough Hide | (AP 1), No Armour Penalty |
| Damage N | | -1D2 | | | |
| Magic Poir | | 10 | <i>Traits:</i> N | ight Sight | |
| Movement | | 6m | | | |
| Strike Ran | k | +3/4 | | | n 45%, Lore (Regional) 50%, Perception 70%, 0%, Sleight 70%, Stealth 75%, Survival 30% |

Common Magic 50%: Bandit's Cloak 2, Bladesharp 2, Pierce 2

Combat Styles Spear and Shield 45%, Sling 50%

| Weapons | | | | | |
|------------|-----|-------|-----------|-------|-------|
| Type | SIZ | Reach | Damage | AP/HP | Range |
| Shortspear | М | L | 1D8+1-1D2 | 4/5 | |
| Buckler | М | S | 1D3-1D2 | 4/10 | |
| Sling | L | S | 1D8-1D2 | 1/2 | 200m |

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race is quick to deny any connection. Goblins are social amongst their own kind and resentful of - but not always aggressive towards - other races and they often emulate the trappings of civilisation, dressing in (what they consider to be) the latest fashions and adopting civilised mannerisms.

Goblins have some skill with Common Magic and, very occasionally, sorcery but tend not to pursue higher forms of magic for reasons best known to themselves. They can be used as Adventurers although a party containing a goblin may be the subject of (perhaps unjust) suspicion from others.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Combat Notes

Goblins rarely tackle a foe larger than themselves singly, preferring to fight in groups and use superior numbers to gang-up on a foe. Dirty fighters by nature they use the most effective Combat Manoeuvres available to them - anything to give them an edge. The sling, used from cover (and preferably dark cover) is the favoured weapon, with spear and buckler used as a last resort.

In the Arena

Gangs of goblins (between 10 and 20) are pitched against better armed and armoured single fighters to see who emerges victorious. In such fights goblins are given tridents and weapons with a long reach, the intention being that the lone gladiator must batter through long weapons before striking the goblin itself. Where gangs are use, around half are unarmed, the intention being that the gladiator must fend-off goblins using unarmed attacks whilst dealing with the ones armed with proper weapons.

Halfling

Halflings are small humanoids who make their comfortable homes in temperate climes. They usually live underground, preferably in a house bored into the side of a hill. Appearing as children to some, Halflings tend to be stout but this is mostly a product of their comfortable existence and passion for food and drink. Halfling skill in the culinary arts is legendary. Despite their diminutive stature and love of the finer things in life, halflings are not without curiosity for the wider world: most are literate and enjoy stories and legends, documenting them with appropriate embellishment. Their skill with words makes for good scribes.

As a general rule, halflings prefer to avoid conflict and as a result of this, halfling villages are usually located away from the wild corners of the world, where monsters and dangerous beasts are little more than stories from distant lands. Most halfling adventurers are those few members of the race who grow weary of this bucolic existence and set out to make their own way in the larger world.

Halflings get along well with humans and may even share a village with them. They also get along quite well with elfs and dwarfs, though they fear and mistrust trolls.

| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|---|-------------------------------|-----------------------------|--|--|---|----------------------------|
| STR | 2D6 | 7 | 1 - 3 | Right Leg | -/5 | |
| CON | 2D6+9 | 16 | 4 - 6 | Left Leg | -/5 | |
| SIZ | 1D6+3 | 7 | 7-10 | Abdomen | -/6 | |
| INT | 2D6+6 | 13 | 11-12 | Chest | -/7 | |
| POW | 3D6 | 11 | 13-15 | Right Arm | -/4 | |
| DEX | 2D6+9 | 16 | 16 - 18 | Left Arm | -/4 | |
| APP | 3D6 | 11 | 19–20 | Head | -/5 | |
| | | | Typical | Armour: None but lea | ther when available or n | eeds must. |
| Damage N | Modifier | -1D3 | | | | |
| Magic Poi | | 11 | Traits: N | Jone | | |
| Movement | t | 6m | | | | |
| Strike Rank +3/4 | | | Chille: A | 11 200/ E 1 2 | ED/ E: A:12E0/ T.A | 250/ D 200/ |
| Strike Kan | 1K | +3/4 | OKIIIS. A | thietics 30%, Evade 3 | 3%, First Aid 23%, Inff | uence 25%, Perception 30%, |
| Strike Kar | 1K | +3/4 | | | 8%, Sleight 50%, Stealt | • |
| Strike Kar | 1K | +3/4 | | | | • |
| Strike Kar | 16 | +3/4 | Persister | nce 43%, Resilience 5 | | h 40% |
| Combat | | +3/4 | Persister | nce 43%, Resilience 5 | 8%, Sleight 50%, Stealt | h 40% |
| Combat | | | Persister | nce 43%, Resilience 5 | 8%, Sleight 50%, Stealt | h 40% |
| Combat. Shortsword | Styles d 35%, Sling 4 | | Persister | nce 43%, Resilience 5 | 8%, Sleight 50%, Stealt | h 40% |
| Combat | Styles d 35%, Sling 4 | | Persister Commo | nce 43%, Resilience 5 | 8%, Sleight 50%, Stealt | h 40% |
| Combat Shortsword Weapon | Styles d 35%, Sling 4 s | 0% | Persister Commo | nce 43%, Resilience 5 <i>n Magic 30%:</i> Abacus | 8%, Sleight 50%, Stealt , Becalm, Detect Food, | h 40% |
| Combat Shortsword Weapon <i>Type</i> | Styles d 35%, Sling 4 s | 0% SIZ Rea | Persister Commo ch Damage | nce 43%, Resilience 5 <i>n Magic 30%:</i> Abacus <i>AP/HP</i> | 8%, Sleight 50%, Stealt , Becalm, Detect Food, | h 40% |
| Combat Shortsword Weapon <i>Type</i> Shortsword | Styles d 35%, Sling 4 s | 0% <i>SIZ Rea</i> M S | Persister Commo ch Damage 1D6–1D3 | nce 43%, Resilience 5 <i>n Magic 30%:</i> Abacus <i>AP/HP</i> 6/8 | 8%, Sleight 50%, Stealt , Becalm, Detect Food, <i>Range</i> | h 40% |



Cultural Background: Civilised.

Professions: As per Civilised but with an emphasis on crafting and husbandry professions rather than militaristic ones (although Halfling warriors are not unknown).

Combat Notes

Halflings are not natural warriors preferring to avoid a fight whenever possible and, if forced to contribute, using their sling from a safe distance.

In the Arena

Contests between terrified halflings and much larger opponents are a source of light relief for coliseum goers – especially if the halfling is equipped with heavy armour and unwieldy weapons in a parody of a human-sized gladiator.

Humans

Creating human characters is covered in the *RuneQuest II Core Rulebook.* This entry therefore presents a gazetteer of different human occupation types for both the coliseum and general adventuring.

Gladiator

Beginning as either a slave or a willing entrant to the arena, the gladiator is skilled in arena combat, risking his life on a daily basis to bring bloody entertainment to the masses. He knows precisely how many foes he has defeated and he knows how to work the crowd, extending a melee to encourage the roars and his own popularity. He is not afraid to play-up a weakness and then snatch a victory from it. He is unmoved by the quivering wrecks who are thrown before him. He knows that, to attain freedom and riches, he must fight. He knows death is a sword-stroke or spear-thrust away but if he can hold death at bay, he takes one step closer to liberty and all the glittering rewards it brings.

This gladiator is a retiarius – one who fights with trident and net and wearing a chainmail kilt and sleeve as his only protection. The same statistics can be used for a dimarchaerus – a gladiator fighting with two shortswords or a shortspear and shortsword. Dimarchaeii wear Hard Leather (2 AP) on the arms, legs, chest and head and a linen kilt (1 AP) on the abdomen. The Armour Penalty being -3.

Combat Notes

The gladiator uses the reach of both his net and trident to keep his opponent at bay, taking his time to find a suitable opening for a sharp, impaling thrust with the trident. If the opponent exposes an opening, then the net is hurled with the intention of causing either a Trip Opponent or Tangle Combat Manoeuvre. In order to work the crowd the gladiator spends at least two rounds circling the opponent and making searching – but not necessarily damaging – attacks before moving in the for the kill. Even then, the lore of the arena means he must put his opponent down so that the option for kill or mercy is at the decision of whichever noble or ruler is watching the games.

At the end of each Combat Round the gladiator is allowed to make a Lore (The Crowd) roll to see how his tactics have fared with the baying audience. For each successful attack or defensive roll he made during the round, he gains a +5% bonus to the Lore roll (+10% if he scored a critical success). If the Lore roll is successful then the crowd is behind him and he gains a +5% bonus towards all Combat Styles for the next round. Successful Lore rolls are cumulative; but if a Lore roll is failed, he loses the advantage and must start over at the end of the next round. If he fumbles the Lore (The Crowd) roll, he suffers a -5% penalty to his Combat Styles as the crowd boo and jeer at the clumsiness of his actions.

Legionnaire

A moderately armoured foot soldier used to fighting as part of a unit, legionnaires are a common form of infantry found in the ancient world. This warrior is used to accepting and acting on orders without question. His job is to fight and his loyalty is to his comrades to right and left in the shield wall or phalanx.

| Gladiator | •2 | | | | | |
|---|---------------------------------------|------------------------|---|--|---|--|
| STR CON SIZ INT POW DEX APP | 12 12 13 13 10 14 9 | | 1D20 1-3 4-6 7-10 11-12 13-15 16-18 19-20 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP -/5 -/5 4/6 -/7 -/4 5/4 -/5 | |
| Damage M Magic Poin Movement Strike Rank | ts | +0 10 8m +3/4 | <i>Traits:</i> N <i>Skills:</i> At | one hletics 75%, Brawn | lt and sleeve. –2 Armour Penalty 60%, Evade 70%, Lore (The Coliseum) 70%, Lore n 55%, Persistence 56%, Resilience 60% | |

Common Magic 30%: Bladesharp 2, Pierce 2

Combat Styles Trident and Net 80%, Sword 65%, Spear 65%

| Weapons <i>Type</i> | SIZ | Reach | Damage | AP/HP | Range |
|------------------------|-----|-------|--------|-------|-------|
| Shortsword | М | S | 1D6 | 6/8 | |
| Shortspear | М | L | 1D8+1 | 4/5 | |
| Trident | М | L | 1D8 | 4/10 | |
| Net | S | L | 1D3 | 2/20 | |

Legionnaire

| STR | 12 | 1D20 | Hit Location | AP/HP |
|-----|----|---------|--------------|-------|
| CON | 13 | 1 - 3 | Right Leg | 2/5 |
| SIZ | 11 | 4-6 | Left Leg | 2/5 |
| NT | 11 | 7-10 | Abdomen | 3/6 |
| POW | 11 | 11-12 | Chest | 3/7 |
| DEX | 14 | 13-15 | Right Arm | 6/4 |
| APP | 10 | 16 - 18 | Left Arm | 6/4 |
| | | 19-20 | Head | 6/5 |

Typical Armour: Ringmail hauberk, leather greaves, plate vambraces and helm. -6 Armour Penalty

Damage Modifier Magic Points Movement +0 11 Traits: None 8m +3/4

Skills: Athletics 45%, Brawn 50%, Evade 45%, Lore (Tactics) 40%, Perception 45%, Persistence 50%, Resilience 50%

Common Magic 30%: Bladesharp 2, Pierce 2

Combat Styles

Strike Rank

Spear and Shield 65%, Sword and Shield 60%, Javelin 55%

| Weapons <i>Type</i> | SIZ | Reach | Damage | AP/HP | Range |
|------------------------|-----|-------|--------|-------|-------|
| Shortspear | M | L | 1D8+1 | 4/5 | |
| War Sword | M | M | 1D8 | 6/10 | |

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Combat Notes

Legionnaires maximise their cover with their kite shield and rely on spear or sword thrusts to injure opponents. The spear's longer reach offers the best shield combination with the war sword being used when thinned ranks or more space makes a swing more viable. Impales and Choose Location are the favoured Combat Manoeuvres as the legionnaire aims for weak or unarmoured spots on the foe. The skill with the javelin allows the legionnaire to provide ranged combat without relinquishing the shield before charging forward with a readied spear.

If three or more legionnaires are gathered, they can form a Shield Wall, with shields overlapping to form a tough defensive barrier. If a shield wall is formed then the shield's armour points are added to the arm, chest and abdomen Hit Locations. However, Movement is halved and whilst the legionnaires continue to fight in the shield wall they can only use the Bash, Choose Location and Impale Combat Manoeuvres, reflecting their limited agility.

Charioteer

An expert controller of a chariot, the charioteer is skilled in both racing and driving a chariot in battle. His concentration is absolute as he manoeuvres his vehicle and horses to the utmost and he is skilled at reading the conditions around him, ready to take evasive action when necessary.

Combat Notes

If trying to fight whilst controlling his chariot, the Drive skill cannot exceed the Combat Style for that Combat Round and he must make a successful Drive roll following any attack to maintain control of the chariot. For this reason, charioteers prefer to concentrate on driving rather than attempting to attack, leaving offensive duties to a passenger armed with either a bow or javelin.

Magic using charioteers cast Co-ordination on themselves to maximise personal agility and Mobility on their horses for speed.

Chariot Warrior

Accompanying a charioteer, the chariot warrior's sole concern is to attack the enemy using a bow, spear or javelin. As weight is a factor in chariot speed and manoeuvrability, chariot warriors do not wear heavy armour and are often light of frame.

Combat Notes

Chariot-mounted warriors use Choose Location and Impale as their favoured Combat Manoeuvres, augmenting their weapons with Bladesharp and Multimissile. Delaying their attacks to gain maximum position and advantage is common, rather than loosing missiles at the first opportunity.

Merchant

This wily merchant frequents the bazaars and markets that form around the gateways of the arena, both inside and outside its perimeter, selling all manner of goods and treats: street food, trinkets, souvenirs, blankets, mulled wine – you name it, the merchant can put a target on the market. He knows a good deal and a bad one and drives a hard bargain always. Haggling is a gladiatorial sport and the merchant always aims to be victorious although he will be at pains to illustrate how much the deal is costing him, his wife, umpteen children and poor, sick, diseased and dying mother.

Courtesan

The courtesan sells her charm and company to those who need companionship – whether it is to attend a function, the games or something of a more personal nature. She dresses to the occasion and her behaviour is chameleon like so that she is all things to all people. Coming into contact with so many different people of different stations gives her the consummate ability to discourse on any topic and her knowledge of local scandal and gossip seemingly limitless. In the private confines of the boudoir additional talents come into play and the good courtesan knows both the power of discretion but also the power of a secret, using those confidences she holds with the skill of the best gladiator.

Nobleman/Diplomat/Politician

The nobleman is well-connected through money and breeding. He may occupy high office or merely be a dilettante, frittering away a family fortune in pursuit of excitement. Whatever his nature, he combines personal charm with a certain style and a social echelon highly desirable to those below it. He enjoys being seen in public; to flaunt his wealth, his position or because it is required of him. His manners might be impeccable in the company of his equals and peers, yet disparaging to the lower social orders who are viewed with disdain.

Cut Purse

Where people gather for entertainment or commerce, so gravitates the cut-purse. This cunning thief watches for dangling bags of coin, carelessly placed wallets and purses and makes his move, using light fingers or a sharp blade to make them his own. He frequently works with a partner – someone to distract whilst he performs the theft with the skill of a surgeon but sometimes he is forced to act alone, using his wits and other skills to ensure he remains uncaught. If suspicion falls on him, he will run – and he knows the back alleys well enough to out-pace his pursuers.

| Charioteer | | | | | | |
|--|--------------------------|-------------------------|--|---|---|---|
| STR 15 CON 11 SIZ 12 INT 12 POW 11 DEX 16 APP 9 | | | $\begin{array}{c} \mathbf{1D20} \\ 1-3 \\ 4-6 \\ 7-10 \\ 11-12 \\ 13-15 \\ 16-18 \\ 19-20 \end{array}$ | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 2/5 2/5 2/6 6/7 -/4 -/4 2/5 | |
| Damage Modifier Magic Points Movement Strike Rank | +1D2 11 8m +3/4 | | Penalty <i>Traits:</i> N <i>Skills:</i> At Perceptio | lone hletics 60%, Brawn on 70%, Persistence | | e chest plate. –3 Armour 45%, Lore (Chariot) 40%, obility 3 |
| Combat Styles Javelin 55%, Whip 45% | | | | | | |
| Weapons <i>Type</i> Javelin Whip | <i>SIZ</i> H M | <i>Reach</i> — VL | <i>Damage</i> 1D8+1D2 1D2+1D2 | <i>AP/HP</i> 3/8 3/6 | <i>Range</i> 30m | |
| Chariot Warrior | | | | | | |
| STR 12 CON 12 SIZ 9 INT 11 POW 12 DEX 17 APP 9 | | | 1D20 1-3 4-6 7-10 11-12 13-15 16-18 19-20 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 2/5 2/5 2/6 2/7 -/4 -/4 2/5 | |
| Damage Modifier | +0 | | Typical A | Armour: Leather. –2 | Armour Penalty | |
| Magic Points Movement Strike Rank | 12 8m +3/4 | | Persisten | crobatics 30%, Athle ice 40%, Resilience 4 | | ade 45%, Perception 70%, |
| Combat Styles Bow 65%, Javelin 60% | | | Common | iningit 0070. Dillates | | precault 2 |
| Weapons <i>Type</i> Short Bow Javelin | <i>SIZ</i> L H | <i>Reach</i> | <i>Damage</i> 1D6 1D8 | <i>AP/HP</i> 4/4 3/8 | <i>Range</i> 80m 30m | |
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| Merchant | | | |
|--|--------------------------|--|---|
| STR 9 CON 10 SIZ 12 INT 16 POW 14 DEX 13 APP 14 | | 1D20Hit Location1-3Right Leg4-6Left Leg7-10Abdomen11-12Chest13-15Right Arm16-18Left Arm19-20Head | AP/HP -/5 -/5 -/6 -/7 -/4 -/4 -/5 |
| Damage Modifier Magic Points Movement Strike Rank | +0 14 8m +3/4 | 60%, Insight 65%, Lore (Reg | ure (Own) 70%, Evade 40%, Evaluate 65%, Influence gional) 60%, Streetwise 53% g Witness 2, Glamour 2, Golden Tongue 2 |
| Combat Styles Dagger 25% | | | |
| Weapons <i>Type</i> Dagger | <i>SIZ Reach</i> S S | Damage AP/HP 1D3+1 6/8 | Range |
| Courtesan | | | |
| STR 8 CON 10 SIZ 8 INT 15 POW 16 DEX 14 APP 18 | | ID20 Hit Location1-3Right Leg4-6Left Leg7-10Abdomen11-12Chest13-15Right Arm16-18Left Arm19-20Head | AP/HP -/4 -/5 -/6 -/3 -/3 -/4 |
| Damage Modifier Magic Points Movement Strike Rank | -1D2 16 8m +3/4 | 20%, Evaluate 60%, Influence | nmerce 60%, Culture (Own) 75%, Dance 60%, Evade e 70%, Insight 75%, Lore (Regional) 60%, Perception lience 35%, Play Instrument 45%, Seduction 75%, our 3, Golden Tongue 3 |
| Combat Styles Dagger 25% | | | |
| Weapons <i>Type</i> Dagger | <i>SIZ Reach</i> S S | <i>Damage AP/HP</i> 1D3+1–1D2 6/8 | Range |

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| Nobleman/Diplomat/Politician | |
|--|--|
| STR 11 | 1D20 Hit Location AP/HP |
| CON 13 | 1–3 Right Leg –/6 |
| SIZ 13 | 4–6 Left Leg –/6 |
| INT 13 | 7–10 Abdomen –/7 |
| POW 12 | 11–12 Chest –/8 |
| DEX 13 | 13–15 Right Arm –/5 |
| APP 13 | 16–18 Left Arm –/5 |
| | 19–20 Head –/6 |
| Dama a Madifian | Typical Armour: None |
| Damage Modifier +0 Magic Points 12 Movement 8m | <i>Traits:</i> None |
| Strike Rank +3/4 | Skills: Athletics 45%, Brawn 30%, Courtesy 75%, Culture (Own) 90%, Dance |
| | 60%, Evade 45%, Evaluate 50%, Influence 75%, Insight 45%, Lore (Regional) |
| | 70%, Lore (Administration or Politics) 80%, Perception 50%, Persistence 46%, |
| | Resilience 49%, Ride 70% |

Common Magic 55%: Bladesharp 2, Countermagic 2, Thunder's Voice 2

Combat Styles Sword and Shield 60%, Bow 65%

| Weapons <i>Type</i> War Sword Target Recurve Bow | <i>SIZ Reach</i> M M L S H — | <i>Damage</i> 1D8 1D6 1D8 | <i>AP/HP</i> 6/10 4/12 4/8 | <i>Range</i> 175m | |
|---|---------------------------------------|---|--|--|--|
| Cut Purse | | | | | |
| STR 9 CON 9 SIZ 8 INT 13 POW 12 DEX 18 APP 10 | | 1D20 1–3 4–6 7–10 11–12 13–15 16–18 19–20 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP -/4 1/5 1/6 -/3 -/3 1/4 | |
| Damage Modifier Magic Points Movement Strike Rank | -1D2 12 8m +3/4 | <i>Traits:</i> N <i>Skills:</i> Au Insight 40%, Sk | Ione hletics 65%, Brawn 45%, Lore (Region eight 70%, Stealth | al) 70%, Perception 75%, 65%, Streetwise 65% | 6, Evade 70%, Evaluate 70%, Persistence 45%, Resilience |
| Combat Styles Dagger 70% | | Commo | <i>n Magic 40%:</i> Betue | ddle, Co-ordination 2, Fat | e Z |
| Weapons <i>Type</i> Dagger | <i>SIZ Reach</i> S S | <i>Damage</i> 1D4+1–1D2 | <i>AP/HP</i> 6/8 | Range | |
| | | | | | |

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lqari

With humanoid arms and torsos and the head, legs and wings of a raptor, Iqari are formidable hunters, possessing the keen sight and instincts of predators and a strength and size far superior to that of humans. Iqari are found primarily in mountainous regions overlooking verdant foothills and wide plains.

Iqari are social amongst their own kind but are antagonistic towards most other species, including any who venture too close to their mountain colonies. Certainly they are intelligent, with tool-making and crafting skills. Few have been able to venture successfully into the mountainous reaches they inhabit to view first-hand what kind of settlements they occupy but the common view is of great collections of nest-like structures that form crude versions of cities, high in the mountain peaks.

Iqari can fly great distances far and wide but seem to prefer the areas around their home mountains. They are known to husband the native animals as a food source but are sometimes also seen soaring above the seas and lakes which border their territories, swooping low to catch fish on the wing. In human-settled areas, Iqari hunting flocks regularly attack the settlements clustered in the fertile lower reaches of the hills and mountains, taking livestock and the occasional

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 3D6+12 | 23 | 1-3 | Right Leg | -/7 |
| CON | 2D6+6 | 13 | 4-6 | Left Leg | -/7 |
| SIZ | 2D6+12 | 19 | 7-9 | Abdomen | 2/8 |
| INT | 2D6+6 | 13 | 10 | Chest | -/8 |
| POW | 3D6 | 11 | 11-12 | Right Wing | -/7 |
| DEX | 2D6+12 | 19 | 13-14 | Left Wing | -/7 |
| APP | 3D6 | 11 | 15-16 | Right Arm | 2/6 |
| | | | 17-18 | Left Arm | 2/6 |
| | | | 19-20 | Head | -/7 |

Typical Armour: Iqari wear leather kilts to protect their abdomen and leather vambraces to protect their weapon arms but little else, which would impede flight and manoeuvrability. -2 Armour Penalty

| Damage Modiller | +1D8 | |
|-----------------|--------|---|
| Magic Points | 11 | Traits: Formidable Natural Weapons (Beak, Claws), Night Sight |
| Movement | 8m/18m | |
| Strike Rank | +3/4 | Skills: Athletics 60%, Brawn 79%, Perception 70%, Persistence 43%, Resilience |
| | | 43%, Stealth 55%, Survival 60%, Tracking 95% |

Combat Styles Spear (Two Handed) 70%, Bite 65%, Claw 65%, Wing Strike 50%

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| Weapons <i>Type</i> | Size | Reach | Damage | AP/HP |
|------------------------|------|-------|------------|-------------|
| Bite | M | T | 1D6+1D8 | As for Head |
| Claw | M | S | 1D8+1D8 | As for Leg |
| Wing Strike | L | L | 1D3+1D8 | As for Wing |
| Spear (2H) | L | VL | 1D10+1+1D8 | 4/10 |

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human victim – either as prey or simply for the joy of the kill. Iqari communicate through a complex series of beakclicks, squawks, feather-ruffles, head tilts and hand signals. Some have noted that they can understand certain languages but lack the ability to speak them. As yet, negotiation with Iqari has been futile: they are unwilling to communicate openly or offer any respite from their attacks.

Cultural Background and Professions

Iqari can be used as Adventurers – although their aggressive tendencies and inability to speak human tongues may make them more suitable to all-Iqari groups.

Cultural Background: Primitive.

Professions: Choose only from Animal Trainer, Champion/ Knight/Noble Warrior, Craftsman, Herdsman, Hunter, Mercenary, Shaman or Soldier/Warrior.

Combat Notes

The favoured Iqari attack technique when aloft is to swoop down on the opponent and deliver a thrust with the long, barbed, iqari spear. Going into a controlled dive from height gives the Iqari immense speed and doubles the Iqari's Damage Modifier. However diving is a tricky manoeuvre to successfully complete and thus the Iqari's chance to hit with its spear is halved. The favoured Combat Manoeuvre is to Impale, leaving the weapon in the victim and making further attacks with claws and beak.

When using its natural weapons, Iqari favour the Bash, Bleed and Grip manoeuvres in order to overbalance, slice and immobilise their prey.

In the Arena

Captured Iqari have their wings clipped or broken to prevent flight or have a tether attached to their ankle and set into the ground to allow very limited flight within the confines of the arena floor (guarding against attacking the audience). Iqari gladiators are equipped with a spear or trident and their preference for minimal armour is fully indulged. Iqari gladiators are frequently pitted against humans, armed with nets and other winged creatures such as griffin, harpies and wyverns.

Jack-O-Bear

Large, shaggy-bodied humanoids with a head shaped like an overlarge pumpkin, Jack-O-Bears are creatures of Chaos. They are aggressive, carnivorous and have a Chaos Feature peculiar to their species. These are creatures native to Glorantha but may be found in other fantasy worlds.

Every Jack-O-Bear has the capability of transfixing its prey, rooting it helplessly to the spot whilst it then deals whatever damage it wishes. To avoid being transfixed the victim must avoid looking at the leering, abyssal-eyed, pumpkin head – which means a penalty of at least -30% to any attacks or defences made against it. If the gaze is captured, the victim must succeed in a Persistence roll, subjected to a penalty equal to the Jack-O-Bear's POW. If the Persistence roll succeeds then the victim is immune to the Jack-O-Bear's power; if it fails, he is rendered immobile and helpless for every round until a successful Persistence roll can be made. If the potential victim has the opportunity to act first, successfully casting either Countermagic 2 or Dispel Magic (minimum Magnitude of 1) negates the Jack-O-Bear's power.

| | Dice | Aver | age | 1D20 | Hit Location | AP/HP | |
|------------|----------|------|-------|------------|----------------------|------------------------|----------------------------|
| STR | 3D6+6 | 17 | 0 | 1-3 | Right Leg | 2/6 | |
| CON | 2D6+6 | 13 | | 4-6 | Left Leg | 2/6 | |
| SIZ | 3D6+6 | 17 | | 7-10 | Abdomen | 2/7 | |
| INT | 2D6 | 7 | | 11-12 | Chest | 2/8 | |
| POW | 4D6 | 14 | | 13-15 | Right Arm | 2/5 | |
| DEX | 3D6 | 11 | | 16-18 | Left Arm | 2/5 | |
| APP | 3D6 | 11 | | 19-20 | Head | 2/6 | |
| | | | | | | | |
| | | | | Typical A | Armour: Natural hide | . No Armour Penalty | |
| Damage M | lodifier | +1D | 3 | 2.2. | | | |
| Magic Poin | nts | 14 | | Traits: C | haos Features, Formi | idable Natural Weapons | |
| Movement | | 10m | | | | | |
| Strike Ran | k | +3/4 | | Skills: At | hletics 25%, Brawn | 40%, Evade 35%, Percep | tion 30%, Persistence 55%, |
| | | | | Resilience | e 60%, Stealth 50% | | |
| | | | | | | | |
| Combat | Styles | | | | | | |
| Unarmed 4 | .0% | | | | | | |
| | | | | | | | |
| Weapons | 5 | | | | | | |
| Type | | SIZ | Reach | Damage | AP/HP | Range | |
| Claw | | М | М | 1D6+1D3 | As for Arm | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |



As well as this fearsome ability there is a percentage chance equal to half the Jack-O-Bear's POW that it will also have one further Chaos Feature.

Combat Notes

Jack-O-Bears fight to kill so they can feast on the warm innards of their prey and thus go all-out to maximise their damage, with little finesse. A helpless opponent is an easy target but one that has avoided their gaze attracts full fury.

In the Arena

A cruel game perfected by some God Learner arena owners is called Pumpkin Patch Hop. Dozens of full-sized pumpkins are set into the ground with one or more captured Jack-O-Bears buried amidst them. Each pumpkin has a crude face painted onto it, making the real Jack-O-Bear difficult to detect. The contestants have to tread through the pumpkins and are forbidden to touch any of them. As soon as a contestant gets within two metres of the buried Jack-O-Bear it bursts forth from its hiding place and attacks. Contestants are allowed to make a Perception roll at -30% to attempt to spot and avoid, the real monster waiting to pounce. The roll can be made once every 8 metres – and a typical Pumpkin Patch Hop can have a good 50 square metres of pumpkins...

Morokanth -

Intelligent, tapir-like creatures, morokanth are native to the marshes and plains of Glorantha, particularly Prax. Socially sophisticated, morokanth mirror the nomadic tribes by herding humans which are traded for things they need.

Where civilised humans are concerned, relations are reserved, at best. Neither the EWF nor the God Learners like to see humans enslaved and herded in this way but it has been a morokanth practice since the Dawn Age and is thus accepted as a natural order. Some prisoners of both empires are sold into morokanth herds – a harsh punishment for certain offenders.

The claws of the morokanth mean that using weapons is difficult, although they are capable of making and using some primitive tools. However where combat is concerned the morokanth have developed their own unique style of fighting, discussed below.

Morokanth can be used as Adventurers.

Cultural Background: Barbarian.

Professions: Craftsman, Herdsman, Mercenary, Soldier/Warrior.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|---------|--------------|-------|
| STR | 3D6+6 | 17 | 1 - 3 | Right Leg | 4/6 |
| CON | 3D6 | 11 | 4 - 6 | Left Leg | 4/6 |
| SIZ | 3D6+6 | 17 | 7-10 | Abdomen | 4/7 |
| INT | 3D6 | 11 | 11-12 | Chest | 4/8 |
| POW | 3D6 | 11 | 13 - 15 | Right Arm | 4/5 |
| DEX | 2D6+3 | 10 | 16 - 18 | Left Arm | 4/5 |
| APP | 3D6 | 11 | 19-20 | Head | 4/6 |
| | | | | | |

Typical Armour: Natural hide. No Armour Penalty. Morokanth sometimes trade for leather armour, worn on the head and body

| Damage Modifier | +1D6 |
|-----------------|------|
| Magic Points | 11 |
| Movement | 10m |
| Strike Rank | +3/4 |

Traits: None

Skills: Athletics 25%, Brawn 60%, Commerce 25%, Evade 30%, Lore (Herding) 50%, Perception 40%, Persistence 43%, Resilience 43%, Unarmed 30%

Combat Styles

Unarmed 50%, Spear 15%

The Unarmed style of the morokanth is a highly stylised martial art. If a morokanth scores a successful attack it may *immediately* apply a defensive Combat Manoeuvre in addition to any offensive Combat Manoeuvre. The defensive Combat Manoeuvre is applied even if the morokanth does not achieve a higher level of success than the opponent. This rule does not apply if a morokanth uses a made weapon.

If using human weapons, the basic percentage is one half the usual Close Combat style.

Weapons

| Type | SIZ | Reach | Damage | AP/HP | Range |
|-------|-----|-------|-----------|------------|-------|
| Claw | Μ | Μ | 1D6+1D6 | As for Arm | |
| Spear | М | L | 1D8+1+1D6 | 4/5 | |

Combat Notes

The unarmed capabilities of a morokanth lend it a distinct edge in hand-to-hand combat. Attacks aim to cause maximum damage and the defensive manoeuvre following is usually designed to immobilise or pin the opponent – so combinations such as Choose Location (arm) followed by Pin Weapon or Take Weapon are common tactics.

In the Arena

Captured morokanth make for interesting gladiatorial adversaries in God Learner arenas, where their unarmed prowess is pitted against trident and net armed warriors. Some morokanth have become gladiators in a bid to hone their combat style so whilst it is rare to find morokanth gladiators, it is not unknown.





Orc

When some evil demon or chaos horror captured humans, it used that race to forge its own, vile, twisted foot soldiers: the orcs. Hairless, dark skinned and bestial in appearance, orcs are hunched and gnarled but fast nevertheless. Hateful of all things bright and just, orcs are things of chaos, bent to pain and destruction and bathing the world in the blood.

As creatures made with darkness at their heart, they suffer a -20% penalty to all skills when forced into sunlight. Otherwise they are hostile and aggressive to all races and war even amongst themselves. They worship gods and goddesses of death and war and like nothing better than to fight. They make perfect gladiators.

Orcs can be used as Adventurers but if so, they should be part of an all-orc group.

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|---------|--------------|-------|
| STR | 4D6 | 14 | 1 - 3 | Right Leg | -/5 |
| CON | 3D6 | 11 | 4-6 | Left Leg | -/5 |
| SIZ | 2D6+3 | 10 | 7 - 10 | Abdomen | -/6 |
| INT | 3D6 | 11 | 11 - 12 | Chest | -/7 |
| POW | 2D6+3 | 10 | 13 - 15 | Right Arm | _/4 |
| DEX | 4D6 | 14 | 16 - 18 | Left Arm | _/4 |
| APP | 2D6 | 7 | 19-20 | Head | -/5 |
| | | | | | |

Typical Armour: None but capable of wearing any human armour they can afford or steal

| Damage Modifier | +0 | |
|-----------------|------|---|
| Magic Points | 10 | Traits: Night Sight |
| Movement | 8m | |
| Strike Rank | +3/4 | Skills: Athletics 30%, Brawn 35%, Evade 40%, Perception 35%, Persistence 43%, |

Resilience 55%, Stealth 35%, Unarmed 40%

Common Magic 20%: Bladesharp 2, Pierce 2

Combat Styles Spear and Shield 45%, Sword and Shield 45%, Bow 40%, Unarmed 40%

1 1 /

| SIZ | Reach | Damage | AP/HP | Range |
|-----|-------|-------------------|---------------------------------|---|
| М | L | 1D8+1 | 4/5 | 1000 |
| М | М | 1D8 | 6/10 | |
| L | S | 1D6 | 4/12 | |
| L | i | 1D6 | 4/4 | 80m |
| | М | M L M M L S | M L 1D8+1 M M 1D8 L S 1D6 | M L 1D8+1 4/5 M M 1D8 6/10 L S 1D6 4/12 |



Cultural Background: Barbarian.

Professions: Craftsman, Champion, Mercenary, Soldier/Warrior.

Combat Notes

Fearless and ruthless, orcs fight to cause as much suffering as possible using any and all Combat Manoeuvres that exacerbate pain: Bleed, Impale, Maximise Damage being the favourites. Putting a foe down with a bow is preferable but close quarters combat is relished.

In the Arena

Orcs are bred for killing and dying and are thus perfect, willing, arena gladiators. They will fight with any combination of weapons and armour and are deployed in the evening and at night when their abilities are unaffected by daylight. They fight dirty, prolonged fights relishing the roaring and baying of the crowd as they slice and mutilate.

Slarge

Slarges are aggressive reptilian humanoids native to the Gloranthan continent of Pamaltela and considered one of the world's lesser Elder Races. Slarges are divided into Giant and Lesser species. Both are bipedal and intelligent and their reptile nature is clear, from their

fanged snouts to their scaly skin to their long tails. Giant Slarges are parthenogenetic: they do not need to mate to produce eggs. From the egg a Lesser Slarge is born and Lesser Slarges are sexually defined, mating as normal. The product of a mating is a Giant Slarge.

Lesser slarges are a co-operative people, at least within their own race, forming hunting and herding bands of various sizes. Giant slarges are extremely individualistic, pursuing a single goal or interest to the exclusion of all else. Slarges of both species are, however, hostile to other races as they seek to expand their territory across Pamaltela.

Of the two species the lesser slarge is by far the better choice for an Adventurer, though considering the outright enmity with which many other races of Glorantha view all slarges, any slarge Adventurer will face his fair share of trouble.

Cultural Background: Primitive.

Professions: As per Primitive.



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| Lesser Slar | ge | | | | | |
|---|--|--|--------------------------------------|---|---|--|
| STR CON SIZ INT POW DEX APP | Dice 3D6 1D6+12 3D6 2D6+5 3D6 2D6+12 3D6 | Avera 11 15 11 12 11 19 11 | - | 1D20 1-2 3-5 6-8 9-11 12 13-15 16-18 19-20 | Hit Location Tail Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 3/6 3/6 3/7 3/8 3/5 3/5 3/5 3/6 |
| Damage Moo Magic Points Movement Strike Rank | lifier | +0 11 8m +3/4 | | <i>Traits:</i> N <i>Skills:</i> At | | 35%, Perception 30%, Persistence 43%, Resilience |
| Combat St Axe 30%, Una Weapons | | | | Common | <i>Magic 30%:</i> Bladesh | arp 2 |
| <i>Type</i> Battleaxe M Claw Bite | SIZ M M S | <i>Reach</i> T T | <i>Damage</i> 1D6+1 1D3 1D6 | | <i>HP</i> er Arm er Head | |
| | | | | | | |
| Giant Slarg | ge | | | | | |
| Giant Slarg STR CON SIZ INT POW DEX APP | Dice 7D6 3D6+6 7D6 2D6+5 3D6 3D6+6 3D6 | Avera 25 17 25 12 11 17 11 | | 1D20 1-2 3-5 6-8 9-11 12 13-15 16-18 19-20 | Hit Location Tail Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 5/9 5/9 5/10 5/11 5/8 5/8 5/8 |
| STR CON SIZ INT POW DEX | Dice 7D6 3D6+6 7D6 2D6+5 3D6 3D6+6 3D6 | 25 17 25 12 11 17 | 0 | 1-2 3-5 6-8 9-11 12 13-15 16-18 19-20 <i>Typical A</i> <i>Traits:</i> N <i>Skills:</i> At 61%, Sle | Tail Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head Armour: Scaly skin. No | 5/9 5/9 5/10 5/11 5/8 5/8 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 |
| STR CON SIZ INT POW DEX APP Damage Moo Magic Points Movement | Dice 7D6 3D6+6 7D6 2D6+5 3D6 3D6+6 3D6 <i>difier</i> | 25 17 25 12 11 17 11 +1D1 +1D1 11 6m | 0 | 1-2 3-5 6-8 9-11 12 13-15 16-18 19-20 <i>Typical A</i> <i>Traits:</i> N <i>Skills:</i> At 61%, Sle | Tail Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head Armour: Scaly skin. No one chletics 45%, Evade 2 cight 25%, Stealth 25 | 5/9 5/9 5/10 5/11 5/8 5/8 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 5/9 |

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Combat Notes

The title 'lesser' does not reflect the slarge tenacity in combat. Lesser slarges strike with their axe and follow-up the blow with a second claw attack aiming to Sunder armour, thus improving the damage of further axe attacks. Bites are reserved for helpless foes when the axe is discarded and unarmed attacks are directed at a fallen enemy with ferocity.

Combat Notes As per Lesser Slarge.

In the Arena

Giant slarges are highly focused individuals following paths of their own determination. It is thus not uncommon to find giant slarge gladiators in the Slave Pit arenas of Fonrit where they are capable of forging a gladiatorial career every bit as glorious as human combatants.

Uz

The uz are Glorantha's trolls. One of the Elder Races and creatures tied to the Darkness Rune, uz are intelligent, cultured and quite capable of mixing with other races – although they harbour ancient enmities with the aldryami.





Uz have long, angular, snouted heads with a pair of upward curving tusks. Their ears are large and set high on the head; eyes are narrow – uz rely on their hearing and Darksense more than sight – and bellies tend to be large and rotund, although trolls are typically *not* fat. Their arms are long compared with their body length and legs disproportionately short. Most trolls walk in a hunched posture but speed and agility is not compromised by their physique.

Uz come in several species: *enlo* are the trollkin, a race of stunted trollish creatures that are the result of an ancient curse that has prevented 'pure' strain uz from continually breeding. Uzdo are the great trolls, a magically-created race that was an attempt to break the trollkin curse. Uzko are the dark trolls; more numerous than the great trolls but still in short numbers owing to the trollkin curse. Uzuz are the mistress race trolls, the original species from which all uz derive.

 $Uz\,society\,is\,matriarchal,\,with\,dark\,and\,mistress\,race\,troll\,priestesses\,dominating\,the\,settlements.$

Other species exist, such as the cave trolls, mountain trolls and so forth; these will be covered in the *Races of Glorantha*.

Trolls of any species make for interesting Adventurers. Dark Trolls are suggested for those wanting to play a pure-strain uz, although trollkin are far more numerous and often more prepared to socialise with other races.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Note that all trolls are susceptible to iron, taking maximum damage from iron weapons.

Enlo (Trollkin)

Smaller than their dark troll parents, trollkin are the result of a curse that produces these inferior, stunted, troll-like creatures. Trollkin typically endure short subjugated lives, though some escape to a wider world. Those who remain serve as slave labour, sword fodder and even food during lean times.

A few lucky trollkin might be taught a handful of useful Common Magic spells by the dark trolls but it is rare for trollkin to be entrusted with anything that might give them any kind of power or a means of escape.

Uzdo (Great Trolls)

Great trolls are huge, lumbering and, compared with their dark troll cousins, dumb. Uzdo are relegated to the tasks of heavy labour and fighting – things they excel at. In any uz settlement the uzdo rank higher than the enlo but still below the uzko, unless a particular uzdo has demonstrated the capacity for greater intelligence than is otherwise common.

Uzko (Dark Troll)

Most prevalent of the pure-strain trolls, dark trolls have grey skin, frequently mottled and account for around a third of all uz in a typical settlement, fulfilling the majority of important roles. Dark trolls are intelligent, versatile and cunning.

Uzuz (Mistress Race Troll)

Exceedingly rare, exceedingly long-lived (and possibly immortal), these are the daughters of the Primal Darkness and progenitors of the entire race. Uzuz lead the fight against Chaos during the Great Darkness and whilst many died, the survivors have consolidated their power down the ages. Natural magicians, Uzuz can command great magics – both Common and Divine, as well as commanding the spirits of the uz ancestors.

> The power and rarity of mistress race trolls makes them difficult as Adventurers, save in high-powered games.

Enlo (Trollkin)

| STR CON SIZ INT POW DEX APP | Dice 2D6 3D6 1D6+6 1D6+6 3D6 3D6+3 2D6 | Average 7 11 10 10 11 14 7 | 1D20 1-3 4-6 7-9 10-12 13-15 16-18 19-20 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 1/5 1/5 1/6 1/7 1/4 1/4 1/5 |
|--|---|---|--|---|--|
| Damage Mo Magic Points Movement Strike Rank | | -1D2 11 8m +3/4 | <i>Traits:</i> D <i>Skills:</i> At | l <i>rmour:</i> Thick skin (AP arksense, Dark Sight hletics 42%, Evade 42° ealth 40%, Survival 35% | %, Perception 40%, Persistence 43%, Resilience |

Combat Styles Club 35%, Spear and Shield 33%, Sling 30%

| Weapons <i>Type</i> | Size | Reach | Damage | AP/HP | Range |
|------------------------|------|-------|-----------|-------|-------|
| Club | М | S | 1D6-1D2 | 4/4 | 0 |
| Shortspear | М | L | 1D8+1-1D2 | 4/5 | |
| Buckler | Μ | S | 1D3-1D2 | 6/8 | |
| Sling | L | | 1D8-1D2 | 1/2 | 200m |

Uzdo (Great Trolls)

| | / | | | | | | | |
|--|--|---|--|--|--|---|---|--|
| STR CON SIZ INT POW DEX APP | Dice 4D6+12 2D6+12 4D6+12 2D6+2 3D6 3D6 2D6 | Avera 26 19 26 9 11 11 7 | ige | 1D20 1-3 4-6 7-9 10-12 13-15 16-18 19-20 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head | AP/HP 3/9 3/9 3/10 3/11 3/8 3/8 3/8 3/9 | | |
| Damage Moc Magic Points Movement Strike Rank | | +1D1 11 8m +3/3 | 2 | when goi <i>Traits:</i> D <i>Skills:</i> At | ing into battle. arksense, Night Sigl | ht 60%, Evade 30%, Perc | y be given chainmail (5 AP) eption 40%, Persistence 43%, | |
| Combat St Maul 75%, Po Weapons <i>Type</i> Maul Halberd | | <i>Reach</i> L VL | <i>Damage</i> 1D10+1D12 1D8+2+1D12 | <i>AP/</i> 1 6/12 2 4/10 | 1 | е | | |
| | | | | | | | | |

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Uzko (Dark Troll)

| UZKU (Da | | ronj | | | | | | | | |
|---|--|--|---|--------------------|--|--|--|---|--|---------------------------------|
| | Di | ce | Avera | ge | 1D20 | Hit Location | AP/HI |) | | |
| STR | 3D | 06+6 | 17 | | 1-3 | Right Leg | 3/7 | | | |
| CON | 3D | 06 | 11 | | 4-6 | Left Leg | 3/7 | | | |
| SIZ | | 06+10 | 21 | | 7-9 | Abdomen | 3/8 | | | |
| INT | 2D | 06+6 | 13 | | 10-12 | Chest | 3/9 | | | |
| POW | 3D | | 11 | | 13-15 | Right Arm | 3/6 | | | |
| DEX | 3D | | 11 | | 16-18 | Left Arm | 3/6 | | | |
| APP | 3D | | 11 | | 19-20 | | 3/7 | | | |
| AFF | 30 | 0 | 11 | | 19-20 | Head | 5/1 | | | |
| | | | | | Typical A | <i>rmour:</i> Tough Le | ather. | | | |
| Damage N. | | • | +1D6 | | | | | | | |
| Magic Poir | | | 11 | | Traits: D | arksense, Night S | bight | | | |
| Movement | | | 8m | | | | | | | |
| Strike Ran | k | | +3/3 | | Skills: At | hletics 40%, Bra | wn 40%, Evade | 40%, Percep | tion 50%, Pe | ersistence 43%, |
| | | | | | Resilienc | e 43%, Stealth 3 | 5%, Survival 55 | %, Unarmed | 1 40% | |
| | | | | | | | | | | |
| | | | | | Common | Magic 60%: Blu | dgeon 2. Count | ermagic 2. D | Darkwall | |
| | | | | | | 0 | 9 | 0, 2 | | |
| Combat | Style | c | | | | | | | | |
| Maul 35%, | | | 1d 600/ | | | | | | | |
| viaur 55%, | iviace | and Shie | eia 0070 | | | | | | | |
| | | | | | | | | | | |
| Weapons | 5 | | | | | | | | | |
| Type | | Size | Reach | Damage | AP/I | HP Ra | nge | | | |
| Maul | | L | L | 1D10+1D6 | 6/12 | | 100770 | | | |
| | | | | | | | | | | |
| | | | S | 1D8+1D6 | 6/6 | | | | | |
| Mace Heater Uzuz (I∕∕ | listre | M L | S S e Troll) | 1D8+1D6 1D3+1D6 | 6/6 6/12 | | | | | |
| Mace Heater Uzuz (№ STR CON SIZ INT POW | Dia 4D 2D 3D 2D 3D | M L ess Race 06+6 06+6 06+15 06+12 06+2 | S e Troll) Avera 20 13 26 19 17 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 | Hit Location Right Leg Left Leg Abdomen Chest Right Arm | AP/HI 2/8 2/8 2/9 2/10 2/7 2/7 | | | |
| Mace Heater | Dia 4D 2D 3D 2D 3D 2D | M L ss Race 06+6 06+6 06+15 06+12 | S e Troll) Avera 20 13 26 19 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 | Hit Location Right Leg Left Leg Abdomen Chest | 2/8 2/8 2/9 2/10 | | | |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX | Dia 4D 2D 3D 2D 2D 2D | M L ss Race 26+6 26+6 26+6 26+6 26+6 26+6 26+6 26+ | S e Troll) Avera 20 13 26 19 17 13 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. | r any armou | | ssume a battle- |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M | Dia 4D 2D 3D 2D 2D 2D | M L ss Race 26+6 26+6 26+6 26+6 26+6 26+6 26+6 26+ | S e Troll) Avera 20 13 26 19 17 13 13 13 +1D1 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>Irmour:</i> Thick ski z will wear full pl | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. | r any armou | | ssume a battle- |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin | Dia 4D 2D 3D 2D 2D 2D 2D | M L ss Race 26+6 26+6 26+6 26+6 26+6 26+6 26+6 26+ | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>trmour:</i> Thick ski will wear full pl arksense, Formic chletics 40%, Br on 50%, Persiste | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evac | r any armou eapons, Nigh de 60%, Inf | nt Sight fluence 80%, | , Insight 65%, |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin Movement | Dia 4D 2D 3D 2D 2D 2D 2D | M L ss Race 26+6 26+6 26+6 26+6 26+6 26+6 26+6 26+ | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 8m | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At Perception Unarmed | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>trmour:</i> Thick ski will wear full pl arksense, Formic chletics 40%, Br on 50%, Persiste | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evan nce 61%, Resili | r any armou eapons, Nigh de 60%, Inf ence 49%, S | nt Sight fluence 80%, Stealth 35%, | , Insight 65%, Survival 90%, |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin Movement | Dia 4D 2D 3D 2D 2D 2D 2D | M L ss Raco 26+6 26+6 26+6 26+6 26+6 26+6 26+6 | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 8m | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At Perception Unarmed | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>crmour:</i> Thick ski will wear full pl arksense, Formic chletics 40%, Bi on 50%, Persiste 1 60% | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evan nce 61%, Resili | r any armou eapons, Nigh de 60%, Inf ence 49%, S | nt Sight fluence 80%, Stealth 35%, | , Insight 65%, Survival 90%, |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin Movement Strike Rand | Dia 4D 2D 3D 2D 2D 2D <i>fodifier</i> <i>ts</i> <i>k</i> | M L ss Race ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 8m +3/3 | 1D3+1D6 | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At Perception Unarmed | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>crmour:</i> Thick ski will wear full pl arksense, Formic chletics 40%, Bi on 50%, Persiste 1 60% | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evan nce 61%, Resili | r any armou eapons, Nigh de 60%, Inf ence 49%, S | nt Sight fluence 80%, Stealth 35%, | , Insight 65%, Survival 90%, |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin Movement Strike Ram | Dia 4D 2D 3D 2D 2D 2D <i>fodifier</i> <i>ts</i> <i>k</i> Style Mace | M L ss Race ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 8m +3/3 | 1D3+1D6 ge | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At Perception Unarmed | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head <i>crmour:</i> Thick ski will wear full pl arksense, Formic chletics 40%, Bi on 50%, Persiste 1 60% | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evan nce 61%, Resili | r any armou eapons, Nigh de 60%, Inf ence 49%, S | nt Sight fluence 80%, Stealth 35%, | , Insight 65% Survival 90% |
| Mace Heater Uzuz (№ STR CON SIZ INT POW DEX APP Damage M Magic Poin Movement Strike Rand | Dia 4D 2D 3D 2D 2D 2D <i>fodifier</i> <i>ts</i> <i>k</i> Style Mace | M L ss Race ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ ¹⁶⁺⁶ | S e Troll) Avera, 20 13 26 19 17 13 13 13 +1D1 17 8m +3/3 | 1D3+1D6 ge | 6/12 1D20 1–3 4–6 7–9 10–12 13–15 16–18 19–20 <i>Typical A</i> clad uzuz <i>Traits:</i> D. <i>Skills:</i> At Perception Unarmed | Hit Location Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head Armour: Thick ski will wear full pl arksense, Formic chletics 40%, Bi on 50%, Persiste d 60% | 2/8 2/8 2/9 2/10 2/7 2/7 2/8 n. Uzuz can wea ate. able Natural We awn 50%, Evan nce 61%, Resili | r any armou eapons, Nigh de 60%, Inf ence 49%, S | nt Sight fluence 80%, Stealth 35%, | , Insight 65%, Survival 90%, |

| Maul | L | L | 1D10+1D10 | 6/12 |
|--------|---|---|-----------|------|
| Mace | Μ | S | 1D8+1D10 | 6/6 |
| Heater | L | S | 1D3+ D10 | 6/12 |
| | | | | |

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Combat Notes (AII Uz)

Uz use whatever Combat Manoeuvres suit the occasion. Enlo skulk and use their slings whenever possible; uzdo like to fight hand to hand and use their great strength and size to batter foes helpless before carving with their halberds. Uzko adopt more cunning tactics and fight with the same panache as seasoned human warriors. Uzuz rely on their magic – hurling spells at foes before charging forth with magically augmented weapons.

In the Arena

5

Great trolls and dark trolls have made formidable gladiators and there is a strong gladiatorial tradition amongst the uz, who use arenas as a testing ground for personal honour and prowess. Elsewhere gladiatorial combat gives them the opportunity to slay captured things of Chaos without hunting for them. Mistress race gladiators are unheard of. They would never stoop so low as to enter the arena or be so stupid as to be caught and forced into gladiatorial combat.

Walktapus

Creatures of Chaos native to Glorantha and, thankfully, rare, walktapi have the bodies of humans and the heads of a gigantic octopus, complete with tentacles. Their intelligence is limited but they are hateful of all non-Chaotic life and thus extremely aggressive.

Walktapi naturally regenerate Hit Points at the rate of 1 per Combat Round. A slain walktapus continues to regenerate and so can resurrect, unless its body is consumed by fire.

| | Dice | Avera | ige | 1D20 | Hit Locati | | AP/HP | | | |
|---------------------------------|-----------|---------|----------------------|--------|------------------------------|-------|-------------|--------------|------------|--------------|
| STR | 2D6+18 | 25 | | 01-02 | Right Leg | | 4/8 | | | |
| CON | 2D6+6 | 13 | | 03-04 | Left Leg | | 4/8 | | | |
| SIZ | 2D6+18 | 25 | | 05 | Abdomen | | 4/9 | | | |
| INT | 1D6+3 | 6 | | 06 | Chest | | 4/10 | | | |
| POW | 3D6 | 11 | | 07-08 | Right Arm | | 4/7 | | | |
| DEX | 3D6 | 11 | | 09-10 | Left Arm | | 4/7 | | | |
| APP | 1D3 | 2 | | 11 | Tentacle 1 | | 4/6 | | | |
| | | | | 12 | Tentacle 2 | | 4/6 | | | |
| | | | | 13 | Tentacle 3 | | 4/6 | | | |
| | | | | 14 | Tentacle 4 | | 4/6 | | | |
| | | | | 15 | Tentacle 5 | | 4/6 | | | |
| | | | | 16 | Tentacle 6 | | 4/6 | | | |
| | | | | 17 | Tentacle 7 | | 4/6 | | | |
| | | | | 18 | Tentacle 8 | | 4/6 | | | |
| | | | | 19-20 | Head | | 4/8 | | | |
| <i>Strike Rank</i> Combat S | | +3/4 | | | hletics 30%, ce 49%, Unar | | , Lvade 50% | , rercepción | 0070, Tels | stence 4070, |
| Unarmed 4 | | | | | | | | | | |
| Weapons <i>Type</i> | s Size | Reach | Damage | AP/ | HD | Range | | | | |
| <i>Type</i> Claw Fentacle | M L | M VL | 1D6+1D10 1D6+1D10 | As p | er Arm er Tentacle | Nauge | | | | |
| ink Squirt | <u> </u> | <u></u> | Special | — — | or rendere | 8m | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |



Every walktapus has a chance equal to its POW multiplied by two of having an additional Chaos Feature.

Combat Notes

Walktapi attempt to grasp a location with a tentacle and draw the victim in close so that a claw can be used. If the opponent is using weapons, tentacles are used to seize the weapon (Take Weapon) and disarm the opponent first.

Walktapi can also squirt an inky-gas every second Combat Round. The cloud has a range and diameter of 8 metres. The inky gas obscures vision, imparting a penalty to all skills by those caught in the cloud who fail a Resilience roll equal to the walktapi's CON. The gas is also poisonous; victims who fail the Resilience roll inhale the gas and sustain 1D3 damage to the Chest location. The gas cloud dissipates within one Combat Round.

In the Arena

Fearsome opponents, walktapi are not intelligent enough to be gladiators but caught specimens are pitched against troll gladiators as the ensuing fights are always ferocious. Uz aim to hack-off parts of the walktapus and eat them, which prevents them from regenerating as though consumed by fire.

A typical walktapus arena scenario is for burning braziers to be located at the extremities of the arena, with combatants attempting to get to the burning brands and use them against regenerating walktapi - if they live that long.

Arachnids & Insects

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his chapter concerns arachnids and insects, generally of the giant variety although the entries here include standard sized insects operating as complex, hive-mind entities. It also includes gastropods, such as slugs and snails and a few unique, monstrous insects.

Most of the creatures in this chapter do not have a APP rating allocated to them. In the main, insects and gastropods have no personalities that humans can relate to on any kind of social level, making APP redundant. Furthermore, most of the entries have a fixed INT, reflecting their instinctual, rather than sapient, nature.

Ant, Giant

The ant is a familiar insect that has managed to colonise all but the most cold and inhospitable terrain. Social creatures, individuals possess limited intelligence but in groups ants are capable of solving complex problems and have very high degrees of co-operation to further the needs of the colony.

An ant colony can consist of a few individuals (typically 2D6 at the smallest level) up to many thousands. Giant ants tend to fall into the lower range of colony sizes owing to the natural limitations of the environment. A colony of giant ants therefore ranges from 2D6 to 5D20 in size.

Giant ants are the size of a large dog but otherwise function in the same way as their smaller brethren. A queen is resident in larger colonies and produces eggs. Workers and drones tend the egg nurseries, the queen, hunt for food and protect their territory.

Ant communication is pheromone-based, with different levels of pheromone being released to act as the communicator for others. Ant food trails and territories are marked with pheromone trails and anyone entering a giant ant colony's territory can detect the stale, musky scent of pheromones with a successful Perception roll. Ants work to their function unless a particular problem requires the communal mind to solve it. Thus solitary ants are either gathering food, protecting the egg nurseries or tending the queen. If an ant is protecting it will attack any intruders. Ants on other tasks will typically go about their business oblivious to outsiders unless the outsiders represent a viable food source or an obstacle to be removed. Thus, ants often scout individually and then return in sufficient numbers to deal with a problem.

If a solitary ant is killed it releases an alarm pheromone that sends nearby ants into an attack frenzy and attracts more ants from further away. The alarm pheromone's potency means that it can reach and alert ants from the same colony up to a distance in kilometres equal to the ant's CON. Thus killing a scout is no guard against further ants turning-up; in fact, it is the precise opposite. The alarm pheromone signals *every* ant within a number of metres equal to the dying ant's CON x10 to attack immediately and summons a further 1D6+1 ants from the colony to come and join the attack.

Every ant colony can react and adapt to its needs, setting ambushes, barricading tunnels, raiding animal herds and clearing out nearby menaces. Invading an ant colony is a difficult prospect – groups of the ants will ambush the invaders from the rear, seal off passages and set traps such as deadfalls for the unwary.

The queen of an ant colony is simply a breeding machine, possessed of no more INT than any other ant. If the queen dies, however, the colony is doomed, as no more eggs will be laid. Thus, other ants defend her fiercely. Queens are approximately twice as large and strong as other ants of the colony but do not engage in combat.

Communal Mind

Individually, ants display intelligence related directly to their function. A single giant ant has INT 2, for instance. However, when working together, a communal intelligence develops. Every ant co-operating to solve a problem – whether it is moving



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|------------------------|---------------------------|
|------------------------|---------------------------|

| STR CON SIZ INT POW DEX | Dice 4D6 3D6+6 2D6 2 2D6+6 2D6+6 | Avera 14 17 7 2 13 13 | ge | 1D20 1 2 3 4 5-9 10-13 14 15 16-20 | Right Rea Left Rear Right Mide Left Mide Abdomen B Thorax Right Fro Left Front | r Leg Leg Idle Leg Ile Leg nt Leg | AP/HP 5/5 5/5 5/5 5/5 5/7 5/8 5/5 5/5 5/5 5/6 | | |
|---|--|---|----------------------------------|--|---|---|---|---|--|
| Damage Moo Magic Points Movement Strike Rank | | +0 13 12m +3 | | Traits Skills: | : Communal M | lind, Wall W . Evade 40% | | enalty. ole Natural Weapons o, Persistence 49%, F | |
| Combat St Mandibles 40 | | % | | | | | | | |
| Weapons <i>Type</i> Mandibles Sting | <i>Size</i> M S | <i>Reach</i> M T | <i>Damage</i> 1D8 1D6+Acid | А | 1 <i>P/HP</i> as for Head as for Thorax | Range | | | |

something out of the way or attacking a threat – contributes 1D3 to the communal intelligence. This is added to the ants' Fixed INT. Thus, two ants have a communal INT of 2+2D3 each; three ants have 2+3D3 each and so forth. The communal INT is then used to calculate Strike Rank and Combat Actions.

Combat Notes

Singularly, ants focus their attacks on the most immediate threat, ignoring others. Communally, ants act tactically, surrounding, entrapping, ambushing and so forth. The greater the group, the more tactically aware it becomes. Ants can be given Lore (Tactics) at a level of 5% for each ant present, if so desired.

To use the sting, the ant must have grasped the foe in its mandibles. Thus, ants use the Grip Combat Manoeuvre to hold their opponent before delivering a sting. The sting is acidic, working as a Strong Acid (see *RuneQuest II Core Rulebook*, pages 53-54).

In the Arena

Forcing ants to fight in a gladiatorial contest is somewhat difficult as, generally, ants fight only to defend their colonies or to eradicate a threat to a colony. Individually, goading one into a melee is a difficult business. One solution is to have a group of ants corralled and then released when a lone ant is simply butchered to release its alarm pheromone. Whoever is then in the vicinity of the fallen ant must face the wrath of the penned ants (which are released once they are in frenzy). Alternatively, sorcery spells such as Dominate (Ant) are used by controllers who then direct the ant into the fray or implant commands that override the ant's function. Where groups of ants are concerned, they are often directed to surround a small group of opponents and then attack individuals, whittling the group's size down slowly and steadily until a single gladiator is left to face a horde of frenzied ants.

Bee, Giant

Giant bees make their hives in the cave systems of hills, mountains and underground, rather than building the familiar form of nests favoured by their smaller cousins. Giant bees follow the same structure of society, with drones tending the queen and workers hunting for sources of pollen – usually from regions where oversized flowers are found. Honey is produced in vast quantities – and attraction for those creatures that feast on sweet, sticky substances; however the size of the giant bee means that few honey-stealers will dare tackle a large hive.

Giant bees are the size of a medium sized dog, at best and are usually peaceful unless the hive is threatened. Like ants, their intelligence is based on the size of the community and the problem at hand: treat bees in exactly the same way as giant ants when it comes to calculating the INT of larger groups.



Combat Notes Bee venom has the following characteristics:

Application: Injection Onset time: 1D12 Combat Rounds Duration: 6D10 minutes

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect

Potency: CON x5.

Resistance: Resilience.

Conditions: Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see page 54 of the *RuneQuest II Core Rulebook*).

Antidote/Cure: Anti-venom. Some cultures have perfected antivenom remedies which have a Potency of 1D20+10. The antivenom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

The sting of a giant bee is barbed. Using it causes the bee to suffer 2D6 damage to its abdomen as it is forced to leave the sting in the victim. However, if a bee stings successfully, the victim suffers the effects of an Impale in addition to the bee's venom.

In the Arena

Giant bees are difficult to control without magic of some kind. Their wings are also usually removed to prevent them from flying away during a contest. An artificial hive may also be built on the arena floor containing 3D6 giant bee specimens; gladiators are chained together and must get onto the hive to retrieve the keys to their shackles. The intrusion is usually sufficient to trigger a bee attack.

Beetle, Giant

This relates to any of the myriad beetle species found across the world; from cockroaches and weevils through to dung beetles and goliath beetles. Giant beetles have lost their ability to fly but retain the habits of their smaller relatives.

Beetles have varied diets. Many are omnivores and feed on decaying plant and animal matter, including dung, whilst others are exceedingly specific in their diet. Giant beetles living in forests and jungles may soon clear an area of vegetation and thus become migratory, moving into new areas to strip. Dung beetles both make their homes in dung and use it to build defences; some dung beetles feed on the larvae of other giant insects that lay their eggs in excrement. In the case of dung beetles they will usually be found in the habitats of other huge mammals that deposit faeces large enough for their needs.

| | Dice | Avera | ige | 1D20 | Hit Locatio | on | AP/HP |
|-------------------------|--------|-------|---------|-------------------------------|------------------------|--------------|--|
| STR | 2D6+12 | 19 | | 1 | Right Rear | Leg | 5/5 |
| CON | 3D6+6 | 17 | | 2 | Left Rear Le | eg | 5/5 |
| SIZ | 3D6+6 | 17 | | 3 | Right Midd | lle Leg | 5/5 |
| INT | 2 | 2 | | 4 | Left Middle | e Leg | 5/5 |
| POW | 1D6+6 | 9 | | 5-9 | Abdomen | | 5/8 |
| DEX | 2D6+6 | 13 | | 10-13 | Thorax | | 5/9 |
| | | | | 14 | Right Front | Leg | 5/5 |
| | | | | 15 | Left Front I | Leg | 5/5 |
| | | | | 16-20 | Head | | 5/7 |
| D | | | | Typical A | A <i>rmour:</i> Chitin | n exoskelete | on, no Armour Penalty. |
| Damage Me | | +1D6 | 6 | - | | • | |
| Magic Poin | ts | 9 | | Traits: W | /all Walking, F | ormidable | Natural Weapons |
| Movement | | 10m | | . | | | |
| Strike Rank | | +3 | | <i>Skills:</i> At 61%, Tra | | Evade 409 | %, Perception 50%, Persistence 37%, Resilience |
| Combat S Mandibles 4 | | | | | | | |
| Weapons | | | | | | | |
| Type | Size | Reach | Damage | AP/I | | Range | |
| Mandibles | М | М | 1D8+1D6 | As fe | or Head | | |

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| Beetle, Ka | 11 - 11 - 11 - 11 - 11 - 11 - 11 - 11 | | | | |
|---|--|---|--|---|---|
| | Dice | Average | 1D20 | Hit Location | AP/HP |
| STR | 5D6+12 | 30 | 1 | Right Rear Leg | 6/8 |
| CON | 4D6+6 | 20 | 2 | Left Rear Leg | 6/8 |
| SIZ | 5D6+12 | 30 | 3 | Right Middle Leg | 6/8 |
| INT | 2 | 2 | 4 | Left Middle Leg | 6/8 |
| POW | 1D6+6 | 9 | 5-9 | Abdomen | 6/11 |
| DEX | 2D6 | 7 | 10-13 | Thorax | 6/12 |
| | | | 14 | Right Front Leg | 6/8 |
| | | | 15 | Left Front Leg | 6/8 |
| | | | 16-20 | Head | 6/10 |
| D 1/ | | 1240 | Typical A | <i>Irmour:</i> Chitin exoskele | eton, no Armour Penalty. |
| Damage Me Magic Poin | | +1D12 9 | Traits F | wing Wall Walking Fo | ormidable Natural Weapons |
| Movement | 13 | 8m | Halls. FI | ying, wan waiking, ro | armidable Ivatural Weapons |
| Strike Rank | | +3 | Shille A | blatics 25% Engls 20 | 1%, Perception 40%, Persistence 37%, Resilience |
| SUIKE KAIK | | +3 | 70%, Tra | | <i>170</i> , rereption 40%, refisitence 31%, resilience |
| Combat S Mandibles 4 | | | | | |
| Wandibles 4 | 1070 | | | | |
| Weapons | | | | | |
| Type | Size | Reach Dama | | HP Range | |
| Mandibles | М | M 1D8+ | | or Head | |
| Beetle, W | | Average | 1D20 | Hit Location | AP/HP |
| STR CON SIZ INT POW | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 | Average 19 11 10 2 9 17 | 1D20 1 2 3 4 5-9 10-13 14 15 16-20 | Hit Location Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head | AP/HP 4/4 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 |
| Beetle, W STR CON SIZ INT POW DEX | Dice 2D6+12 3D6 2D6+3 2 1D6+6 | 19 11 10 2 9 | $ 1 \\ 2 \\ 3 \\ 4 \\ 5-9 \\ 10-13 \\ 14 \\ 15 \\ 16-20 $ | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 |
| STR CON SIZ INT POW DEX | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 | 19 11 10 2 9 | $ 1 \\ 2 \\ 3 \\ 4 \\ 5-9 \\ 10-13 \\ 14 \\ 15 \\ 16-20 $ | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 |
| STR CON SIZ INT POW DEX DEX | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 | 19 11 10 2 9 17 | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 |
| STR CON SIZ INT POW DEX Damage Ma Magic Poin | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 |
| STR CON SIZ INT POW DEX Damage Ma Magic Poin | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX Damage Mo Magic Poin Movement Strike Rank | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head <i>Armour:</i> Chitin exoskele | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX Damage Ma Magic Poin Movement | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 adifier ts | 19 11 10 2 9 17 +1D2 9 12m | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mu Magic Poin Movement Strike Rank Combat S Mandibles 3 | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mo Magic Poin Movement Strike Rank Combat S Mandibles 3 Weapons | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m +2 | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At 43%, Ste | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking chletics 60%, Evade 40 ealth 25%, Tracking 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mo Magic Poin Movement Strike Rank Combat S Mandibles 3 Weapons Type | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m +2 <i>Reach Dama</i> | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At 43%, Ste | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 ealth 25%, Tracking 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mo Magic Poin Movement Strike Rank Combat S Mandibles 3 Weapons Type | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m +2 | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At 43%, Ste | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking chletics 60%, Evade 40 ealth 25%, Tracking 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mu Magic Poin Movement Strike Rank Combat S Mandibles 3 | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m +2 <i>Reach Dama</i> | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At 43%, Ste | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 ealth 25%, Tracking 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |
| STR CON SIZ INT POW DEX DEX Damage Mo Magic Poin Movement Strike Rank Combat S Mandibles 3 Weapons Type | Dice 2D6+12 3D6 2D6+3 2 1D6+6 3D6+6 3D6+6 | 19 11 10 2 9 17 +1D2 9 12m +2 <i>Reach Dama</i> | 1 2 3 4 5-9 10-13 14 15 16-20 <i>Typical A</i> <i>Traits:</i> W <i>Skills:</i> At 43%, Ste | Right Rear Leg Left Rear Leg Right Middle Leg Left Middle Leg Abdomen Thorax Right Front Leg Left Front Leg Head Armour: Chitin exoskele Vall Walking thletics 60%, Evade 40 ealth 25%, Tracking 40 | 4/4 4/4 4/4 4/5 4/6 4/4 4/4 4/4 4/4 eton, no Armour Penalty 0%, Perception 40%, Persistence 37%, Resilience |

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Giant beetles are sometimes predatory if their habitats or hunting grounds are threatened but generally they are not aggressive (unless of a carnivorous variety). Beetles have a tough, chitin exoskeleton and use their large mandibles for feeding and defence. Most species are likely to be found in forests and jungles but beetles can colonise all but the most hostile environments; thus they can be encountered just about anywhere.

Giant beetles are usually solitary, though it is not unheard of to encounter a group of as many as six individuals, particularly when food is plentiful.

The uz (see pages 67-71) have a particular affinity with giant insects and the insect goddess, Gorakiki. Thus, giant beetles are a common sight in uz enclaves and may even be used as steeds by dark trolls.

Combat Notes

Beetles use their mandibles to grasp and then tear at enemies; thus the intention is always first to use Grip as the initial Combat Manoeuvre and then Maximise Damage if possible to quickly despatch a helpless enemy.

In the Arena

Giant beetles, goaded into fighting or compelled to do so through magical means, make tough opponents for any kind of gladiator. In those cultures where giant insects are used as steeds, giant beetles are most commonly used – particularly where uz are concerned.

Gloranthan Beetles

The uz of Glorantha actively raise and domesticate giant beetles for their own use. Two examples are the gigantic karrg beetle and the smaller watch beetle, described here.

Beetle, Karrg

The largest beetles in the world, these creatures have been domesticated by trolls and put to use as pack animals and, on occasion, war mounts.

Karrg beetles are dull, dark brown with a single horn growing from the thorax and another from the snout. They can fly but only in short, clumsy bursts that are little more than glorified hops. A karrg beetle can only fly a number of metres equal to its CON score and this counts as heavy activity for the beetle's Fatigue.

Beetle, Watch

Smaller than the average giant beetle but just as strong and fierce, watch beetles are commonly found in the company of trolls, who have domesticated them in much the same way humans have domesticated dogs. They are fast-running predators that will eat the flesh of any animal they can catch.

The watch beetle's shell is glossy black, as are the beast's compound eyes.

Watch beetles kept by trolls will never attack a troll, though those found in the wild will gladly attack almost anything.



Centipede, Giant

Centipedes have long sinuous bodies and a head tipped with a pair of poison claws. Each of its many legs ends in a needle-sharp point equipped with a smaller version of the venom glands found on its head.

Centipedes, large or small, are nocturnal predators that hide from the light of the sun in small burrows or shaded places. At night, the centipede comes out to hunt. It is perfectly willing to slip into a fire-lit camp in order to seize likely prey before rushing back to its nest. Centipedes are found in all warm climes, including jungles, deserts and temperate forests, though they prefer to live near a plentiful water source. They are solitary creatures.

The Characteristics listed describe a giant centipede some ten metres in length.

The centipede is a complex creature, with an equally complex Hit Location system. The body is divided into multiple segments, with each Hit Location covering one or two of these segments. The segments are numbered from one through 18, with segment one being immediately behind the head and segment 18 being the creature's posterior. If the centipede's head is reduced to zero Hit Points or lower, it begins to thrash frantically but the fight is over

| STR CON SIZ INT POW DEX | Dice 8D6 12D6 12D6 1 2D6+3 3D6 | Average 28 42 42 1 10 11 | 1D20 1 2 3 4 5 6 7 8 9 | Hit Location Segment 18 Segment 17 Segment 16 Segment 15 Segment 14 Segment 12 Segment 11 Segment 10 | AP/HP 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/5 |
|--|--|--|---|--|--|
| Damage M Magic Poin Movement Strike Ran | nts | +2D6 10 12m +3 | 10 11 12 13 14 15 16 17 18 19-20 | Segment 9 Segment 8 Segment 7 Segment 6 Segment 5 Segment 4 Segment 3 Segment 2 Segment 1 Head | 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/5 4/8 |

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Poison

Skills: Athletics 60%, Evade 25%, Perception 55%, Persistence 40%, Resilience 100%, Stealth 70%

Combat Styles Mandibles 65%

| Weapons | | | | | |
|-----------|------|-------|---------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Mandibles | Μ | М | 1D8+2D6 | As for Head | |

and the creature will soon die. If any of the other segments are brought to zero Hit Points but not destroyed, the centipede will lose 3m from its Movement rate. If enough locations are incapacitated to reduce the creature's Movement to zero, it will die.

However, if one of the centipede's segments is destroyed, all segments behind that one will be incapacitated and immobile. Meanwhile, all segments ahead of the one destroyed will attempt to run away, carrying the creature's head with them.

Combat Notes Centipede venom is as follows:

Application: Injection.

Onset time: Nausea after 1D3 minutes, Paralysis after 3D6 minutes.

Duration: 1 hour.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect. Potency: 60.

Resistance: Resilience.

HAI: S

Conditions: Nausea, Paralysis. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed.

The location bitten then suffers paralysis if the second Resistance roll is failed.

Antidote/Cure: Anti-venom. Some cultures have perfected antivenom remedies which have a Potency of 1D20+10. The antivenom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

The predatory nature of giant centipedes makes them excellent insect foes for gladiators who, lacking armour and equipped with weapons that make hacking through the centipede's segmented body difficult, must fight multiple centipedes. Occasionally the gladiators will have been smeared with days-old blood to heighten the ferocity of the centipedes' attacks.

Dragonsnail

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A Gloranthan creature of Chaos, dragonsnails were created during the era known as the Great Darkness when Chaos entities ranged far and wide across the world. As the name suggests, dragonsnails have the heads of dragons and the bodies of colossal snails. Multiple heads are not uncommon and the chance of a dragonsnail having 1D3 additional heads is equal to the creature's POW x2.



| STR | Dice 4D6+12 | Avera 26 | age | 1D20 1-8 | Hit Locatio Shell | 'n | AP/HP 8/10 | | |
|--|-----------------------|-----------------------|---------------------------|-----------------------------|-----------------------------|-------|----------------------|--------------------------------------|--|
| CON | 4D6 | 14 | | 9-14 | Body | | 4/10 | | |
| SIZ INT | 4D6+12 2 | 26 2 | | 15-20 | Head | | 4/8 | | |
| POW | 3D6 | 11 | | Two He | aded Dragons | nail | | | |
| DEX | 2D6 | 7 | | 1-8 | Shell | | 8/10 | | |
| | | | | 9-12 | Body | | 4/10 | | |
| | | | | 13-16 | Left Head | | 4/8 | | |
| | | | | 17-20 | Right Head | Shell | 4/8 | | |
| Damage N Magic Pois Movement Strike Ran | nts | +1D 11 5m +6 | 12 | Penalty <i>Traits:</i> C | haos Features | | | ntions), no Armo ce 43%, Resilien | |
| Combat Bite 40% | Styles | | | | | | | | |
| Weapons <i>Type</i> Bite | Size M | <i>Reach</i> L | <i>Damage</i> 1D6+1D12 | AP/A As fe | HP or Head | Range | | | |
| | | | | | | | | | |

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Additionally, there is a POW x3 chance that the monster also has a Chaos Feature.

Dragonsnails are utterly aggressive towards other life forms and are sometimes known as 'Pieces of the Devil', relating to the time of their creation, when the Devil was pinned beneath the Spike in the plains of Prax.

Combat Notes

Although possessed of a draconic head, dragonsnails are not dragons and have no breath weapon – unless a Chaos Feature confers it. They are simple carnivores, aiming to inflict as much damage as possible as quickly as possible to stop prey from moving. They are neither fast nor smart and two heads are not better than one. Dragonsnails use their Combat Actions for attacks rather than defence, unless the creature has suffered a major wound, forcing it to retreat.

If the monster has more than one head, then it can remain alive and active whilst one of its heads remains intact. In the Arena

The Empire of Wyrms' Friends in Glorantha considers the dragonsnail an absolute aberration and some Hunting and Waltzing bands are dedicated to wiping out their kind wherever possible. To hone and test combat skills and techniques, captured dragonsnails are pitted against Hunters and Waltzers in the EWF training arenas so that when encountered in the wild, draconic warriors will be prepared.

Dragonsnails, as Chaotic creatures, also slot neatly into *Elric of Melniboné* games. Specimens are rare but both Pan Tangian and Melnibonéan arenas feature contests between slave gladiators and multiple-headed dragonsnails.

Grampus

A distant relative of the scorpion, these strange arthropods are also commonly known as vinegaroons or whipscorpions. They are built much like giant scorpions with massive, dark-coloured claws but their tails lack the giant stinger of a true scorpion. Instead, a grampus's tail culminates in a long, whip-like appendage. Surprisingly, this tail serves the grampus no purpose in combat, but contained in the tail is a set of glands capable of emitting sprays of acid.

| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|--------------------------------------|--------|----------------|------------------|--|---|-----------------------|
| STR | 4D6+12 | 26 | 1 | Right Fourth Leg | 5/8 | |
| CON | 2D6+12 | 19 | 2 | Left Fourth Leg | 5/8 | |
| SIZ | 3D6+12 | 23 | 3 | Right Third Leg | 5/8 | |
| INT | 1 | 1 | 4 | Left Third Leg | 5/8 | |
| POW | 3D6 | 9 | 5-6 | Tail | 5/8 | |
| DEX | 3D6 | 11 | 7-9 | Abdomen | 5/10 | |
| | | | 10 | Right Second Leg | 5/8 | |
| | | | 11 | Left Second Leg | 5/8 | |
| | | | 12 | Right First Leg | 5/8 | |
| | | | 13 | Left First Leg | 5/8 | |
| | | | 14-15 | Right Pincer | 5/9 | |
| | | | 16-17 | Left Pincer | 5/9 | |
| | | | 18-20 | Thorax | 5/11 | |
| Magic Poin Movement Strike Ran | t | 9 12m +3 | <i>Skills:</i> A | ormidable Natural Wea thletics 65%, Evade 30 ealth 45% | upons, Wall Walking 0%, Perception 55%, Persis | stence 37%, Resilienc |
| Combat Unarmed 5 | | | | | | |
| Weapons | s | | | | | |
| Type | Size | Reach Dama, | ge AP/ | HP Range | | |
| Acid Spray | | L Weak | | or Tail | | |
| Pincer | Μ | S 1D6+ | 1+1D10 | | | |
| | | | | | | |
| | | | | | | |



A grampus is a purely carnivorous creature. It makes its home in forests, jungles and dismal swamps. Scorpion men (see page 89) sometimes keep grampuses in much the same way and for the same purposes as humans keep dogs.

The grampus is able to spray a form of weak acid and can be directed against targets up to ten metres away. The spray covers an area four metres square. All creatures struck by this spray are hit in all locations simultaneously – unless the creature itself takes up more than four metres – and take one Hit Point of damage to all locations. Armour will protect against this damage but the armour itself will lose one AP in all locations. The damage from this spray is immediate but the spray also loses its acidity almost immediately. The grampus can use this spray three times in a 24-hour period. This attack may not be evaded.

Combat Notes

Grampuses behave in much the same way as Giant Scorpions and have similar arena uses. See the Scorpion, Giant entry beginning on page 88.

Insect Swarm

Most adventurers feel the only insects they have to fear are those that are giant in stature but mere humble, normal-sized insects can be every bit as dangerous, provided they assemble in large numbers. Insect swarms include large anthills, wasp and hornet nests, and roused beehives. Stinging insects are not found anywhere in arctic climes but they are ubiquitous in warmer regions of the world. They will not go out of their way to attack a human or other creature vastly larger than themselves but if their hive or hill is threatened or damaged, an insect swarm may prove too much for even an experienced adventurer to handle.

Beasts as small as normal insects need no Characteristics and characters cannot truly engage them in battle. No matter how skilled a swordsman may be, he will find his weapon useless in the face of a swarm of 500 hornets. He can kill one or more with each stroke but ultimately he is just wasting his time. Instead, these rules govern the danger posed by a particular hive or hill of stinging insects.

The size of the hive or hill determines the number of stings a swarm delivers every round. Consult the chart below.

| Hive Size | Stings |
|---|----------------|
| Very small (small wasp nest) | 1D6 |
| Small (large wasp nest, small beehive) | 2D6 |
| Large (very large wasp nest, average beehive) | 4D6 |
| Very large (large beehive) | 6D6 |
| Huge (enormous anthill, very large beehive) | 8D6 and higher |

Each character attacked by a hive takes the listed number of stings every round until he manages to escape the swarm. Heavy clothing subtracts two stings per die from the number of stings suffered every round. Armour subtracts one sting per die, though armour combined with heavy clothing will only subtract two stings per die total. Characters who take precautions against a swarm by wrapping themselves in cloaks, blankets and other heavy fabrics will subtract three stings per die. Note that this must be done prior to entering a swarm – by the time the character is taking damage, it is already too late. Such muffling requires three Combat Rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such clothing consists of heavy cloth and multiple layers of mesh costs 75 silvers, weighs 2 ENC and has no armour value. Magical spells such as Protection subtract one sting per die for every two points of Magnitude.

Creatures with six or more points of natural armour are immune to the effects of an insect swarm. No matter how angry a group of hornets get, they are unable to do anything to a creature like a dragon.

An insect swarm always attacks uses its first Combat Action to attack.

Every round the character is exposed to the swarm the Games Master should total the number of stings taken and multiply that total by the appropriate species' Venom Factor, as given on the Insect Venom table.



Insect Venom

| Insect Type | Venom Factor | Movement Rate |
|---------------------|--------------|---------------|
| Honeybees | 5 | 20m |
| Hornets | 3 | 30m |
| Bumblebees | 3 | 10m |
| Yellowjackets/Wasps | 5 | 35m |
| Army Ants | 2 | 4m |
| Fire Ants | 2 | 2m |
| Bullfrog Ants | 1 | 2m |

The total number of stings multiplied by the venom factor gives the base Potency of the venom introduced into the victim's body. Insect swarm venom has an onset time of 1D10 Combat Rounds. After that time, the Potency of the venom should be matched against the victim's Resilience in a standard opposed test.

Insect Venom Application: Injection. Onset time: 1D10 Combat Rounds.

Duration: 6D10 minutes.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: See Above. Resistance: Resilience.

Conditions: Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see page 54 of the *RuneQuest Core Rulebook*).

Antidote/Cure: Anti-venom. Some cultures have perfected antivenom remedies which have a Potency of 1D20+10. The antivenom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

The Movement Rate listing shows how fast a swarm can travel if it is pursuing an enemy.

Driving a swarm away is a troublesome prospect, considering that weapons have no real effect on the insects. An insect swarm will not enter an area of heavy smoke and most crawling insects, such as ants, will not cross an unbroken line of sulphur powder. Fire is the most effective means of dispersing an insect swarm. For every 1D6 of damage a fire does, it reduces the size of a swarm by 1D6 every round.

For Example: Thrace blunders into a large hive of honeybees while tracking a band of marauding broo. Thrace is wearing only leather armour and has no time to cover himself with heavy blankets and the like to ward off the bees. Each round, Thrace will be stung 4D6-4 times. Recognising the danger, Thrace flees from the bees to a creek he just crossed and jumps in to get away from the swarm, though he is still stung for three rounds total. The first round he is stung 12 times, only 7 on the second round and the third round, just as he is jumping into the creek, he is stung 10 times. Thus Thrace must make three tests against a potency of 60, 35 and 50. These are matched against Thrace's Resilience in a standard opposed test. With a Resilience of 45% Thrace manages to resist the first two rounds worth of stings but succumbs to the third. Stung in his left arm, Thrace's limb swells and the pain is immense; he can also feel his throat beginning to swell. The duration (6D10 minutes) is rolled as 18 - at the end of this time Thrace needs to make a second Resistance roll or suffer from the effects of Asphyxiation. Fortunately he succeeds; had he not, then he would have risked sustaining further damage through lack of air.

Leech, Giant

Usually found living in lakes and rivers, giant leeches can also survive on land, inhabiting rainforests and humid jungles where they cling to the branches of trees waiting for a potential host to pass by.

Blood-feeders, giant leeches can hold a number of Hit Points of blood equal to their SIZ x5 before becoming satiated and detaching from the host. Once attached, a leech remains that way unless it is burned-off (which may risk injuring the host) or removed with

either magic or surgery. The mouth parts bury deep enough into the host to prevent it from being removed easily, although it injects a local anaesthetic so that the host feels no pain whilst the leech is attached and feeding.



| STR CON SIZ INT POW DEX | Dice 2D6+1 2D6+3 2D6-1 1 1D6 3D6 | Aver a 8 10 6 1 4 11 | ge | 1D20 1-20 | Hit Location Body | AP/HP 1/6 |
|--|--|---|--------------------------|---------------------|--|-----------------------------|
| Damage M Magic Poin Movement Strike Rank | ts | -1D0 4 4m +7 |) | <i>Traits:</i> B1 | l <i>rmour:</i> Slime, no Armo ood Drain, Wall Walke hletics 60%, Evade 05 | Conservation of Lower . The |
| Combat S Bite 40% Weapons <i>Type</i> Bite | | <i>Reach</i> L | <i>Damage</i> 1D6–1D6 | <i>АРЛ</i> Аs fo | <i>HP</i> or Body | |

Killing a leech that is in situ stops it from feeding but does not detach it. A leech that remains attached causes no further damage but looks unsightly and effectively reduces the APP of the host by half. A dead leech will fall off naturally after 2D6 days.

Locust, Giant

Locusts are herbivorous, swarming insects characterised by a set of powerful hind legs that allow the creature to leap large distances – although locusts also have a set of sheathed wings allowing them to



fly. The normal sized version of the insect has a tendency to engage in a feeding swarm, an activity that can devastate croplands as millions of the insect rapidly move through an area stripping it of vegetation. The giant version is far less likely to do this and giant locust swarms are extremely rare owing to the rarity of the creature itself.

Giant locusts are the size of a small dog and can be found anywhere in the world, with the exception of extremely cold climates. Usually solitary, locusts only pose a great threat when a swarm comes together and moves through an area.

The hind legs allow the locust to leap a number of metres equal to its DEX x5 laterally and DEX x2 vertically. Powerful mandibles slice easily through most kinds of vegetation and the giant variety is able to feed on tree foliage and bark meaning that a giant locust swarm can devastate forested areas in the same way its smaller cousins destroy croplands.

Mosquito, Giant

Blood-sucking insects that inhabit woodlands, marshlands and bogs, giant mosquitoes breed wherever there is standing water and are attracted by carbon dioxide – the exhaled breath of breathing creatures. Mosquitoes are, in general,

| | Dice | Avera | ige | 1D20 | Hit Loca | tion | AP/HP | | | |
|------------|----------|-------|---------|------------|------------------|--|--------------|----------------|--------------------|--|
| STR | 2D6+6 | 13 | | 1 | Right Rea | r Leg | 3/6 | | | |
| CON | 2D6+3 | 10 | | 2 | Left Rear | 5-20 m | 3/6 | | | |
| SIZ | 1D6+3 | 7 | | 3 | Right Mie | 0 | 3/4 | | | |
| INT | 2 | 2 | | 4 | Left Mide | | 3/4 | | | |
| POW | 1D6+6 | 10 | | 5-9 | Abdomen | and the second sec | 3/5 | | | |
| DEX | 3D6+12 | 23 | | 10-13 | Thorax | | 3/6 | | | |
| | | | | 14 | Right Fro | nt Leg | 3/4 | | | |
| | | | | 15 | Left From | | 3/4 | | | |
| | | | | 16-20 | Head | Leg | 3/4 | | | |
| | | | | | | | | | | |
| | | | | Typical A | Armour: Chit | in exoskeleto | n, no Armour | Penalty. | | |
| Damage M | lodifier | -1D2 | 2 | 21 | | | | 5 | | |
| Magic Poin | | 10 | | Traits: W | all Walking | | | | | |
| Movement | | 6m/1 | 15m | | U | | | | | |
| Strike Ran | k | +4 | | Skills: At | thletics 80% | , Evade 60% | , Perception | 40%, Persisten | ce 40%, Resilience | |
| | | | | 40%, | | | | | | |
| | | | | | | | | | | |
| Combat | | | | | | | | | | |
| Mandibles | 30% | | | | | | | | | |
| | | | | | | | | | | |
| Weapons | | - | - | | | | | | | |
| Type | Size | Reach | Damage | AP/I | | Range | | | | |
| Mandibles | М | Μ | 1D8-1D2 | As fo | or Head | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

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nectar feeders and only the females require blood to stimulate egg production. However the giant variety, unable to gain enough sustenance from the small amounts of nectar normal sized plants produce, compared to the giant mosquitoes' size, have adapted to rely on blood.

Giant mosquitoes are the size of a cat and the high pitched buzzing of their wings provides an early warning of an attack. They are most active at dawn and dusk, preferring to lie dormant during the day – but they will attack if disturbed. A single giant mosquito can drink a number of Hit Points' worth of blood equal to its SIZ x2 before being satiated. However, it is not necessarily blood loss that is the killer. To drain blood the mosquito injects anti-coagulant saliva into its prey, and, at the levels a giant mosquito uses, this can overwhelm a bite victim after the mosquito has taken it fill. See Combat Notes for more details.

Giant mosquitoes can penetrate up to two points of armour with their needle-sharp proboscis, so clothing is no guarantee of protection against a bite, although uncovered areas are targeted first. On a successful attack the mosquito drains blood every Combat Action that it remains attached to the victim, beginning on the same CA it makes its first attack. It does not need to make any attack roll to continue draining blood and it will not actively defend; however if swatted or attacked in an attempt to remove it, it is allowed an Athletics roll to remain attached and continue draining blood. This costs it a Combat Action.



Combat Notes

The giant mosquito's bite ignores the first two points of armour. On a successful bite it immediately draws a number of Hit Points of blood equal to its bite damage but once it has drunk an amount equal to its SIZ x2, it is satiated and leaves the host.

| | Dice | Avera | ige | 1D20 | Hit Locat | ion | AP/HP | |
|---|------------------|------------------------|----------------------------|------------------|-------------------------|---------------|--|------|
| STR | 2D6-1 | 6 | -8- | 1 | Right Rea | | 1/2 | |
| CON | 2D3 | 4 | | 2 | Left Rear 1 | | 1/2 | |
| SIZ | 1D3+1 | 3 | | 3 | Right Mid | | 1/2 | |
| INT | 1 | 2 | | 4 | Left Midd | | 1/2 | |
| POW | 2D6 | 7 | | 5-7 | Abdomen | | 1/3 | |
| DEX | 2D6+6 | 13 | | 8-9 | Thorax | | 1/4 | |
| DLA | 22010 | 10 | | 10-11 | Right Wir | ισ | 1/1 | |
| | | | | 12-13 | Left Wing | | 1/1 | |
| | | | | 14 | Right From | | 1/2 | |
| | | | | 15 | Left Front | | 1/2 | |
| | | | | 16-20 | Head | LUS | 1/3 | |
| Damage Moo Magic Points Movement Strike Rank | | -1D(7 18m +4 | | <i>Traits:</i> I | Flying, Wall W | /alking, Life | 9 Armour Penalty 9 Sense %, Perception 20%, Persistence 31%, Resilie | ence |
| Combat St Bite 40% | cyles | | | | | | | |
| Weapons <i>Type</i> Bite | <i>Size</i> S | <i>Reach</i> T | <i>Damage</i> 1D3+1–1D6 | | / <i>HP</i> for Head | Range | | |

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However the anti-coagulant pumped into a host can have a severe effect. The victim must make a Resilience roll 1D6+1 minutes after a successful bite. If the Resilience roll fails the anti-coagulant causes the bitten location to swell, itch and ache copiously, inflicting a further 1D3 damage and rendering it useless for a number of days equal to the damage sustained. If the location bitten is the chest or head, the airway can become restricted causing the victim to lose consciousness if the Hit Points for the location fall below -1.

This enormous insect predator dwells in jungle and rainforest. It has long, stilt-like legs, a triangular head with sharp jaws and huge, observant, compound eyes and jagged forelegs. The head is capable of swivelling through 300 degrees, ensuring that nothing escapes its attention. Mantises are coloured to blend in remarkably well with their native forest environment.

Praying mantises are strictly carnivorous creatures who feed on anything smaller than themselves. They are expert hunters, remaining motionless for hours on end waiting for the precise moment to strike. When that moment arrives, the mantis explodes forward with its forelegs to seize its prey. They can be tamed if



| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
|-------------|---------|-------|----------|------------|-------------------------|---|
| STR | 6D6+12 | 33 | | 1 | Right Rear Leg | 6/11 |
| CON | 3D6+9 | 20 | | 2 | Left Rear Leg | 6/11 |
| SIZ | 8D6+12 | 40 | | 3-5 | Abdomen | 6/13 |
| INT | 3 | 3 | | 6 | Right Wing | 6/11 |
| POW | 3D6 | 9 | | 7 | Left Wing | 6/11 |
| DEX | 2D6+18 | 25 | | 8 | Right Front Leg | 6/11 |
| | | | | 9 | Left Front Leg | 6/11 |
| | | | | 10-12 | Thorax | 6/14 |
| | | | | 13-15 | Right Claw | 6/12 |
| | | | | 16-18 | Left Claw | 6/12 |
| | | | | 19-20 | Head | 6/13 |
| | | | | | | |
| | | | | Typical A | Armour: Chitin exoskele | eton, no Armour Penalty. |
| Damage Me | odifier | +2D8 | 3 | -77 | | |
| Magic Poin | | 9 | | Traits: Fo | ormidable Natural Wea | pons, Wall Walking |
| Movement | | 12m | | | | |
| Strike Rank | | +2 | | Skills At | thletics 55% Evade 40 | 0%, Perception 85%, Persistence 37%, Resilience |
| ounce man | | . 2 | | | ealth 90%, Track 65% | s/o, reception ob/o, relastence of/o, reamence |
| | | | | | | |
| Combat S | otyles | | | | | |
| Unarmed 95 | | | | | | |
| | | | | | | |
| Weapons | | | | | | |
| Туре | Size | Reach | Damage | AP/I | HP | |
| Mandible | М | Т | 1D8+2D8 | As fo | or Head | |
| Foreclaws | L | VL | 1D10+2D8 | As fo | or Claw | |
| | | | | | | |
| | | | | | | |

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taken as young and make extremely effective mounts in battle. Anyone riding such a creature into battle may use 1D10+10 to determine Hit Location on his targets, even against mounted foes (except particularly tall enemies or enemies also riding mantises).

Combat Notes

The preying mantis is a formidable hunter. Its primary attack is always the foreclaws and it combines both claws in a single, devastating grasp that both damages and automatically Grips the prey – it does not need to gain a level of success above a defender to use this Combat Manoeuvre. Once grasping the locust does not inflict any further damage with the claws and uses its powerful mandibles to continue its attacks. The mandibles are capable of slicing through armour and thus it can use the Sunder Combat Manoeuvre.

Mantises make for cunning warriors, when controlled and will not stop in the midst of battle to feed. A mantis is fully capable of fighting with a rider on its back, though the rider will have to make two Ride skill tests every round the mantis employs its natural weapons – one to stay on the mantis's back, another to make his own attack.

In the Arena

With such ferocious natures giant mantises make ideal arena opponents especially when they are hidden in disguised cages beneath the floor of an arena or ridden into it by mounted combatants, tearing into entire units of gladiators. Sometimes a mock jungle is created on the arena floor with several mantises deposited within. Gladiators must attempt to reach the far edge, running the gauntlet of the near-invisible creatures.

Scorpion, Giant

Scorpions are giant carnivorous arachnids that come in a riot of colours and patterns. They live in jungles and deserts where they hide out during the day and emerge at nightfall to hunt. With pincers to the fore and a long, segmented tail carrying a wicked sting to the aft, giant scorpions are terrifying predators.

The giant scorpion described below is approximately 2.5 metres long, not counting the tail, which is itself another two metres in length. The scorpion stands about half a metre tall. Scorpions have no discernible head; the sensory organs are contained within the forefront of the thorax.

| | Dice | Avera | ige | 1D20 | Hit Location | AP/HP | |
|--------------------------|--------|--------|-------------------------|---------------------------------|-----------------------------------|-------------------|---------------------------------|
| STR | 4D6+12 | 26 | | 1 | Right Fourth Leg | 5/8 | |
| CON | 2D6+12 | 19 | | 2 | Left Fourth Leg | 5/8 | |
| SIZ | 3D6+12 | 23 | | 3 | Right Third Leg | 5/8 | |
| INT | 1 | 1 | | 4 | Left Third Leg | 5/8 | |
| POW | 3D6 | 9 | | 5-6 | Tail | 5/8 | |
| DEX | 3D6 | 11 | | 7-9 | Abdomen | 5/10 | |
| | | | | 10 | Right Second Leg | 5/8 | |
| | | | | 11 | Left Second Leg | 5/8 | |
| | | | | 12 | Right First Leg | 5/8 | |
| | | | | 13 | Left First Leg | 5/8 | |
| | | | | 14-15 | Right Pincer | 5/9 | |
| | | | | 16-17 | Left Pincer | 5/9 | |
| | | | | 18-20 | Thorax | 5/11 | |
| | | | | Typical Ar | rmour: Chitin exoskele | ton, no Armour P | enalty. |
| Damage Mod | lifier | +1D1 | 10 | - | | | |
| Magic Points | | 9 | | <i>Traits:</i> For | rmidable Natural Wea _l | oons, Wall Walkin | ig, Sting |
| Movement | | 12m | | | | | |
| Strike Rank | | +3 | | <i>Skills:</i> Atl 67%, Stea | | %, Perception 55 | 5%, Persistence 37%, Resilience |
| Combat St Unarmed 459 | | | | | | | |
| Weapons <i>Type</i> | Size | Reach | Damage | | AP/HP | | |
| Sting | L M | L S | 1D6+1D10 F 1D6+1+1D1 | | As for Tail As for Tail | | |
| Pincer | IVI | 3 | 1D0+1+1D1 | 0 | AS IOF 1all | | |



Combat Notes Scorpion venom has the following characteristics:

Application: Injected or smeared. Onset Time: 1D3 Rounds.

Duration: 1D3 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 40+ CON of Scorpion. Resistance: Resilience. Conditions: Agony and Nausea. Antidote/Cure: Healing skill and magic.

In the Arena

Giant scorpions are easily antagonised and so making them aggressive enough for arena contests is a straightforward affair. Giant scorpions can carry riders, although magic can be used to easily direct them against opponents. A favoured tactic is to hide giant scorpions in various submerged pits, covered with straw or flooring; the vibration from nearby feet causing them to scuttle out and attack.

In Glorantha giant scorpions have been captured by God Learner arena owners and are combined with scorpion men in battles against trolls and human gladiators.

Scorpion Man

Creatures of Chaos, scorpion men have the upper body of a human with the body, legs and tail of a gigantic scorpion. In same rare cases the scorpion man's arms are replaced by the pincers of the scorpion but, usually, the creature has arms and hands and can wield weapons.

Scorpion men are a Chaos breed native to Glorantha and left over from the Great Darkness. They are found in desert areas and, occasionally, small mountain villages. Their rigid society is based on servitude to gigantic queens, who do the majority of breeding for the race. Scorpion men make their



but are carrion feeders rather than hunters. Slow moving and dull-witted, giant slugs are, nevertheless, fond of fresh meat, being attracted to helpless, wounded creatures. Healthy sources of protein are able to move far faster than a slug and so it poses little threat.

The mucus a slug exudes to help it move is extremely slippery but is otherwise harmless to the touch.

| | Dice | Averag |
|-----|-------|--------|
| STR | 2D6+6 | 13 |
| CON | 3D6 | 11 |
| SIZ | 2D6+4 | 11 |
| INT | 1 | 1 |
| POW | 2D6 | 7 |
| DEX | 2D6-1 | 6 |
| | | |



| 1000 | and hoculton | |
|-------|--------------|-----|
| 1-7 | Tail | 1/5 |
| 8-16 | Body | 1/6 |
| 17-20 | Head | 1/5 |
| | | |

Typical Armour: Slime. No armour penalty

Range

| v | | |
|--------------|---|----------------------|
| Magic Points | 7 | Traits: Wall Walking |

+0

3m

+4

Skills: Evade 05%, Perception 25%, Persistence 31%, Resilience 31%, Stealth30%

Combat Styles Bite 30%

Damage Modifier

Movement

Strike Rank

Weapons

Type Bite Reach Damage T 1D6 *AP/HP* As for Head

Spider, Giant

SIZ

S

There are tens of thousands of species of spiders in the world but only a few species that pose a real danger to the average adventurer – the giant spider is one of these.

The giant spider featured here is a web-spinning spider, which hunts by spreading its webs over an area where potential prey is likely to cross. When a creature wanders beneath the web, the spider rushes over and begins spewing webbing all over its intended victim.

Another technique the spider may use is to set its web above a trail, closing it off with a net of webbing. When potential prey comes down the road, it is blocked by the webbing and the spider can then drop a sheet of webbing atop its intended victim. Still another tactic is to silently enclose an area in which its prey is sleeping.



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'Small' Giant Spider

| Small Giar | nt Spider | | | | | | |
|--|--|---|--|--|---|---|--|
| STR CON SIZ INT POW DEX | Dice 1D6+6 3D6 2D6+6 8 2D6 2D6 2D6+9 | Avera 10 11 13 8 7 16 | ge | 1D20 1 2 3 4 5-11 12 13 | Hit Location Right Fourth Leg Left Fourth Leg Right Third Leg Left Third Leg Abdomen Right Second Leg Left Second Leg | AP/HP 3/3 3/3 3/3 3/3 3/3 3/6 3/3 3/3 | |
| Damage Mod Magic Points Movement Strike Rank | lifier | +0 7 6m/12 +1 | 2m | 14 15 16-20 <i>Typical A</i> | Right First Leg Left First Leg Thorax I <i>rmour:</i> Chitin. No arm | 3/3 3/3 3/5 nour penalty | |
| | | | | <i>Skills:</i> At | | | r Venom), Wall Walking %, Persistence 31%, Resilience |
| Combat St Bite 50%, We Weapons | | | | | | | |
| <i>Type</i> Bite Web | SIZ S L | <i>Reach</i> T L | <i>Damage</i> 1D6+poison Entangles | <i>AP/</i> As fo 4/10 | or Head | | |
| `Medium' (| Giant Spid | er | | | | | |
| STR CON SIZ INT POW DEX Damage Mod Magic Points Movement | Dice 2D6+12 3D6+6 4D6+12 8 3D6 2D6+9 | Avera 19 17 26 8 11 16 +1D8 11 8m/13 | | 1D20 1 2 3 4 5-11 12 13 14 15 16-20 | Hit Location Right Fourth Leg Left Fourth Leg Right Third Leg Left Third Leg Abdomen Right Second Leg Left Second Leg Right First Leg Left First Leg Thorax | AP/HP 4/8 4/8 4/8 4/8 4/10 4/8 4/10 4/8 4/8 3/8 3/8 3/8 3/11 | |
| Strike Rank | | +1 | | | <i>rmour:</i> Chitin. No arm | | |
| | | | | <i>Skills:</i> At | | | r Venom), Wall Walking %, Persistence 43%, Resilience |
| Combat St Bite 55%, We | | | | | | | |
| Weapons <i>Type</i> Bite Web | <i>SIZ</i> M L | <i>Reach</i> T L | <i>Damage</i> 1D6+1D8+pc Entangles | pisonAs fo | <i>AP/HP</i> or Head 4/19 | | |

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| 'Large' (| Giant Spider | | | | | |
|---------------|--------------|---------|-----------|--------------------------------|-------------|--|
| | Dice | Average | 1D20 | Hit Location | AP/HP | |
| STR | 3D6+18 | 29 | 1 | Right Fourth Leg | 6/11 | |
| CON | 3D6+12 | 23 | 2 | Left Fourth Leg | 6/11 | |
| SIZ | 6D6+18 | 39 | 3 | Right Third Leg | 6/11 | |
| INT | 8 | 8 | 4 | Left Third Leg | 6/11 | |
| POW | 4D6 | 14 | 5-11 | Abdomen | 6/16 | |
| DEX | 2D6+9 | 16 | 12 | Right Second Leg | 6/11 | |
| | | | 13 | Left Second Leg | 6/11 | |
| | | | 14 | Right First Leg | 3/11 | |
| | | | 15 | Left First Leg | 3/11 | |
| Damage . | Modifier | +2D6 | 16-20 | Thorax | 37 | |
| Magic Points | | 14 | | | | |
| Movemen | t | 12m/20m | | | | |
| Strike Rank + | | +1 | Typical A | A <i>rmour:</i> Chitin. No arm | our penalty | |
| | | | | | | |

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking

Skills: Athletics 110%, Dodge 40%, Perception 65%, Persistence 52%, Resilience 79%, Stealth 85%, Track 40%

Combat Styles Bite 60%, Web 70%

| Weapons | | | | | |
|---------|-----|-------|----------------|-------------|-------|
| Type | SIZ | Reach | Damage | AP/HP | Range |
| Bite | Μ | Т | 1D6+2D6+poison | As for Head | |
| Web | L | L | Entangles | 4/29 | |

The webbing of a giant spider will hold fast anyone who touches it unless they can succeed on an opposed Brawn or Athletics test. The spider web's Athletics value is equal to that of the spider that wove it. The web's Hit Points are double the spider's STR. Any weapon striking a strand of webbing will do damage but it also may become stuck. Flaming weapons never become stuck and always inflict double damage on webbing. However, webbing will not ignite.

The web spun in a round covers an area two metres by two metres, entangling the creature within that space. Those stuck in this manner are effectively immobilised and cannot attack, parry, dodge or dive for cover until they break free of the web successfully. The trapped character may be aided by his companions. If the spider throws multiple webs on the same individual, each layer of webbing must be broken through individually. An incoming webbing attack may not be parried.

Giant spiders are extremely intelligent creatures, though they are still just animals and their INT is fixed. In the following entries, the Movement figure following the slash is for movement within the spider's own web.

Combat Notes Spider venom has the following characteristics:

Application: Injected. Onset time: 1D3 Rounds. Duration: 1D3 Days. **Resistance Time**: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made. **Potency:** 40+ CON of Spider. **Resistance**: Resilience. **Conditions:** Paralysis.

Antidote/Cure: Healing skill and magic.

The web is incredibly strong. All webs have 4 AP but the strength of the web in Hit Points is equal to the spider's own STR. Those caught in the web suffer the effects of the Entangle Combat Manoeuvre, across 1D3 separate locations at the same time. If a victim is able to move across the web, his movement is reduced by two thirds.

In the Arena

As predators, giant spiders need little encouragement to faceoff against foes in the arena. Where more elaborate shows are concerned and where time is available, the spider is allowed to spin a web across a specially erected frame where smaller (though still giant) insects are thrown to encouraged the spider's attention. At the beginning of the games, slaves or gladiators are then strung into the web separated from their weapons. They must then attempt to escape the web or reach their weapons before the spider, located at the centre, can reach and paralyse them.

Dinosaurs & Reptiles

hilst dinosaurs died out on our own earth due to a variety of differing theories, the same does not necessarily hold true for fantasy worlds. Glorantha, certainly, does not suffer from meteor strikes and, being a mythical world, dinosaurs are still present. The same might be true for other fantasy settings and one can have a great deal of fun with the 'Lost World' scenario where small colonies of dinosaurs have survived beyond the cataclysm that ended their dominance of the old world.

This chapter thus deals with dinosaurs of both land and sea, and other reptiles of various species. Dragonewts are covered in the Humans and Humanoids chapter.

Alligator/Crocodile

I hese large reptiles, close relatives of the dinosaurs, live in swamps and slow-moving rivers. Active predators, they use their stealth to prey upon fish, snakes and animals coming in search of drinking water. Although alligators and crocodiles are different species and have a different appearance (alligators are shorter and have a shorter snout), the same statistics can be used.

Though they are often found in large numbers, crocodiles are not sociable or pack animals. Crocodiles are faster in the water than they are on land and prefer to attack prey in the water or at the water's edge.

When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful (assuming of course the crocodile succeeds on the initial attack) and inflicts damage equal to the crocodile's Damage Modifier each round to the location bitten. Armour does not protect against this damage. A crocodile on land is unable to use this attack, though it can still bite.

Combat Notes

On land, crocodiles aim to bite time and again. Their tails can be used to bash at opponents and they are smart enough to use Choose Location to aim for the legs in a bid to bring down a potential meal and then launch forward for a devastating snap of their jaws.

In the water the creatures bite and then use Grip to maintain a solid hold on the prey. Once Gripped, the alligator or croc spins itself around in the water in an attempt to drag the prey underwater and drown it. If an alligator or croc successfully Grips, on its next Combat Action it attempts to spin. To do this it matches its Swim against the prey's Swim or Brawn (whichever



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|----------|-----------|----|-----------|
| IVIedium | Alligator | or | Crocodile |

| CTD | Dice | Avera | ige | 1D20 | Hit Location | AP/HP | |
|----------------------|-----------------|-----------|----------|-----------|--|-----------------------------|-----------------------------|
| STR CON | 4D6+12 3D6+8 | 26 19 | | 1-3 4 | Tail Right Hind Leg | 5/8 5/6 | |
| SIZ | 3D6+8 4D6+12 | 19 26 | | 4 5 | Left Hind Leg | 5/6 | |
| INT | 4D0+12 3 | 20 | | 5 6-9 | Hindquarters | 5/9 | |
| POW | 3 3D6 | 3 11 | | 10-14 | Forequarters | 5/10 | |
| DEX | 3D6 2D6 | 7 | | 10-14 | Right Front Leg | 5/6 | |
| DEA | 200 | 1 | | 16 | Left Front Leg | 5/6 | |
| | | | | 17-20 | Head/Neck | 5/8 | |
| | | | | | | | |
| Damage Mod | difier | +1D2 | 12 | Typical A | 4 <i>rmour:</i> Scales. No Ar | rmour Penalty | |
| Magic Points | | 11 | | Traits: E | xcellent Swimmer | | |
| Movement | | 6m/1 | 0m | indits. E | | | |
| Strike Rank | | +4 | | | thletics 75%, Brawn ealth 50%, Swim 959 | 65%, Perception 40%, P % | Persistence 43%, Resilience |
| Combat S Bite 50% | tyles | | | | | | |
| Weapons | 81 <u>1</u> 10 | <u> </u> | _ | | | - | |
| Type | Size | Reach | Damage | | AP/HP | Range | |
| Bite | M | Μ | 1D8+1D12 | | As for Head | | |
| Tail BashL | L | | 1D6+1D12 | | As for Tail | | |
| Large Allig | jator or C | Crocodile | 9 | | | | |
| | Dice | Avera | ige | 1D20 | Hit Location | AP/HP | |
| STR | 8D6+12 | 50 | | 1-3 | Tail | 7/16 | |
| CON | 6D6+8 | 29 | | 4 | Right Hind Leg | 7/11 | |
| SIZ | 8D6+12 | 50 | | 5 | Left Hind Leg | 7/11 | |
| INT | 3 | 3 | | 6-9 | Hindquarters | 7/17 | |
| POW | 3D6 | 11 | | 10-14 | Forequarters | 7/18 | |
| DEX | 2D6 | 7 | | 15 | Right Front Leg | 7/11 | |
| | | | | 16 | Left Front Leg | 7/11 | |
| | | | | 17-20 | Head/Neck | 7/16 | |
| | | | | Typical | 4 <i>rmour:</i> Scales. No Ar | rmour Penalty | |
| Damage Mod | difier | +2D3 | 12 | 1)picta i | amour boulos rio ra | into al 1 onaity | |
| Magic Points | | 11 | | Traits: E | xcellent Swimmer | | |
| Movement | | 6m/1 | 0m | | | | |
| Strike Rank | | +4 | | | thletics 75%, Brawn ealth 50%, Swim 959 | | Persistence 43%, Resilience |
| Combat S Bite 50% | tyles | | | | | | |
| Weapons | | | | | | | |
| Type | Size | Reach | Damage | | AP/HP | Range | |
| Bite | М | Μ | 1D8+2D12 | | As for Head | | |
| | L | | 1D6+2D12 | | As for Tail | | |
| Tail BashL | | | | | | | |
| Tail BashL | | | | | | | |



is higher) in an Opposed Contest. If the creature wins the contest, the prey is dragged under the water and begins

to suffer Asphyxiation damage if it cannot succeed in a Resilience roll.

> The alligator or crocodile continues this process until the prey either dies or manages to break free.

In the Arena

In games involving water, alligators and crocodiles are frequently used as an extra threat against combatants who have been plunged into the water somehow, with the

reptiles either waiting on an artificial bank, sensing the chance of a meal, or already in the water, circling. Large logs may also be thrown into the water in a bid to confuse combatants: is that lump of bark a safe haven or a predator?

Allosaurus

The name means 'different lizard' and allosaurs are large carnivorous dinosaurs, reaching 10 metres in length and standing over three metres tall. Allosaurs are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey. As dinosaurs go, allosaurs are reasonably smart and, in their native terrain, are ambush predators, either exploding from cover or leaping down from a height, using their enormous upper jaws as a hatchet.

| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|------------|-----------------|---------|------------------------------------|------------------------|--|--|
| STR | 6D6+32 | 53 | 1-3 | Tail | 10/17 | |
| CON | 4D6+21 | 35 | 4 | Right Hind Leg | 10/17 | |
| SIZ | 4D6+32 | 46 | 5 | Left Hind Leg | 10/17 | |
| INT | 3 | 3 | 6-9 | Hindquarters | 10/18 | |
| POW | 3D6 | 11 | 10-14 | Forequarters | 10/19 | |
| DEX | 2D6+9 | 16 | 15 | Right Front Leg | 10/16 | |
| | | | 16 | Left Front Leg | 10/16 | |
| | | | 17-20 | Head/Neck | 10/17 | |
| | | | Typical A | Armour: Scales. No Arr | nour Penalty | |
| Damage N | <i>lodifier</i> | +2D12 | | | | |
| Magic Poil | nts | 11 | Traits: Formidable Natural Weapons | | | |
| Movement | 6 | 12m | | | | |
| Strike Ran | k | +3 | <i>Skills:</i> At 40% | hletics 90%, Perceptio | n 50%, Persistence 43%, Resilience 95%, Ti | |

Combat Styles Bite 50%, Kick 35%, Tail Bash 30%

| Weapons | | | | | |
|------------|------|-------|-----------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Bite | L | L | 1D10+2D12 | As for Head | 0 |
| Kick | Н | L | 1D6+2D12 | As for Leg | |
| Tail BashH | VL | | 1D8+2D12 | As for Tail | |
| | | | | | |

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Allosaurs can be found in savannahs and sparse tropical forests. They may be solitary or they may hunt in small packs, depending upon the area and the density of available prey.

Combat Notes

If giving chase to smaller prey, allosaurs rely on their bite. However, if able to ambush in some form, the kick and tail are used to flatten prey before following-up with a bite. As allosaurs, like most dinosaurs, have visual acuity based on movement, they tend to focus on what is in front of them and do not defend against attacks from the rear or side unless the creature knows there is a threat or has been hurt in some way.

In the Arena

Dice

Arena favourites, allosaurs are terrifying foes in the coliseum. One of the legs is usually tethered by strong chains, limiting its ability to kick, but also restraining its ability to run amok. In cultures where dinosaurs are actively used as 'domestic' animals, such as within the EWF, allosaurs can be ridden by human or dragonewt riders and controlled with draconic magic, making tethering unnecessary.

It is rare for allosaurs to be pitted against a single foe: groups of combatants (where's the fun in that?), including terrified prisoners

Avorago

1D20

or slaves, who are unarmed and there to provoke a bloodlust, are thrown into the ring to face these dreadful foes.

Amphisboena

A solitary, massive serpent with a head at either end of its body, amphisboena lurk on the fringes of forbidding forests or in ancient, crumbling ruins.

An amphisboena is capable of fast movement by taking one of its heads into the mouth of the other and rolling across the ground like a large, scaly hoop. Its bite is deadly poison, and it will gladly attack anything that intrudes on its territory.

Numbers divided by a slash in the Characteristics below indicate the amphisboena actually has two such Characteristic scores – one for each head. All resistible attack spells targeted at an amphisboena must overcome both heads separately in order to take effect on the monster. This means the amphisboena is able to attempt to resist all incoming spells twice. Only if both heads are overcome will the spell work. Emotional and mental spells, such as Befuddle, or spells affecting the snake's INT, POW or Magic Points, may only affect one head, chosen by the caster. The remaining head is unaffected.

 $\Delta P/HP$

| | Dice | Average | 1D20 | Hit Location | AP/HP | | | | |
|---------------------|-----------------|--------------|-------------------------|---|-------------------------|---------------------------|---|--|--|
| STR | 4D6 | 14 | 1-6 | Right Head | 3/6 | | | | |
| CON | 3D6 | 11 | 7-14 | Body | 3/8 | | | | |
| SIZ | 3D6+6 | 17 | 15-20 | Left Head | 3/6 | | | | |
| INT | 2/2 | 2/2 | | | | | | | |
| POW | 3D6/3D6 | 11/11 | | | | | | | |
| DEX | 3D6+12 | 23 | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | Typical A | Armour: Scales. No An | rmour Penalty | | | | |
| Damage N | Modifier | +1D3 | | | | | | | |
| Magic Poi | | 11/11 | Traits: Pe | <i>Traits:</i> Poison (bite, see below) | | | | | |
| Movement | | 12m/16m | | | | | | | |
| Strike Ran | nk | +4 | <i>Skills:</i> A 43% | thletics 85%, Evade | 60%, Influence 60%, Per | rsistence 43%, Resilience | | | |
| Combat | |) 950/ | | | | | | | |
| Bite 43%, | Jump (Athletics | 6) 80% | | | | | | | |
| 14/ | | | | | | | | | |
| Weapon | s Size | Reach Damage | | AP/HP | Range | | | | |
| <i>Type</i> Bite | M | | D3+PoisonAs fe | | Kange | | | | |
| Jump | L | | D3+PoisonAs f | | | | | | |
| Jump | 2 | 1 120111 | | or Dody | | | | | |
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Hit Location



Combat Notes Amphisboena venom has the following characteristics:

Application: Injection. Onset time: 2 Combat Rounds.

Duration: 6D10 minutes.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: 28.

Resistance: Resilience.

Conditions: Agony, Exhaustion.

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

These weird creatures are forced into their rolling position and rolled out into the arena at speed, aimed at phalanxes of gladiators in some perverse version of Ten Pin Skittles. A single amphisboena is pitted against two gladiators, allowing each head to face a single opponent.

Ankylosaurus

An ankylosaurus is a squat, quadruped herbivore. It has a wide shell of thick armour plates covering much of its turtle-like body,

| STR CON SIZ INT POW DEX | Dice 4D6+21 3D6+15 4D6+21 3 3D6 2D6+6 | Avera 35 24 35 3 11 13 | ge | 1D20 1-3 4 5 6-9 10-14 15 16 17-20 | Hit Location Tail Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg Head/Neck | AP/HP 14/13 6/13 6/13 14/14 14/15 6/13 6/13 14/13 | | |
|--|---|--|-------------------------------------|---|---|---|-------------------------------|----|
| Damage Modifier Magic Points Movement Strike Rank | | +2D6 11 10m +4 | | <i>Traits:</i> Fo | A <i>rmour:</i> Scales. No Arr ormidable Natural We :hletics 20%, Brawn 8 | apons | 0%, Persistence 43%, Resilien | се |
| Combat St Bite 50%, Tai | | | | | | | | |
| Weapons <i>Type</i> Bite Tail BashL | <i>Size</i> M VL | <i>Reach</i> M | <i>Damage</i> 1D6+2D6 3D6+2D6 | | <i>AP/HP</i> As for Head As for Tail | Range | | |

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four thick legs and a blunt snout. The most impressive aspect of the dinosaur, however, is its tail, a long, muscular appendage that ends in a cruel club of bone. The surface and edges of the ankylosaurus's shell is studded with bony spikes.

Ankylosaurs are solitary creatures who only come together to mate. They prefer grassy plains with easy access to rivers and streams.

Combat Notes

The bony beak allows the ankylosaur a nasty bite, but its most effective defence is the devastating club-like tail which it can swing with enormous reach and force, crippling its foes. The tail can be swung against up to three opponents to the rear of the creature or one opponent at either side of it. Anything in front of it is bitten.

In the Arena

As herbivores, ankylosaurs are unaggressive unless threatened, meaning that they must be goaded in the arena or controlled via magic. In some arenas clutches of eggs are placed in the centre of the arena with the gladiators' weapons hidden within; combatants must attempt to get into the egg clutch – which the ankylosaur naturally defends – to retrieve their arms, attempting to avoid the creature's tail. In more perverse situations a magician may have cast Bludgeon on the ankylosaur's tail to further enhance its impact.

Brontosaurus

Meaning 'thunder lizard', and more correctly known as Apatosaurus, brontosaurs are amongst the largest of the dinosaurs. A brontosaurus has a tiny head at the end of a long, sweeping neck, elephantine body and a long tail. Generally found in herds, brontosaurs are not aggressive and will often ignore a creature as tiny as a human (though they may still step on the careless).

Brontosaurs live near warm forests, and may be found either wallowing in shallow lakes and rivers or making their way across dry land. They are purely vegetarians, and are commonly around 20 metres long and four or five metres wide.

Combat Notes

Generally docile, brontosaurs will protect themselves and their young. The preferred defensive method is the tail bash, which can break the bones of most foes instantly. However, if faced with an opponent that is beyond the tail's reach, the brontosaur will stamp. Loud noises and disturbances (or controlling magic) can also cause a herd of brontosaurs to stampede. For a natural stampede to occur, the brontosaurs must be facing something large enough to cause mass panic (a large predator or fire, for example); if a Persistence roll, representing the entire herd, is failed, then the animals panic and charge en-masse, usually as a group, away from the present

| STR CON SIZ INT | Dice 4D6+40 2D6+30 4D6+50 3 | Avera 52 36 62 3 | age | 1D20 1-3 4 5 6-9 | Hit Location Tail Right Hind Leg Left Hind Leg Hindquarters | AP/HP 14/20 14/20 14/20 14/21 | | |
|---|---|------------------------------|---|-------------------------------------|--|--|--------------------------------|--|
| POW DEX | 1D6+6 1D6 | 10 4 | | 10-14 15 16 17-20 | Forequarters Right Front Leg Left Front Leg Head/Neck | 14/22 14/20 14/20 14/20 | | |
| Damage Mo | difier | +3D | 12 | Typical A | <i>lrmour:</i> Scales. No Ar | mour renaity | | |
| Magic Point Movement | | 10 8m | | <i>Traits:</i> Fo | ormidable Natural We | eapons, Trample | | |
| Strike Rank | | +5 | | <i>Skills:</i> At 95% | hletics 15%, Brawn | 95%, Perception 259 | %, Persistence 40%, Resilience | |
| Combat S Trample/Star | | il Bash 609 | % | | | | | |
| Weapons | | | | | | | | |
| <i>Type</i> Trample/Star Tail BashE | <i>Size</i> mp E VL | <i>Reach</i> L | <i>Damage</i> 2D12+3D12 4D12+3D12 | | <i>AP/HP</i> As for Leg As for Tail | Range | | |
| | | | | | | | | |
| | | | | | | | | |



danger. Anything in their way that cannot Evade to a successful degree (a normal Evade success for up to three brontosaur; critically for any number above this) is trampled underfoot.

In the Arena

Brontosaurs cannot be accommodated by anything other than the largest arenas and the possibility of a stampede means that the safety of spectators is difficult to guarantee. Thus they do not make for good arena subjects, despite the undoubted exoticism and spectacle.

Hadrosaurus

Hadrosaurus is the general name given to several dozen varieties of herbivorous, bipedal dinosaurs commonly referred to as 'duckbilled dinosaurs'. Varying slightly in size and body proportion, many of these dinosaurs have a large, bony crest atop their heads, which are used for trumpeting out mating calls that can carry for many kilometres.

Hadrosaurs prefer marshy areas and riverbanks, and are almost always found along the edge of a body of water. They commonly congregate in herds of as many as a hundred individuals of both sexes. The statistics given below can be applied to virtually any hadrosaur.

Combat Notes

Hadrosaurs behave in a similar way to brontosaurs (see page 99), including stampeding if startled.

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|-----------------|-------|
| STR | 6D6+15 | 33 | 1-3 | Tail | 8/13 |
| CON | 4D6+9 | 21 | 4 | Right Hind Leg | 8/13 |
| SIZ | 4D6+30 | 42 | 5 | Left Hind Leg | 8/13 |
| INT | 3 | 3 | 6-9 | Hindquarters | 8/14 |
| POW | 1D6+6 | 10 | 10-14 | Forequarters | 8/15 |
| DEX | 3D6 | 11 | 15 | Right Front Leg | 8/12 |
| | | | 16 | Left Front Leg | 8/12 |
| | | | 17-20 | Head/Neck | 8/13 |

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 80%, Brawn 75%, Perception 40%, Persistence 40%, Resilience 73%

Combat Styles Kick 40%, Tail Bash 20%

Damage Modifier Magic Points

Movement

Strike Rank

Weapons

| Type | Size | Reach | Damage | AP/HP | Range |
|------------|------|-------|----------|-------------|-------|
| Kick | Н | L | 1D8+2D8 | As for Leg | 100 |
| Tail BashH | L | | 1D10+2D8 | As for Tail | |

+2D8

10

10m +5



In the Arena

The more manageable size of hadrosaurs means that they can be used more effectively in the arena than brontosaurs. Some vulnerability, such as a clutch of eggs that needs to be defended, is often used as a means of making the hadrosaurs aggressive; that or controlling magic of some form.

Lizard, Bolo

Native to Glorantha, where they are used as mounts by nomads on the plains of Prax, bolo lizards are large, dinosaur-like creatures. They are bipedal, and shaped much like a skinny allosaurus.

Bolo lizards have fierce attacks for their size, but prefer not to enter combat if at all possible. Because of their small SIZ, bolo lizards can only carry small riders. They are carnivorous.

Combat Notes

Bolo lizards follow similar predatory tactics to velociraptors (see page 111), hunting in packs. However they are more effective when guided by a rider, as in the case of those Praxian tribes who use them as war mounts. Goaded into a charge, the rider uses his spear like a lance from the back of the bolo lizard, spurring the creature to follow-up the spear charge with a kick and then a bite.

In the Arena The EWF uses bolo lizards as training mounts, employing them in the arena to train fledgling warriors before they learn to ride more ferocious creatures like velociraptors. God Learners, too, especially in those areas along the River of Cradles that they have colonised, capture bolos for use in arenas, pitted against charioteers in thrilling, mounted spectacles designed to enforce God Learner tactical supremacy over the barbarian followers of heathen gods like Waha.

Lizard, Rock

Rock lizards are large, fairly stupid beasts that live in hills and caves, though they are also often found in ruined cities and other places abandoned by humanity.

Rock lizards are carnivorous creatures who prefer live prey, but are not adverse to dining on carrion if that is what is available. Rock lizards typically live in colonies of as many as 50 individuals, who can be seen basking in the sun together each morning.

Use rock lizard statistics for any generic lizard, from giant iguana through to komodo monitors, adjusting characteristics where necessary.

Combat Notes

Lizards generally need provocation to enter a fight – or to sense that prey is going to make an easy meal. However once fighting, the reliance is on the bite rather than the claws. The bite is capable of the Sunder Combat Manoeuvre.

In the Arena

Not the best arena combatants, lizards are generally used as caged threats to be released when there are vulnerable and wounded scattered around the arena floor, to add spice to an ongoing spectacle.



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| Li | zard, Bolo |) | ∇ | | | | |
|---------------|------------------------|--|-----------|---------|------------|--|--|
| | | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
| S | TR | 2D6+12 | 19 | | 1-2 | Tail | 1/6 |
| | ON | 3D6 | 11 | | 3-5 | Right Leg | 1/6 |
| | ΙZ | 2D6+12 | 19 | | 6-8 | Left Leg | 1/6 |
| | TV | 3 | 3 | | 9-11 | Abdomen | 1/7 |
| | OW | 3D6 | 11 | | 12-15 | Chest | 1/8 |
| D | ЪЕХ | 1D6+12 | 16 | | 16 | Right Claw | 1/5 |
| | | | | | 17 | Left Claw | 1/5 |
| | | | | | 18-20 | Head | 1/6 |
| | | | | | Typical A | <i>rmour:</i> Scales. No Ai | rmour Penalty |
| D | Damage Mod | ifier | +1D6 | | | | |
| | lagic Points | | 11 | | Traits: Fo | ormidable Natural W | leapons |
| \mathcal{N} | lovement | | 10m | | | | |
| St | trike Rank | | +3 | | | hletics 50%, Brawn 6 e 43%, Stealth 30% | 60%, Evade 40%, Perception 50%, Persistence 43%, |
| C | ombat St | vlos | | | | | |
| | ck 25%, Bit | | | | | | |
| W | leapons | | | | | | |
| Ty | | Size | Reach | Damage | | AP/HP | Range |
| Ki | | Η | L | 1D8+1D6 | | As for Leg | |
| Bit | te | Η | L | 1D6+1D6 | | As for Head | |
| Liz | zard, Roc | k | | | | | |
| | | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
| | TR | 2D6+6 | 13 | | 1-2 | Tail | 3/6 |
| | ON | 2D6+6 | 13 | | 3-5 | Right Leg | 3/6 |
| | ΙZ | 4D6 | 14 | | 6-8 | Left Leg | 3/6 |
| | TV | 2 | 2 | | 9-11 | Abdomen | 3/7 |
| | OW | 2D6 | 7 | | 12-15 | Chest | 3/8 |
| D | DEX | 2D6+3 | 10 | | 16 | Right Claw | 3/6 |
| | | | | | 17 | Left Claw | 3/6 |
| | | | | | 18-20 | Head | 3/6 |
| | | | | | Typical A | rmour: Scales. No Ar | rmour Penalty |
| D | Damage Mod | ifier | +1D2 | | | | |
| \mathcal{N} | lagic Points | | 7 | | Traits: Fo | ormidable Natural W | leapons |
| | lovement | | 8m | | | | |
| St | trike Rank | | +3 | | | ade 45%, Perceptio cking 30% | on 25%, Persistence 41%, Resilience 49%, Stealth |
| | ombat St aw 45%, Bi | | | | | | |
| U. | aw 4970, DI | te 40 % | | | | | |
| | /eapons | la de la constitución de la constitu | 6023 - 04 | 11.12° | | | |
| Ty | | Size | Reach | Damage | | AP/HP | Range |
| | aw | M M | S S | 1D6+1D2 | | As for Leg As for Head | |
| Bit | le | IVI | 3 | 1D8+1D2 | | AS FOR LIGAC | |
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Plesiosaurus

A long-necked, sea-going dinosaur, plesiosaurs hunt fish and squid in the shallows although with its powerful flippers and tail it is quite capable of diving to great depths in search of larger prey.

Plesiosaurs can be dangerous to lone sailors by picking them off the decks of ships, though the beasts will usually not attempt this unless sick or starving. When a plesiosaur rears up from the water like this, only its Head/Neck Hit Location can be struck - the rest remains safely submerged.

Combat Notes

Plesiosaurs are capable of seizing smaller creatures in their long, powerful jaws, and thus use the Grip Combat Manoeuvre before exercising a bite. Naturally the creature can plunge beneath the water to drown captive prey, but most often it simply bites and swallows.

In the Arena

Only the largest and deepest arenas capable of being filled with water can accommodate plesiosaurs, meaning that they have very limited use in the arena. However, it has been known for plesiosaurs to be cornered and driven into deep, enclosed bays where seaborne combats have then been staged, although such occasions are incredibly rare - not to mention expensive.



| STR CON SIZ INT POW DEX | Dice 6D6 4D6 6D6+12 3 3D6 3D6+6 | Avera, 21 14 33 3 11 17 | ge | 1D20 1-2 3-4 5-6 7-10 11-14 15-16 17-18 19-20 | Hit Location Tail Right Hind Flipper Left Hind Flipper Hindbody Body Right Front Flipper Left Front Flipper Head/Neck | 5/6 5/11 5/12 | | | |
|--|--|---|---------------------------|---|---|---------------------|---|---------------------|--|
| Damage Me Magic Poin Movement Strike Rank | ts | +1D1 11 10m +6 | 2 | <i>Traits:</i> Es <i>Skills:</i> At | 4 <i>rmour:</i> Scales. No Arr xcellent Swimmer, For hletics 80%, Brawn 7 5%, Tracking 60% | rmidable Natur | | 3%, Resilience 52%, | |
| Combat S Bite 45% | otyles | | | | | | | | |
| Weapons <i>Type</i> Bite | <i>Size</i> H | <i>Reach</i> VL | <i>Damage</i> 1D8+1D12 | | <i>AP/HP</i> As for Head | Range | | | |
| | | | | | | | | | |
| | | | | | | | 1 | | |
Pteranodon

Flying dinosaurs, with wingspans averaging 10 to 12 metres, pteranodons have slender bodies, wide wings with a grasping claw at the midpoint of each and large talons. The pteranodon's head has an elongated, toothless beak, with a narrow crest almost as long as its jaw jutting from the rear of its skull.

Pteranodons subsist primarily on a diet of fish and small mammals. Humans and similar creatures are too large for them to eat, thus, such creatures are generally ignored unless they threaten a pteranodon nest. Pteranodon are usually found in small colonies of 3D6 individuals.

A pteranodon is capable of running along the ground on all fours, using its feet and the claws on its wings to propel itself at a speed belying its size.

Combat Notes

Pteranadons are best suited to swoops followed by a grasping of the prey in the long, fluted beak. For smaller creatures the pteranodon uses the Grip Combat Manoeuvre to take hold of the prey which is then carried back to the eyrie where the dinosaur feeds on it at leisure, or feeds it, live, to its squawking young. Larger prey is swooped on and stabbed, with the pteranodon initiating a charge with its swoop followed by an Impale if it hits successfully. Once impaled, it remains on the prey using its claws and freeing its beak to kill the victim. Once dead, it rips free chunks of meat which are then taken back to its eyrie for consumption.

| | I | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
|-------------------------------|--------------------------|-----------------------|------------------------|---------------------------------------|---------------------------|---|--|
| ST | TR 4 | D6+6 | 20 | | 1-3 | Right Leg | 3/8 |
| C | ON 3 | D6+3 | 14 | | 4-6 | Left Leg | 3/8 |
| SI | Z 4 | D6+12 | 26 | | 7-8 | Abdomen | 3/9 |
| IN | JT 3 | | 3 | | 9-12 | Chest | 3/10 |
| PC | OW 3 | D6 | 11 | | 13-14 | Right Wing | 3/7 |
| D | EX 2 | D6+12 | 19 | | 15-16 | Left Wing | 3/7 |
| | | | | | 17-20 | Head | 3/8 |
| D | 16 16 | | 101 | 0 | Typical Ar | <i>mour:</i> Thick Hide. I | No Armour Penalty |
| | amage Modifi | er | +1D1 | .0 | <i>T</i> D | | |
| | lagic Points | | 11 | F | <i>Traits:</i> Fly | ing | |
| | lovement rike Rank | | 10m/ +3 | 5m | <i>Skills:</i> Acr 40% | obatics 40%, Percep | tion 65%, Persistence 43%, Resilience 52%, Stealth |
| | ombat Sty e 55%, Claw | | | | | | |
| W <i>Typ</i> Bit Cla | e | <i>Size</i> L L | <i>Reach</i> M T | <i>Damage</i> 1D8+1D10 1D6+1D10 | | <i>AP/HP</i> As for Head As for Leg | Range |
| | | | | | | | |

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In the Arena

Control is the main element for using any flying creature, and where pteranodons are used, magic for controlling dinosaurs is also employed. A favoured spectacle is as follows. A clutch of eggs or young, taken from a mated pair of pteranodon are set in the middle of the arena floor. Combatants are shackled in a circle around the nest. High-up on the ledges of the auditorium, the pteranodon are kept caged, turned to face the arena itself, their fury building as the nest on the arena floor is subjected to simulated attack by arena officials. When the pteranodon, fearing for their young, are at the point of tearing their way free of the cages, they are released to swoop down from the heights and attack the shackled gladiators. Weapons and shields might be hidden within the nest, so to defend themselves the gladiators have to run the gauntlet of swooping attacks and the terrified, snapping jaws of young pteranodons.



The crowd simply loves the sight of pteranodon swooping down across the tiers of spectators and ploughing into the terrified gladiators.

Snake

Snakes are scaly, limbless reptiles found in nearly every non-arctic climate. There is a wide variety of different species within the group, each with its own specialisation. However, snakes can be generally divided into constricting snakes and venomous snakes. For *RuneQuest's* purposes, these two divisions are called simply 'constrictors' and 'venomous'.

Constrictor

Constrictor is the generic term given to any large, constricting snake. Almost exclusively making their homes in rainforests and other tropical climes, some constricting snakes live and hunt in trees, others on the ground while still others, such as the anaconda, spend their lives in the water.

The statistics given are for an eight-metre constrictor, an enormous beast capable of consuming a full-grown human.

Combat Notes

If the constrictor's constrict attack hits, the victim is caught up in the serpent's coils. Each round, the constrictor inflicts damage to the victim's chest location. Chest armour protects against this damage. In addition to the Hit Point damage caused by the constriction, the victim is unable to breathe and begins to suffocate (see the *RuneQuest Core Rulebook*). Being constricted by a constrictor counts as 'heavy' activity in determining how long the victim can hold its breath. The victim may make an opposed Athletics or Brawn roll each round to escape.

In the Arena

An imaginative arena scenario involving constrictors is to have several open pits, some of which contain one or more constrictors that have been starved for several days (if not weeks). A pair of combatants have the option to drive their foe into one of the pits, thereby guaranteeing the snake a decent meal.

Venomous

Venomous is the generic term *RuneQuest* uses for all venomous snakes – from adders through to vipers. Coming in all sizes and colours, vipers can be found in almost any warm climate, from steaming jungles to scorching deserts.

The statistics given below are for one of the more famous varieties of venomous snake – the cobra. Other venomous types can be created by varying the STR and SIZ Characteristics, as well as the Potency of the snake's poison. Some snakes spit their venom, and so the Combat Style reflects this kind of serpent.

Combat Notes Snake venom has the following characteristics:

Application: Injection/Smeared.

Onset time: Nausea after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion.

Duration: 1 hour.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

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| Constricto | r | | | | | |
|--|---|--|---------------------------------------|-------------------------------------|---|--|
| STR CON SIZ INT POW DEX | Dice 3D6+24 3D6 3D6 3 3D6 2D6+6 | Avera 35 11 11 3 11 13 | ge | 1D20 1-6 7-14 15-20 | Hit Location Tail Body Head | AP/HP 2/4 2/6 2/4 |
| DEA | 20010 | 10 | | — | 0 . N 4 | |
| Damage Mod Magic Points Movement Strike Rank Combat St Bite 60%, Co | yles | +1D1 11 6m +3 | 0 | <i>Traits:</i> Ex | r <i>mour:</i> Scales. No A ccellent Swimmer hletics 85%, Evade 6 | rmour Penalty 55%, Persistence 43%, Resilience 43%, Stealth 75% |
| Weapons <i>Type</i> Bite Constrict Venomous | <i>Size</i> M H | <i>Reach</i> T T | <i>Damage</i> 1D3+1D10 1D8+1D10 | | <i>AP/HP</i> As for Head As for Body | Range |
| venomous | Dice | Avera | | 1D20 | Hit Location | AP/HP |
| STR CON SIZ INT POW DEX | 2D6+6 2D6 2D6 3 3D6 3D6+18 | 13 7 7 3 11 29 | ge | 1-6 7-14 15-20 | Tail Body Head | 1/3 1/5 1/3 |
| | | | | Typical A | <i>rmour:</i> Scales. No A | rmour Penalty |
| Damage Mod Magic Points Movement Strike Rank | lifier | -1D2 11 8m +1 | | | ccellent Swimmer hletics 35%, Evade 7 | 75%, Persistence 43%, Resilience 31%, Stealth 95% |
| Combat St Bite/Spit 60% | | | | | | |
| Weapons <i>Type</i> Bite/Spit | <i>Size</i> S | <i>Reach</i> T | <i>Damage</i> 1D3–1D2 | | <i>AP/HP</i> As for Head | <i>Range (spitters only)</i> STR in metres |

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Potency: Snake's CON x8.

Resistance: Resilience.

Conditions: Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

Antidote/Cure: Anti-venom. Some cultures have perfected antivenom remedies which have a Potency of 1D20+10. The antivenom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

Venomous snakes have a multitude of arena uses: from open pits filled with the buggers, through to snake-handling gladiators who wield their magically controlled serpents as living weapons. In the Death Arenas of Pan Tang, in Elric's Young Kingdoms, these serpent-handling warriors are an infamous addition to the traditional gladiatorial ranks.

Stegosaurus

With a slender head, fat, stocky body and long, tapered tail, stegosaurs are a highly distinctive animal. The head and tail of the beast hang low to the ground, while its back arches up as high as four metres, a series of bony plates protruding from the creature's spine, offering it protection against predators. The tip of its tail is equipped with four, long, vicious spikes.

Stegosaurs prefer warm forests, and are usually found in family groups of 2D3 individuals. They will tend to ignore any creature that is not an obvious threat to them or their young.

Combat Notes

Stegosaurs act in a similar way to other herbivores and can be startled into a stampede – see the Combat Notes for brontosaurs on page 99. When acting in defence of themselves or their herd, they stand their ground and use long, sweeping flicks of their viciously spiked tails to deter or maim intruders. Otherwise they are docile creatures not blessed with huge amounts of self-awareness.

| 0.000 | Dice | Average | 1D20 | Hit Location | AP/HP | |
|--------------------------|-----------|-------------|-------------------------|-------------------------------|----------------------------|-----------------------|
| STR | 5D6+21 | 39 | 1-2 | Tail | 10/13 | |
| CON | 4D6+12 | 26 | 3-4 | Right Hind Leg | 8/13 | |
| SIZ | 6D6+21 | 42 | 5-6 | Left Hind Leg | 8/13 | |
| INT | 3 | 3 | 7-10 | Hind Quarters | 10/14 | |
| POW | 3D6 | 10 | 11-14 | Fore Quarters | 10/15 | |
| DEX | 2D6 | 7 | 15-16 | Right Front Leg | 8/13 | |
| | | | 17-18 | Left Front Leg | 8/13 | |
| | | | 19-20 | Head/Neck | 10/13 | |
| | | | Typical / | 4 <i>rmour:</i> Thick Hide an | d Armour Plate. No Armour | Penalty |
| Damage M | lodifier | +2D10 | | | | |
| Magic Poin | | 10 | Traits: F | ormidable Natural Wea | apons, Trample | |
| Movement | | 8m | | | | |
| Strike Ran | | +4 | <i>Skills:</i> A 88% | thletics 65%, Brawn 5 | 8%, Perception 40%, Persis | tence 40%, Resilience |
| Weapons | s Size | Preset Dama | | A D/LID | Paura | |
| CT. | Vizo | Reach Damag | | AP/HP | Range | |
| <i>Type</i> Tail Bash | H | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |
| | | VL 1D10+ | 2010 | As for Tail | | |

Stoorworm

A stoorworm is a large, limbless reptile, distantly related to dragons and their kind. Stoorworms have no fiery breath weapon to employ, but they are able to belch out a cloud of poisonous gas and regenerate Hit Points after suffering damage.

> Stoorworms are found in dismal swamps and dark forests, usually far from any human habitation. They are fixed INT creatures, but display such a level of base cunning that many incorrectly believe them to be sentient. A stoorworm appears as a large snake, except for the head, which, while reptilian, sports a crest much like that of a dragon.

> > The stoorworm can emit a cloud of poisonous gas once per round. The stoorworm's poison cloud remains for one round before losing its effectiveness.

A stoorworm regenerates two Hit Points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.

Combat Notes

Stoorworms exhale a poisonous gas that affects everyone within a radius equal to the monster's CON in metres and has the following characteristics:

Application: Inhaled. **Onset time:** Immediate. Duration: 1 Combat Round.

Range

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 12D6 | 42 | 1-6 | Tail | 8/12 |
| CON | 3D6+12 | 23 | 7-14 | Body | 8/14 |
| SIZ | 12D6 | 42 | 15-20 | Head | 8/12 |
| INT | 9 | 9 | | | |
| | | | | | |

Typical Armour: Scales. No Armour Penalty Damage Modifier +2D10 Magic Points 16 Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration Movement 6mStrike Rank Skills: Athletics 30%, Persistence 58%, Resilience 79%, Stealth 35% +3Combat Styles

Bite 55%, Breath 100%

Weapons

1D6+12

2D6

Dominate.

POW

DEX

| Type | Size | Reach | Damage | AP/HP |
|------|------|-------|-----------|-------------|
| Bite | Η | VL | 1D10+2D10 | As for Head |

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In the Arena The brain of the stegosaur is not particularly well developed. This makes it easier to control with appropriate magic: stegosaurs halve their Persistence when defending against spells such as Control or

This ease of control makes it expedient for stegosaurs to be put to use in arena contests. A small herd of stegosaurs can be easily made to fight or stampede by their magical controllers, and in such contests gladiators are equipped with large, but flimsy, shields to defend against the scything tail lashes that the beasts issue.

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Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect. **Potency:** 72.

Resistance: Resilience.

Conditions: Agony. The victim suffers 1D8 points of damage to the chest location if the resistance test is failed.

Antidote/Cure: Healing magic.

In the Arena

A single stoorworm can take on several foes, using its poisonous breath to fell as many foes as possible before moving in to devour whatever remains. However, due to the dreadful nature of the breath weapon, and the chance of spectators being injured, stoorworms are not commonly used in contests.

Triceratops

A broad, muscular dinosaur with a large shield of bone surrounding its head, two long horns emerging from the crest and a third, smaller horn protruding from the dinosaur's snout.

A triceratops is a herbivore, although it has a surly and often unpleasant disposition making it likely to charge anything that enters its territory: if the beast fails a Persistence roll, then a charge is guaranteed. Triceratops are quadrupeds, propelling themselves



on four thick, powerful legs. They are fond of open savannah and are usually solitary.

Combat Notes

Triceratops attempt to gore their foes. The triumvirate of horns are capable of both Sundering and Impaling and, if a foe is Impaled, the next Combat Action sees the triceratops aim to throw its victim with a toss of its massive head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the triceratops' Brawn. If successful, he remains impaled. If unsuccessful, or if

| STR CON SIZ INT POW DEX | Dice 6D6+30 4D6+14 6D6+30 3 3D6 2D6+3 | Avera 51 28 51 3 10 10 | ge | 1D20 1-2 3-4 5-6 7-10 11-14 15-16 17-18 19-20 | Hit Location Tail Right Hind Leg Left Hind Leg Hind Quarters Fore Quarters Right Front Leg Left Front Leg Head/Neck | AP/HP 10/16 10/16 10/17 10/17 10/18 10/16 10/16 14/16 | |
|---|---|--|----------------------------|--|---|--|---|
| Damage M Magic Poin Movement Strike Rank | ts | +2D1 10 8m +4 | 2 | <i>Traits:</i> Fo | ormidable Natural We | - | nour Penalty Persistence 40%, Resilience |
| Combat S Gore 65% | Styles | | | | | | |
| Weapons <i>Type</i> Gore | <i>Size</i> H | <i>Reach</i> VL | <i>Damage</i> 1D10+2D12 | | <i>AP/HP</i> As for Head | | |

unconscious, the victim is thrown a number of metres equal to 25–Victim's SIZ, suffering both damage from the removal of the Impaling horns, plus falling damage due to the severity of the fall.

Of course, a *charging* triceratops can gore just as well as one that is not charging...

In the Arena

Given their surly disposition, triceratops are easily goaded in the arena. Usually shackled at one end, arena officials taunt the creature whilst a bunch of gladiators, also tethered (but on two metre long chains), wait at the other end. Their weapons – long spears and no shields – are placed ever so slightly out of reach. Once the triceratops is nice and angry – which does not take much – it is released to charge full pelt at the shackled gladiators. As the creature charges, the gladiators' chains are lengthened a little so that a Combat Action must be used to pick-up the long spear, or an Evade prepared for the incoming charge. The gladiators remain shackled throughout the fight: interesting amputations occur when the triceratops gores and tosses a shackled foe...

Tyrannosaurus

Needing little introduction, the Tyrannosaur is a consummate predator, a massive tower of muscle and teeth with a voracious appetite. Tyrannosaurs appear much like larger, stouter versions of allosaurs; they are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey.

Combat Notes

Tyrannosaurs use their sheer size and speed to chase-down smaller prey and snatch them up in their massive, terrifying jaws. However, whilst not pack hunters, several tyrannosaurs may join together to bring down very large prey, such as brontosaurs, knowing that each animal is guaranteed a feed from the carcass.

The roar of the tyrannosaur is a blood-chilling sound. As its first Combat Action, signalling its bloodlust, the tyrannosaur's Roar can be pitted against the Persistence of all potential prey within a 30 metre radius in an Opposed test. If the tyrannosaur wins the test, then all affected lose one Combat Action as they are either rooted to the spot in fear or panicked into fleeing.

In the Arena

The trick is to catch and somehow sedate this killing machine in order to get it into the arena. Tyrannosaurs may thus be bred in captivity, as is common in Glorantha's EWF and dragonewt settlements. Dinosaur controlling magic is also essential to prevent the beast from running amok. However, once in the arena, a fullgrown tyrannosaur is, quite simply, a terrifying sight. Only the



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 4D6+40 | 54 | 1-2 | Tail | 10/18 |
| CON | 5D6+30 | 48 | 3-5 | Right Leg | 10/18 |
| SIZ | 4D6+30 | 44 | 6-8 | Left Leg | 10/18 |
| INT | 3 | 3 | 9-11 | Abdomen | 10/19 |
| POW | 3D6 | 10 | 12-15 | Chest | 10/20 |
| DEX | 2D6+3 | 10 | 16 | Right Claw | 10/10 |
| | | | 17 | Left Claw | 10/10 |
| | | | 18-20 | Head | 10/18 |
| | | | | | |

Typical Armour: Thick Hide. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Damage Modifier+2D12Magic Points10Movement11mStrike Rank+3

Skills: Athletics 90%, Perception 50%, Persistence 40%, Resilience 100%, Tracking 50%

Combat Styles Bite 60%, Roar 75%

| Weapons | |
|---------|------|
| Type | Size |
| Bite | Н |

| Size | Reach | Damage |
|------|-------|-----------|
| Н | VL | 1D10+2D12 |

hardiest, most seasoned gladiators are brave enough to attempt to face one down; slaves and prisoners are more likely to run, screaming, in a bid to escape – an act that causes the tyrannosaur to maraud around the arena, picking-up easy meals (which pleases the crowd no end). The climax, after all this carnage, is the seasoned warriors then attempting to slaughter the ultimate predator with whatever weapons they have to hand.

Velociraptor

Again needing little introduction, this is a pack-hunting dinosaur, and what the velociraptor lacks in size it makes up for in ferocity and a base cunning. Reasonably intelligent – at least when compared to other dinosaurs – the velociraptor employs misdirection and ambush techniques to overwhelm its prey, with members of the pack attacking from the side and rear.

Velociraptors are capable of hunting in terrain ranging from jungle to open savannah, and are commonly found in packs of 2 to 12 (2D6) individuals. They are bipedal dinosaurs, with dextrous foreclaws, mouths full of sharp teeth and enormous claws on their powerful legs. They stand a little taller than a man.



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| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 4D6+12 | 26 | 1-2 | Tail | 5/7 |
| CON | 3D6+3 | 14 | 3-5 | Right Leg | 5/7 |
| SIZ | 3D6+6 | 17 | 6-8 | Left Leg | 5/7 |
| INT | 7 | 7 | 9-11 | Abdomen | 5/8 |
| POW | 3D6 | 10 | 12-15 | Chest | 5/9 |
| DEX | 4D6+2 | 16 | 16 | Right Claw | 5/6 |
| | | | 17 | Left Claw | 5/6 |
| | | | 18-20 | Head | 5/7 |
| | | | | | |

Damage Modifier+1D8Magic Points10Movement12mStrike Rank+3

Typical Armour: Thick Hide. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 40%, Perception 50%, Persistence 40%, Resilience 52%, Stealth 50%, Track 45%

Combat Styles Bite 40%, Kick 35%, Foreclaw 65%

| Type | Size | Reach | Damage | AP/HP Rang |
|----------|------|-------|---------|-----------------|
| Bite | L | L | 1D8+1D8 | As for Head |
| Kick | L | VL | 1D6+1D8 | As for Leg |
| Foreclaw | М | Μ | 1D3+1D8 | As for Foreclaw |

The velociraptor's bite is capable of Bleed and Impaling. The Kick and Foreclaw are both capable of Sundering and Bleed, owing to the razor-like talons on each. The kick and claws are used as primary methods of disabling prey before the bite is used to tear the victim asunder.

Combat Notes

Working as a pack, velociraptors use complementary techniques to bring down their quarry: thus, one will jump from behind and kick the opponent, whilst the front and flank velociraptors tear with their claws and teeth. In this way even the largest or most stalwart foes are easily overwhelmed beneath a flurry of attacks.

In the Arena

Superb arena contestants, velociraptors seem to sense, and thrive upon, the thrill of the arena. Caged at various ends, with various obstacles scattered around the arena floor (rubble, boulders, remains of previous contests and so on), the velociraptors are released one at a time to face the combatants scattered around the opposite sides of the arena. A deadly game of cat and mouse ensues, as the gladiators begin without either arms or armour and must rush to the various obstacles where pieces of armour and assorted weapons have been left for collection. It is thus a race against time and velociraptor cunning: is it better to snatch that spear and be ready for a leaping attack, or buckle on the breastplate whilst the monsters circle? Velociraptor fights are always a popular arena draw.

Creatures of Legend

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his chapter contains creatures and monsters that are derived from legend and folklore. It concerns itself with mythical beasts from our own world and Glorantha; the kinds of creatures that are rarely glimpsed and have taken on an identity that inspires awe, fear or both.

Some of the creatures in this chapter are specifically Gloranthan but that does not mean they cannot be used outside of that setting. Conversely, many of the other creatures from traditional folklore can be - and are - found in Glorantha (and other settings for *RuneQuest*).

Also included here are the undead; mummies, vampires and so forth. These horrors have now entered folklore and legend (and permeate the legends of so many cultures) that they fit neatly into this chapter.

Basilisk

Approximately the size of a large rooster, a basilisk has grey or green scales, two bat-like wings and a mane of greasy, mangy black feathers running down its spine. It supports itself on four legs ending in rooster-like claws. The creature's head is similar to a rooster's, featuring a crown-like crest and a wattle. The tail is serpentine or reptilian and the facial features of the beast may also bear a resemblance to a lizard or snake.

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 an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Common Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again. The basilisk is also susceptible to its own gaze. If forced to stare into a mirror, it must make a successful Resilience roll of its own or die. The quality of the mirror is crucial: a true



mirror always works as just described. A polished shield or other reflective surface will work too but the basilisk gains a bonus to its Resilience roll, ranging from +10 to +40 depending on the quality of the reflective surface.

Any weapon hitting the basilisk corrodes in the creature's blood, taking one point of damage for every point of damage inflicted on the basilisk. This damage bypasses the weapon's Armour Points and is applied directly to the weapon's Hit Points. However, magical damage from spells or enchantments placed on the weapon does not count as damage mirrored against the weapon. For example, a sword with a Bladesharp 4 spell placed upon it will inflict four points of additional damage to the basilisk but those four points will not in turn be applied to the damage suffered by the sword.



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|---|---|---|--|---|--|---|--|-------|------------------|--|
| | STR CON SIZ INT POW DEX | Dice 2D3 2D6+6 1D3 3 1D6+12 2D6 | Avera 4 13 2 3 16 7 | age | 1D20 1-2 3-4 5-6 7-8 9-10 11-12 13-14 15-16 17-18 19-20 | Hit Location Tail Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Wing Left Wing Right Front Leg Left Front Leg Head | 2/3 2/3 2/3 2/4 2/5 2/2 2/2 2/2 | | | |
| | Damage Moo Magic Points Movement Strike Rank | 4 2 | -1D0 16 8m/1 +3 | | <i>Traits:</i> G | Armour: Scales and aze Attack, Poisor hletics 60%, Evad 40% | n, Flying | | 9%, Stealth 40%, | |
| | Combat St Gaze 100%, I Weapons <i>Type</i> Bite | | <i>Reach</i> T | <i>Damage</i> 1D6–1D6 | i+Poison | AF | V/HP | Range | | |
| | The basilisk's lose their spec body, making for such letha Combat N The bite of a t poisonous, wi Application: Onset time: Duration: 6I Resistance T resistance rol that Condition Potency: CO Resistance: R Conditions: Locations sim Antidote/Cu In the Aren The risk pose that these creat Behem Perhaps the la a behemoth is prefer to stay | ial propertie is it virtually i otes pasilisk, if it c ith the follow Injection. Immediate. D10 minutes Time: The vi- l immediate on has taken N x5 (65). Resilience. Agony. The vi- nultaneously. re: Healing l d to spectate atures are where na d to spectate atures are where na | s 1D3 min mpossible s. auses dam ving chara ving chara ictim mus ely. Failur effect. Victim also Magic onl ors from the nolly unsu | nutes after le e to use the c hage, is also acteristics: st make a re indicates o suffers 1D3 y. he basilisk's c ited to the a | aving the bas reature as a s reature as a s damage to a deadly glare r rena. | silisk's ource Il Hit neans | | | | |

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| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|----------|---------|-------|------------------------|-------|
| STR | 6D10+100 | 133 | 1-2 | Tail | 30/23 |
| CON | 6D10+60 | 93 | 3-4 | Right Hind Leg | 30/23 |
| SIZ | 4D10+100 | 122 | 5-6 | Left Hind Leg | 30/23 |
| INT | 4 | 4 | 7-10 | Hindquarters | 30/24 |
| POW | 4D6 | 14 | 11-14 | Forequarters | 30/25 |
| DEX | 2D3 | 4 | 15-16 | Right Front Leg | 30/23 |
| | | | 17-18 | Left Front Leg | 30/23 |
| | | | 19-20 | Head/Neck | 30/23 |
| | | | | | |

Typical Armour: Thick Hide. No Armour Penalty

| Damage Modifier | +5D12 |
|-----------------|-------|
| Magic Points | 14 |
| Movement | 12m |
| Strike Rank | +5 |

Traits: Trample

Skills: Athletics 90%, Perception 40%, Persistence 66%, Resilience 100%, Track 40%

Combat Styles

14/

Bite 30%, Tail Bash 60%, Trample 30%

| VVeapons | | | | | |
|-----------|------|-------|----------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Bite | Е | VL | 7D8+5D12 | As for Head | |
| Tail Bash | Е | VL | 1D6+5D12 | As for Tail | |
| Trample | E | Т | 6D8+5D12 | | |

Built much like a bear, an adult behemoth stands more than 10 metres tall at the shoulder, 10 metres broad across the middle and is around 30 metres in length. It has smooth grey skin, legs like massive tree trunks and a long, thick tail ending in a knobbed and spiked club. The behemoth's muscles audibly grate against one another as the beast smashes its way through the jungles where it makes its home, a signal every other creature takes as its cue to go far away.

Behemoths are mammals that live in tropical jungles and are strictly herbivorous. They are solitary creatures that can often be found wallowing in deep pools and rivers.

Because of a behemoth's immense size and length, creatures less than one-third its SIZ do not roll on its Hit Location chart for combat attacks; they simply hit the part closest to them.

Combat Notes

Oblivious to most creatures smaller than itself, the main attack form is the trample or the tail bash, usually caused by the beast's movement rather than an overt attack. However if directly threatened (and who would be stupid enough to threaten a behemoth?) then the behemoth will bite if a stomp with a buildingsized foot fails to accomplish what is needed. In the Arena

No human arena has ever been built that would accommodate a behemoth. Legends do have it though, that on the Gods' Plane, city-sized arenas exist where the gods pit themselves against these truly vast creatures as a way of proving their prowess and virility.

Centaur

Famed nomads, musicians and bowmen, centaurs are an intelligent and usually benign race. A centaur has the body of a horse but with the torso, arms and head of a human where the horse's head would be.

Because of a centaur's unique body structure it is not able to put the full force of its mass behind most attacks. Thus, instead of adding SIZ to STR to determine the centaur's Damage Modifier, the centaur's STR should be doubled. However, if the centaur is kicking, charging or striking with a lance or longspear the Damage Modifier should be figured normally (STR + SIZ).

Centaurs can be used as Adventurers. They prefer the simple life of the herd and wilds to cities but they are not averse to socialising with other cultures.

Cultural Background Barbarian or Nomad.

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| Dice | Average | 1D20 | Hit Location | AP/HP |
|--------|---|--|--|---|
| 3D6+6 | 17 | 1-2 | Right Hind Leg | 2/7 |
| 3D6 | 11 | 3-4 | Left Hind Leg | 2/7 |
| 4D6+12 | 26 | 5-6 | Hindquarters | 2/7 |
| 2D6+6 | 13 | 7-8 | Forequarters | 2/7 |
| 3D6 | 11 | 9-10 | Right Front Leg | 2/7 |
| 3D6+3 | 14 | 11-12 | Left Front Leg | 2/7 |
| 3D6 | 11 | 13-14 | Chest | 2/9 |
| | | 15-16 | Right Arm | 2/6 |
| | | 17-18 | Left Arm | 2/6 |
| | | 19-20 | Head | 4/7 |
| | 3D6+6 3D6 4D6+12 2D6+6 3D6 3D6+3 | $\begin{array}{cccccccccccccccccccccccccccccccccccc$ | $\begin{array}{cccccccccccccccccccccccccccccccccccc$ | 3D6+6 17 1-2 Right Hind Leg 3D6 11 3-4 Left Hind Leg 4D6+12 26 5-6 Hindquarters 2D6+6 13 7-8 Forequarters 3D6 11 9-10 Right Front Leg 3D6+3 14 11-12 Left Front Leg 3D6 11 13-14 Chest 15-16 Right Arm 17-18 Left Arm |

Typical Armour: Thick Hide. No Armour Penalty. Centaurs can wear armour protecting the arms, chest, forequarters and head, at the appropriate Armour Penalty for the armour type worn (usually hardened leather but metal armour is not unheard of).

Damage Modifier+1D8Magic Points11Movement12mStrike Rank+4

Traits: None

Skills: Athletics 52%, Evade 40%, Lore (Regional) 35%, Play Instrument 40%, Perception 40%, Persistence 43%, Resilience 43%, Stealth 22%, Survival 40%, Track 40%, Unarmed 40%

Common Magic 32%: Centaurs can use Common Magic as well as any human. A typical centaur has 6 Magnitude in Common Magic spells, such as Bladesharp 2, Mobility 2 and Multimissile 2.

Combat Styles

Bow 70%, Spear/Lance 40%, Spear and Shield 40%, Sword and Shield 35%, Unarmed

Weapons

| v v ou porto | | | | |
|---------------|------|-------|------------|------------|
| Type | Size | Reach | Damage | AP/HP |
| Long Bow | Н | | 1D8+1D8 | 5/8 |
| Longsword | Μ | L | 1D8+1D8 | 6/12 |
| Long Spear | L | VL | 1D10+1+1D8 | 4/10 |
| Target Shield | L | S | 1D6+1D8 | 4/10 |
| Hooves | L | М | 1D6+1+1D8 | As for Leg |

Professions

As per Barbarian or Nomad.

Combat Notes

Centaurs are natural and skilled archers and are able to both move and fire at the same time. In close quarters combat weapons are favoured, although a centaur can rear-up and use its hooves to either pound or kick an enemy. If attacked from the rear a centaur can kick out, just as a horse can, without suffering any penalties to its Unarmed skill.

In the Arena

Found as gladiators, centaurs make for exotic arena combatants and can be equipped for single combat or used to draw chariots whilst acting as archers in addition to any weaponry the chariot also carries.



Chonchon

Chonchons are magical monsters native to the spirit plane. They look like large, bodiless human heads with a pair of enormous ears. They fly by flapping their ears.

Chonchons appear only after nightfall, when they break through the spirit barriers and hunt on the mortal plane. When daybreak comes, they are forced back out of the mortal world into the spirit plane. They can freely travel from the spirit plane to the mortal world but are unable to return at will – only the sunlight can send them back. Chonchons who have set their minds to mischief on the mortal world must find a place to hide from the sun when daybreak comes, as even an instant of direct sunlight is enough to immediately send one of these creatures back where it came from.

As they are all natives of the spirit plane, chonchons are incomplete creatures. They have no permanent STR, CON or SIZ. These last three attributes are gained by the chonchon when it crosses into the mortal world and spontaneously forms a body.

Chonchons are very vulnerable to Dispel Magic and other spells designed to disrupt magic, such as the divine spell Dismiss Magic and the sorcery spell Neutralise Magic (see the *RuneQuest Core Rulebook*). For every point of Magnitude of a Dispel Magic (or Neutralise Magic) cast at the chonchon, the creature loses one Magic Point. For every point of Magnitude of a Dismiss Magic



cast at it, the chonchon loses two Magic Points. If the creature's Magic Points drop to zero, the chonchon falls to the ground and may no longer fly.

If the chonchon's bite manages to pass through an opponent's armour, the chonchon matches its Persistence against its victim's Resilience in an opposed test. If the chonchon wins, it drains 1D6 Magic Points from its victim, adding them to its own total. Once it has successfully bitten through an opponent's armour, it will hang on round after round, continuing to drain Magic Points. This gives the chonchon a base 100% chance to succeed with its bite, so long as it is still hanging on to a victim.

| STR CON SIZ INT POW DEX APP | Dice 2D6 3D6 2D3 4D6 3D6+6 2D6+6 1D6 | Avera 7 11 4 14 17 13 4 | ıge | 1D20 1-3 4-6 7-20 | Hit Loc: Right Ea Left Ear Head | r | AP/HP -/4 -/5 | | |
|--|---|--|--------------------------|---|--|-----------------------|----------------------------|---|--|
| Damage N Magic Poin Movement Strike Ran | nts | -1D: 17 10m +3 | 3 | <i>Traits:</i> Fl <i>Skills:</i> Ev 65% | n Magic 90 | Sense Perception 5 | | , Resilience 43%, Stealth ight 2, Co-Ordination 2, | |
| Combat Bite 55% Weapons <i>Type</i> Bite | | <i>Reach</i> T | <i>Damage</i> 1D6–1D3 | <i>AP/i</i> As fo | <i>HP</i> or Head | Range | | | |

Defensive magic effective against spirits will help to prevent the chonchon from draining Magic Points. A chonchon cannot have more than double its usual number of Magic Points, though there is no effective limit to how many it can drain. For example, if the chonchon has a normal total of 15 Magic Points, it can increase this number to 30 through draining. After reaching 30, it can still drain Magic Points away from its victim but the chonchon does not receive these Magic Points, they simply vanish.

A chonchon may cast spells normally, even if it is currently biting a foe.

Combat Notes

Highly magical creatures, chonchons use their spells (and a chonchon can have any combination of 8 Magnitude in Common Magic spells; the ones given above are the most typical) tactically before risking a bite.

In the Arena

Chonchon are not suitable arena combatants: capturing and controlling them is difficult – hence their rare appearances in the arena.

Demi-Bird

A Gloranthan creature, demi-birds are feathered and beaked and lay eggs but their bones are solid and they have vestigial arms, not wings. The demi-bird is fearless and carnivorous and is very rarely seen outside of dragonewt society.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|---------------------|---------|---------|------------|---------------------------------------|---|
| STR | 4D6+18 | 32 | 1-3 | Right Leg | 4/8 |
| CON | 2D6+6 | 13 | 4-6 | Left Leg | 4/8 |
| SIZ | 4D6+12 | 26 | 7-9 | Abdomen | 4/9 |
| INT | 3 | 3 | 10-12 | Chest | 4/10 |
| POW | 3D6 | 11 | 13-15 | Right Wing | 4/7 |
| DEX | 3D6+6 | 17 | 16-18 | Left Wing | 4/7 |
| | | | 19-20 | Head | 4/8 |
| | | | Typical / | Armour: Feather and Hi | de. No Armour Penalty |
| Damage M | odifier | +1D12 | | | |
| Magic Poir | ats | 11 | Traits: Fo | ormidable Natural Wea | pons |
| Movement | | 12m | | | |
| Strike Rani | ł | +2 | | thletics 40%, Evade 33 irvival 45% | 3%, Perception 75%, Persistence 43%, Resilience |
| Combat Peck 45%, | | | | | |

| Weapons | | | | | |
|---------|------|-------|----------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Peck | Н | М | 1D8+1D12 | As for Head | |
| Kick | Н | VL | 1D6+1D12 | As for Leg | |

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Demi-birds are the preferred mounts and companions of warrior dragonewts and are raised from hatchlings to serve dragonewts, to whom they are unfailingly devoted.

Demi-bird statistics can be used for any version of a giant, flightless bird – such as the moa or a giant ostrich or emu.

Combat Notes

Demi-birds prefer to peck, rather than kick and their huge, powerful beaks can use the Bleed, Grip and Sunder Combat Manoeuvres equally well. The powerful talons of the kick, when it comes, can also Impale and Sunder - making the demi-bird a dangerous foe, especially in the hands of a fierce dragonewt rider.

In the Arena

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Both the EWF and God Learners have raised demi-birds from eggs for use specifically in the arena and so finding a flock of between two and six birds pitted against armed and armoured opponents, or being ridden by dragonewt gladiators, is not uncommon.

On the island of Pan Tang, in the Elric of Melniboné setting and in Londra, in the Hawkmoon setting, gigantic, fearsome birds not unlike the demi-bird are used in gladiatorial fights. The Hawkmoon version of the demi-bird is a scaled, mutated ostrich-like creature, whilst the Elric version is a monstrous combination of bird and lizard, summoned, perhaps, from some hell or other.

Dragon

Vast, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. The statistics given here relate to the traditional western dragon of legend but many varieties exist. Dragons tend to be solitary creatures but all are equipped with claws, fangs, astoundingly long life spans and a surfeit of magic. Where magic is concerned, dragons typically have a selection of Common Magic spells at their disposal. The statistics here give an example of the sorts of spells a dragon has but different individuals may well have more. As intelligent beings, dragons can also work sorcery.

Combat Notes

Dragons are highly intelligent and cunning. They have a myriad of combat options open to them including their breath weapon and whatever magic the dragon has learned during its long life. Thus, the array of combat techniques is as wide and versatile for any human foe. Depending on its nature, the dragon may aim to end any confrontation quickly, using its most devastating attacks first or toy with its foes, using magic to harass and claw swipes to injure – but not kill – thereby asserting supremacy. Other dragons may want to avoid a fight altogether, knowing that they would easily win and only something as powerful as itself poses any kind of challenge.

| STR CON SIZ INT POW DEX APP | Dice 20D6 10D6 10D6+30 6D6 4D6+12 4D6 6D6 | Avera 70 35 65 21 26 14 21 | ıge | 1D20 1-2 3-4 5-6 7-8 9-10 11-12 13-14 15-16 17-18 19-20 | Hit Location Tail Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Wing Left Wing Right Front Leg Head | eg | AP/HP 12/20 12/20 12/21 12/21 12/19 12/19 12/20 12/20 12/20 | | | | |
|--|---|---|----------------------------|---|---|------------------------------------|--|-----------------------------|--------------------|---------------|--|
| Damage Mo Magic Point Movement Strike Rank | 2 | +3D1 26 12m/ +2 | | Traits: Br Night Sig Skills: At 100%, Po Common | <i>rmour:</i> Dragon s reathe Flame (4I ght hletics 120%, B ersistence 88%, B <i>Magic 68%:</i> Co 2, Mobility 4 | D6, 1/ho rawn 135 Resilience | ur), Dark 5%, Evalua e 115%, T | ate 100%, Iu racking 110 | nfluence 150% % | 6, Lore (all) | |
| Combat S Bite 125%, (Weapons <i>Type</i> Bite | Claw 95%, Ta <i>Size</i> E | nil Bash 90 <i>Reach</i> L | <i>Damage</i> 1D10+3D12 | <i>АРЛ</i> As fo | <i>HP</i> or Head | | | | | | |
| Claw Tail | E H | VL VL | 1D8+3D12 1D6+3D12 / | | rr Leg rr Tail | | | <u>.</u> | | | |

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| | Dice | Average | |
|-----|--------|---------|--|
| STR | 6D6 | 21 | |
| CON | 7D6 | 25 | |
| SIZ | 4D6+15 | 29 | |
| INT | 7D6+6 | 31 | |
| POW | 6D6+10 | 31 | |
| DEX | 4D6+4 | 19 | |
| APP | 5D6 | 18 | |
| | | | |
| | | | |

| Damage Modifier | +1D10 |
|-----------------|-------|
| Magic Points | 31 |
| Movement | 18m |
| Strike Rank | +2 |

In the Arena

Perhaps the ultimate contest, dragons may enter the arena willingly or need to be coerced in some form. Either way, it is a risky proposition; immensely huge and generally more intelligent than those who run the arena, dragons can, if they wish, easily take control - unless magically restrained or manipulated in some form.

In Glorantha, some draconic mystics assume draconic form simply to gain combat practice and the arena is as good away of testing their skills as any. However, these are not True Dragons - which are immense beings of truly unimaginable proportions and motivations. In Glorantha, an arena would simply provide a True Dragon with a convenient dinner.

creatures that run through the air without the need for wings, are highly magical and occupy a Heavenly status on a par with the gods. They have little cause to dabble in human affairs and rarely travel to the Earth. When they do, it is always on matters of great spiritual importance or to do battle against their sworn foes, the demons of oriental myth.

Oriental dragons are always serpentine, with long, leonine heads, great clawed limbs and long, whip-like tails. They run through the air with the same ease as running along the ground or across water. They are very intelligent and magical, having access to any number of Common Magic or Divine Magic spells. They do not breathe fire but are often wreathed in it, with rippling flames following the undulating contours of their body. Some oriental dragons live beneath the oceans and even they can come forth wreathed in flame.

| 1D20 | Hit Location | AP/HP |
|---------|-----------------|-------|
| 1 - 2 | Tail | 11/11 |
| 3 | Right Hind Leg | 11/11 |
| 4 | Left Hind Leg | 11/11 |
| 5-8 | Lower Body | 11/13 |
| 9-12 | Middle Body | 11/13 |
| 13 - 16 | Upper Body | 11/13 |
| 17 | Right Front Leg | 11/11 |
| 18 | Left Front Leg | 11/11 |
| 19 - 20 | Head | 11/11 |

Typical Armour: Dragon scale. No Armour Penalty

Traits: Breathe Flame (5D6, 2/hour), Formidable Natural Weapons, Night Sight

Skills: Athletics 115%, Courtesy 90%, Dance 75%, Divine Magic 70%, Evaluate 105%, Influence 85%, Lore (all) 105%, Perception 72%, Persistence 105%, Resilience 115%, Sing 85%, Survival 78%, Track 75%

Common Magic 70%: Countermagic 6, Demoralise, Glamour 4, Golden Tongue 4, Mobility 8

Combat Styles Bite 115%, Claw 90%, Tail Bash 105%

| Size | Reach | Damage | AP/HP |
|------|--------|-------------|--------------------------------|
| Н | L | 1D10+1D10 | As for Head |
| Н | VL | 1D8+1D10 | As for Leg |
| Н | VL | 1D6+1D10 | As for Tail |
| | H H | H L H VL | H L 1D10+1D10 H VL 1D8+1D10 |

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Combat Notes

It is rare for oriental dragons to fight as they consider such base actions as unspiritual and demeaning – unless, of course, a demon needs defeating. They fight with all the subtlety of any very old, very wise, very magical combatant. However it is far more common for oriental dragons to dismiss combat as unnecessary – unless there simply is no other alternative.

In the Arena

Given their natures, it is highly unlikely to find oriental dragons in a coliseum. Little can hold them there and as they can see through the ephemeral nature of combat on this level, why should they bother entertaining such insignificant failures of humanity as arena spectators?

Fachan

A Gloranthan monster of legend, a fachan is a large, fierce monstrosity that is as dangerous as it is strange. A fachan has one eye in the middle of its forehead, a single arm in the middle of its chest and one leg supporting it from underneath. The fachan's features are as twisted and gnarled as the roots of an old tree and its torso is protected by a hard, matted coat of filthy blue feathers. The creature's scalp is topped with a single tuft of hair.

The origin of the fachan race is utterly unknown. Though there might be stories amongst the usually solitary creatures of how they came to be, no such story has been shared with outsiders.

Fachans are very rare creatures and even more rarely cross paths with humans. They sometimes ravage their way through the fringes of a civilisation, smashing, pillaging and eating the helpless. Though savage, they are not overly stupid and are even receptive to logic – a trait that often has them serving as mercenaries or champions



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| STR CON SIZ INT POW DEX APP | Dice 3D6+24 3D6+12 3D6+24 2D6+3 3D6 1D6+6 1D6 | Average 35 23 35 10 11 10 4 | 1D20 1-6 7-10 11-12 13-16 17-20 | Hit Location Leg Abdomen Chest Arm Head | AP/HP 4/12 4/13 4/14 4/11 4/12 | |
|--|--|--|---|---|--|-----------------------------|
| Damage M Magic Poir Movement Strike Rani | its (| +2D6 11 8m +3 | <i>Traits:</i> No <i>Skills:</i> Ath | one | No Armour Penalty 65%, Evade 25%, Percej | ption 35%, Persistence 43%, |
| Combat S Any Close (Weapons <i>Type</i> As per weap | Combat Weap <i>Size</i> | oon 75% <i>Reach Damage</i> | AP/F: | IP Range | | |
| | | | | | <u> </u> | |

for tribes of trolls, broo or other races that will provide them ample opportunities to engage in battle and pillaging.

Fachans prefer to be well armed, often carrying four or more weapons. It is not uncommon to find a fachan in possession of a magical weapon. They love weapons and carry the best they are able to obtain. This love may be exploited by adventurers seeking to bribe a fachan into leaving them alone.

As fachans have only one arm, they can use only one weapon at a time. They must hop to move – a form of locomotion that looks comical until the fachan begins to swiftly approach the observer. A fachan can leap as much as six metres in a single bound.

If a fachan is knocked down, it must roll an Athletics test in order to regain its footing, an activity that requires all the fachan's attention for a full Combat Round.

With only one eye, fachans have poor depth perception and suffer a -40% penalty on all attack rolls with ranged weapons.

There is little discernable difference between male and female fachans.

Combat Notes

Fachans fight readily, especially if they espy someone with a weapon of excellent quality or magical endowment. They use any and all Combat Manoeuvres open to them. In the Arena

Fachans adore combat, making them willing and able gladiators. Whilst rare, God Learners have tracked down a number of individuals, turning them into stars of various arenas in Seshnela and Jrustela. Gnurlguz is one of the foremost gladiators in the Saint Volanc Memorial Coliseum in Kustria and Anaghan the Brutal (who fights with a great sword single handed) is a popular attraction in the Hathinelthor Arena on Jrustela.

Gargoyle

With skin that emulates the texture of stone – and its hardness, to some degree – twisted faces, vestigial wings and grotesque postures, gargoyles are living versions of the sculpted wards that grace temples and cathedrals. They are not made from stone at all; and it is possible that the original sculptors of gargoyles based their designs on these creatures – or that the gargoyles were originally a race of shapechangers who were 'inspired' by stone gargoyles and simply took on a fixed form.

Gargoyles frequent ruins and old buildings where they can merge with their surroundings perfectly. Their stone-like skin has a certain chameleon-like property allowing their pigmentation to pickup local nuances. Some gargoyles have clumps of moss-like hair growing about their bodies, improving further their camouflage.

Sinister and patient predators, a gargoyle can remain motionless for hours on end, waiting for the right moment to strike. When

| | Dice | Avera | age | 1D20 | Hit Location | AP/HP | |
|---|------------------|---|---------------------------|-------|-------------------|-------|--|
| STR | 5D6+12 | 30 | | 1-3 | Right Leg | 6/7 | |
| CON | 2D6+6 | 13 | | 4-6 | Left Leg | 6/7 | |
| SIZ | 5D6 | 18 | | 7-9 | Abdomen | 6/8 | |
| INT | 1D6 | 3 | | 10 | Chest | 6/9 | |
| POW | 2D6+3 | 10 | | 11-12 | Right Wing | 6/6 | |
| DEX | 3D6 | 11 | | 13-14 | Left Wing | 6/6 | |
| | | | | 15-16 | Right Arm | 6/6 | |
| | | | | 17-18 | Left Arm | 6/6 | |
| | | | | 19-20 | Head | 6/7 | |
| Damage Mo Magic Point Movement Strike Rank | ts | 10Traits: Flying, Formidable Natural We8m/12m | | | | | |
| Combat S Claw 50% | otyles | | | | | | |
| Weapons <i>Type</i> Claw | <i>Size</i> M | <i>Reach</i> M | <i>Damage</i> 1D6+1D10 | | /HP for Arm | | |

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they do so, they have lightning reactions, bursting forth from their hiding places in a flurry of claws and talons. At other times they move slowly and imperceptibly, tiny shifts in position at a time that can only be detected with a critical Perception roll, allowing the gargoyle to creep-up on an unwary foe and maximise its surprise.

Combat Notes

Gargoyles use stealth to launch effective ambushes, aiming to take their foe completely by surprise. Their talons are capable of Sunder and Bleed Combat Manoeuvres and they use both techniques to prise open armour and scar the flesh within. These are nasty, relentless predators, rightly feared; as they form groups (usually 2D4 to a group that colonises a ruin or old buildings) to outnumber a foe.

In the Arena

Carved gargoyles and other motifs adorn just about every coliseum. Some of these carved, leering statues, overlooking both crowd and arena floor, are sentient gargoyles, placed there and commanded (often magically) to remain until a particular signal is given. Often this is at the end of a particularly epic or well-received battle involving a group of gladiators. The victors stand there, accepting their applause, giving silent thanks for having made it through alive... and then... from around the arena the carvings shift. Some break away from the highest levels and plummet towards the arena floor; others drop from their pedestals situated around the arena itself. The gladiators, breathing hard, suddenly have a new fight on their hands. And the crowd goes *wild*...

Ghoul

Ghouls are demonic creatures that sustain their unnatural existence by feeding on the corpses of the dead. Formed when a malign spirit crosses over from the nether world to possess a freshly slain corpse, most ghouls come in human form but there is nothing to prevent such a spirit from inhabiting any newly killed body. The spirits that become ghouls are the hungry, emaciated spirits that are drawn to graveyards or places of death; anyone capable of Spirit Walking can see such spirits clamouring around places where the dead are interred (or left to rot) – and identify bodies possessed by the ghoul spirit. Shaman with the capability can attempt to discorporate the ghoul spirit and battle it on the Spirit Plane, where the ghoul's claws become Spectral Weapons at the same percentage as their mundane weapons.

Ghouls look like grotesque caricatures of humanity, rotting corpses from a week-old grave. Any armour they possess is looted from graves and victims and they usually eschew weapons, preferring to do battle with their talons and poisonous bite.

Combat Notes

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Common Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

The bite of a ghoul is venomous, with the following characteristics:

Application: Injection. Onset time: 1D3 Combat Rounds. Duration: 1D10 Hours. Resistance Time: The victim must make a resistance roll at the end of the Onset Time. Failure indicates that Condition has taken effect. Potency: 22.

Resistance: Resilience. Conditions: Paralysis. Antidote/Cure: Healing Magic only.

In the Arena

Some arenas employ shaman to control spirits for use in games and, as places of constant death, arenas are a natural focal point



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| STR CON | 4D6 3D6 | 14 | 1-3 | Right Leg | -/5 |
|------------|------------|----|---------|-----------|-----|
| CON | 3D6 | 11 | | | |
| | | 11 | 4-6 | Left Leg | -/5 |
| SIZ | 2D6+6 | 13 | 7-10 | Abdomen | -/6 |
| INT | 3D6 | 11 | 11-12 | Chest | -/7 |
| POW | 3D6 | 11 | 13-15 | Right Arm | -/4 |
| DEX | 3D6 | 11 | 16 - 18 | Left Arm | -/4 |
| | | | 19-20 | Head | -/5 |

| Damage Modifier | +1D2 |
|-----------------|------|
| Magic Points | 11 |
| Movement | 8m |
| Strike Rank | +3 |

Typical Armour: None

Traits: Poison

Skills: Athletics 40%, Evade 40%, Perception 30%, Persistence 43%, Resilience 43%, Stealth 40%, Unarmed 60%

Combat Styles Claw/Bite 60%, Howl 100%

| Weapons | C17 | י מ | D | AP/HP |
|---------|--------|-------|---------|-------------|
| Type | SIZ | Reach | Damage | AP/HP |
| Claw | S | Μ | 1D6+1D2 | As for Arm |
| Bite | S | Т | 1D6+1D2 | As for Head |
| Howl | See Be | low | | |



Angga Satriohad

for hungry, malignant spirits. Sometimes the dead are left on the arena floor and shaman tread forth onto the spirit plane to encourage waiting ghoul spirits to inhabit the recently created corpses to rise and continue the fight. This may be against the victorious gladiator(s) who created the corpse or new fighters who find themselves in the arena surrounded by the victims of previous combats – only for them to suddenly howl into life and attack. Where such games are held, the spectators closest to the arena are issued with wax earplugs to guard against the howl (at a small charge).

Gorgon

Creatures of Chaos or demonic summonation, gorgons are winged horrors with the faces and breasts of human hags and hair composed of a nest of writhing serpents. They have bat-like wings and talons on their hands and feet. Their human-shaped bodies are covered in bronze-coloured scales.

The mere appearance of a gorgon is a portent of doom. The monster's face is so hideous that anyone who sees it is automatically and immediately turned to stone, the victim's spirit trapped helpless inside the statue. This is a passive gaze attack. The victim remains trapped until the statue is broken – which results in the death of

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| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|-------------------|-------|
| STR | 4D6 | 14 | 1-3 | Right Leg | 8/7 |
| CON | 3D6+6 | 17 | 4-6 | Left Leg | 8/7 |
| SIZ | 4D6 | 14 | 7-9 | Abdomen | 8/8 |
| INT | 2D6+6 | 13 | 10 | Chest | 8/9 |
| POW | 1D6+12 | 15 | 11-12 | Right Wing | 8/6 |
| DEX | 3D6+6 | 17 | 13-14 | Left Wing | 8/6 |
| APP | 1D3 | 2 | 15-16 | Right Arm | 8/6 |
| | | | 17-18 | Left Arm | 8/6 |
| | | | 19-20 | Head | 8/7 |

| | | Typical Armour: Scales and Hide. No Armour Penalty |
|-----------------|--------|---|
| Damage Modifier | +1D2 | |
| Magic Points | 15 | Traits: Flying, Formidable Natural Weapons, Gaze, Poison |
| Movement | 8m/12m | |
| Strike Rank | +3 | Skills: Athletics 65%, Evade 50%, Perception 50%, Persistence 55%, Resilience |
| | | 61%, Stealth 60%, Survival 60%, Track 50% |

Combat Styles Claw 60%, Serpents 75%, Gaze (Special)

| Weapons | | | | |
|----------|------|-------|------------|------------|
| Type | Size | Reach | Damage | AP/HP |
| Claw | Μ | М | 1D6+1D2 | As for Arm |
| Serpents | S | Т | 1D6+Poison | -/2 |



the petrified victim, its spirit being released onto the spirit plane where it is divorced from whatever gods were worshipped during life, becoming a lost, restless, lamenting thing.

Whilst gorgons are often solitary creatures, residing far from human sight, they do socialise with their own kind, forming small groups of 2D3 entities. Every gorgon has a percentage chance equal to its POW of being immortal and of having an additional Chaos Feature. Immortal gorgons can only be affected by magical damage and iron weapons (if in Glorantha). Gorgons worship dreadful gods of chaos and terror: as active cultists they can also possess Common and Divine magic appropriate to their cult:

Glorantha: Malia, Thed, Thanatar, Vivamort Elric of Melniboné: Chardhros, Slortar, Xiombarg

Combat Notes

Range

The gorgon's appearance attack is line of sight but the victim must be able to see the face – the attack will not work in pitch darkness or fog, for example. The attack is not hindered by defensive spells such as Countermagic. Gorgons are immune to their own appearance and that of other gorgons.

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the Gorgon's Persistence or be turned to stone.

The mane of snakes that forms a gorgon's hair is a different threat altogether. If the gaze attack does not work and if the gorgon can

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connect with a claw attack, it Grips the opponent and draws them in for the hideous, writhing snakes to do their work. 1D4+1 snakes can make a single attack as a Combat Action, with each snake inflicting its own damage if the single attack hits. The poison is the same as for Venomous Snake (see page 105) with the Venom Potency being equal to the gorgon's CON x3

In the Arena

Gorgons are simply too dangerous for arena combat. However, the lairs and temples they build for themselves are labyrinthine with dead-ends, false passages and so forth. Gorgons love to stalk and taunt their enemies; entering the lair of a gorgon is one of the ultimate tests of will.

Ooze

A ooze is a shapeless, amphibious blob of putrid tissue, most commonly found in waterways and old ruins. Scarcely more intelligent than the average patch of mould, these loathsome creatures of Chaos are nonetheless dangerous foes for any adventurer, as they exude a highly acidic liquid capable of reducing a man to a skeleton in moments.

A ooze can only be killed by fire or magic. Normal weapons merely pass through the ooze's rancid tissue without causing damage (though they themselves will be damaged by the ooze's acid if it overcomes the weapon's armour points). Because of a ooze's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells, such as Bludgeon and Bladesharp, do no damage to a ooze. Disruption and similar spells have their normal effect.

If a ooze is slain, gold, gems and other insoluble treasures may sometimes be found in the stinking remains. However, a ooze's



body retains its full acidic properties for a number of days after death equal to the creature's CON; anyone wishing to root through a ooze's corpse would be well advised to use a stick.

A ooze attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Evade skill or Athletics skill to jump out of the way. Using Athletics rather than Evade incurs a -40% penalty. A ooze's attack may not be parried – the creature

| STR CON SIZ INT POW DEX | Dice 1D6 3D6 6D6 1 3D6 1D6 | Avera 3 11 21 1 11 3 | ge | 1D20 1-20 | Hit Location Body | AP/HP -/16 |
|---|--|--|------------------------------|---------------------|---|----------------------|
| Damage Moo Magic Points Movement Strike Rank | tifier | +0 11 4m +3 | | <i>Traits:</i> No | r <i>mour:</i> None one sistence 43%, Resilienc | ce 43% |
| Combat St Envelope 759 Weapons <i>Type</i> Envelope | - | <i>Reach</i> T | <i>Damage</i> Strong Acid | (8 acid dar | nage) | |

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will simply slide around the parrying weapon to engulf its foe. A ooze will wrap itself around one of its victim's Hit Locations.

Once a ooze has enmeshed a victim, it will attempt to hang on and continue to inflict acid damage. Oozes exude Strong Acid (see *RuneQuest Core Rulebook*, pages 53-54). Every round a creature's Hit Location is enmeshed by a ooze, that creature will take acid damage to that location. Armour will protect against this damage until it is dissolved by the ooze. A character caught by a ooze may attempt to escape by making another Dodge or Athletics skill test.

A ooze has a percentage chance equal to its $\ensuremath{\text{POW}}$ to have a Chaotic Feature.

Combat Notes

Oozes have no real style to their attacks; simply the insatiable desire to melt living tissue.

In the Arena

Oozes are rarely used directly in arena combats. However, acidresistant boxes, buried in the arena floor and filled with a solitary ooze, provide an interesting addition to standard gladiatorial contests, where one false move or a strategically managed throw or knock-back, can propel a combatant into the yawning pit and agonising, acidic death.

Griffin

Legendary creatures common to many cultures, griffins are large flying carnivores with the body of a lion and the head, talons and wings of a great eagle.

Griffins are usually found in family groups of ten or fewer, nesting in their desert lairs and mountain eyries. Such a group usually consists of several mated pairs of griffins and their offspring and often sets its home near a trading road or caravan path, as griffins prize horsemeat very highly.

In settings where iqari are present (see page 46), griffins may be used as mounts. Despite the raptor heads, iqari and griffins do not share a common ancestry – although they share similar environments.

Combat Notes

Griffins use their speed and height to maximise attacks. The aim is to Grip prey and then fly back to the eyrie to feed; however, if forced into a fight, the bite is preferred to the claw. The beak is capable of the Sunder Combat Manoeuvre and claws are capable of Impaling. An enraged griffin is thus a terrifying prospect.

In the Arena

Griffin can be controlled magically or have their wings clipped to make them a formidable, arena-bound opponent. Pitting one

| | Dice | Avera | age | 1D20 | Hit Location | AP/HP | | | |
|------------|----------|---------|----------|--|---|----------------------|--|--|--|
| STR | 8D6 | 28 | | 1-3 | Right Leg | 3/11 | | | |
| CON | 3D6+12 | 23 | | 4-6 | Left Leg | 3/11 | | | |
| SIZ | 8D6 | 28 | | 7-9 | Abdomen | 3/12 | | | |
| INT | 6 | 6 | | 10 | Chest | 3/12 | | | |
| POW | 2D6+6 | 13 | | 11-12 | Right Wing | 3/10 | | | |
| DEX | 3D6+12 | 23 | | 13-14 | Left Wing | 3/10 | | | |
| | | | | 15-16 | Right Arm | 3/11 | | | |
| | | | | 17-18 | Left Arm | 3/11 | | | |
| | | | | 19-20 | Head | 3/11 | | | |
| | | | | | | | | | |
| | | | | Typical / | 4 <i>rmour:</i> Thick Hic | e. No Armour Penalty | | | |
| Damage N | | +1D | 12 | | | | | | |
| Magic Poin | | 13 | | | Traits: Flying, Formidable Natural Weapons, Night Sight | | | | |
| Movement | | 12m/20m | | | | | | | |
| Strike Ran | k | +3 | | Skills: Athletics 80%, Evade 40%, Persistence 49%, Resilience 79%, Survival 60%, | | | | | |
| | | | | Track 50 |)% | | | | |
| C | C | | | | | | | | |
| Combat | | | | | | | | | |
| Bite 60%, | Claw 70% | | | | | | | | |
| Weapons | 2 | | | | | | | | |
| Туре | Size | Reach | Damage | AP/ | Ή₽ | | | | |
| Bite | L | L | 1D8+1D12 | | or Head | | | | |
| Claw | Н | L | 1D6+1D12 | | or Leg | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

or more spear-armed gladiators against a half-starved griffin is a crowd-pleasing sight. When possible, iqari gladiators are also pitted against griffins in contests with a distinct eagle or raptor theme: an arena event popular in God Learner coliseums.

Grotaron

Also known as maidstone archers, grotarons are a Gloranthan race of gigantic humanoids who have no heads. Instead, a sinewy third arm sprouts from the top of their torso where a human's neck would be. On the back of each of its three hands the grotaron has an eye with exceptionally acute vision. The grotaron, merely by adjusting the position of its hands, can see in all directions at once. On the chest of the grotaron is a large mouth with jagged teeth. Female grotarons have no mammary glands; the race's young are born capable of walking and consuming solid food.

Despite their apparent lack of ears, grotarons are able to hear as well as humans.

Grotarons are a peaceful race of giants who value life and esteem all intelligent creatures as equals. Strangers in their lands are treated with hospitality and respect. They strongly dislike killing and will do so only when their foe leaves them no choice. Grotarons organise themselves into hunting and gathering bands, each of which generally stays within its own mountain valley and claims a handful of surrounding peaks as its hunting grounds. The largest known settlement of grotarons is in the northern mountains of Fronela.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|--------------|-------|
| STR | 6D6+24 | 46 | 1-3 | Right Leg | 5/16 |
| CON | 4D6+12 | 26 | 4-6 | Left Leg | 5/16 |
| SIZ | 6D6+30 | 52 | 7-9 | Abdomen | 5/17 |
| INT | 2D6+6 | 13 | 10-12 | Chest | 5/18 |
| POW | 2D6+3 | 10 | 13-15 | Right Arm | 5/15 |
| DEX | 2D6+18 | 25 | 16-18 | Left Arm | 5/15 |
| APP | 3D6 | 11 | 19-20 | Middle Arm | 5/15 |

| Damage Modifier | +2D12 | |
|-----------------|-------|--|
| Magic Points | 10 | Traits: None |
| Movement | 8m | |
| Strike Rank | +5 | Skills: Athletics 30%, Evade 30%, First Aid 35%, Perception 50%, Persistence |
| | | 40%, Resilience 88%, Stealth 25 %, Survival 50%, Track 45% |

Typical Armour: Thick Hide and Leather Armour. -3 Armour Penalty

Combat Styles Bow 35%, Sword and Shield 25%

Weapons

| Type | Size | Reach | Damage | AP/HP | Range |
|-------------|------|-------|-----------|-------|-------|
| Great Bow | Н | | 2D10+2D12 | 6/14 | 300m |
| Great Sword | Н | L | 2D8+2D12 | 6/12 | |
| Kite | Н | S | 1D4+2D12 | 4/18 | |

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These giants care little for material possessions, though they can be tempted with the right offer of gold or weapons. They wear leather and fur clothing decorated with complex embroidery, usually showing various geometric shapes. Grotarons do not use fire, as they consider it a nuisance spirit.

Grotaron, for all their strangeness, can be used as Adventurers. They can also use Common Magic and typically have 4-6 Magnitude in spells such as Multimissile, Pierce and Mobility. They will not use Firearrow.

Cultural Background: Primitive.

Professions: As per Primitive.

Combat Notes

Grotarons use a bow known as the great bow. Too large for creatures of smaller stature to employ, this weapon has the same characteristics as the long bow, except that its damage is 2D10. A grotaron usually enters close combat with two greatswords, one in its left hand, one in its right, with a kite shield wielded by its third arm.

In the Arena

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God Learners have managed to catch several grotaron and experiment with them in arena combat but with disappointing results. A grotaron cannot be induced to fight for pleasure or even

for its life, if that results in the entertainment of others. These peaceable creatures, if coerced into the arena, act passively, facing certain death stoically and proudly but to the obvious chagrin of the audience.

Harpy

A notoriously filthy and evil race that are servants of Chaos, harpies appear as human-sized grimy vultures with the head and upper torso of a human female. Harpies delight in befouling the person and possessions of others, being things of mischief and villainy rather than outright killers.

Harpies are a cowardly race and will fly away if attacked, unless they significantly outnumber their enemy. Iqari (see page 46) hate harpies and will attack them on-sight.

Harpies are prone to acts of petty cruelty. They enjoy contaminating food stocks with their dung – rendering it disease-ridden and inedible except to harpies. They are also fond of stealing small items of value. If a character gains the enmity of a harpy (easily done), it will follow him for miles, albeit at a safe distance, indulging itself in whatever torments it can devise.

Harpies worship disease gods, such as Malia in Glorantha and Narjhan in *Elric of Melniboné's* Young Kingdoms. In *Hawkmoon* they are mutated wretches inhabiting the desolate wastes of Granbretan.

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|------------|----------|---------|--|---|--|
| STR | 3D6 | 11 | 1-2 | Right Claw | 1/4 |
| CON | 3D6 | 11 | 3-4 | Left Claw | 1/4 |
| SIZ | 2D6 | 7 | 5-7 | Abdomen | 1/5 |
| INT | 3D6 | 11 | 8-9 | Chest | 1/6 |
| POW | 3D6 | 11 | 10-13 | Right Wing | 1/3 |
| DEX | 5D6 | 18 | 14-17 | Left Wing | 1/3 |
| APP | 1D3 | 2 | 18-20 | Head | 1/4 |
| | | 100 | Typical / | 4 <i>rmour:</i> Thick Hide a | nd feather. No Armour Penalty |
| Damage 1 | Modifier | -1D2 | | | |
| Magic Por | ints | 11 | Traits: F | lying | |
| Movemen | t | 6m/12m/ | | | |
| Strike Rai | nk | +3 | and a second | thletics 35%, Evade 3 ealth 50 %, Survival 4 | 50%, Perception 45%, Persistence 43%, Resilience 0%, Track 45% |

Combat Styles Claw 30%, Dropped Stone 30%, Dung Droppings 50%

| Reach Damage | AP/HP | Range |
|---------------|--------------------------|--|
| 1D6–1D2 | As for Leg | |
| /aries 1D6/3m | 6/4 | Up to 30m in height |
| C Special | <u></u> | Up to 30m in height |
| | 1D6-1D2 Varies 1D6/3m | 1D6-1D2 As for Leg Varies 1D6/3m 6/4 |

Combat Notes

Those who would dismiss harpies as little more than disgusting pranksters are unwise, however. In numbers, they can pose a significant threat and their command of the air makes them difficult opponents to engage. Additionally, harpies often work for another more powerful creature as spies or scouts.

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6). The harpy's chance to hit decreases by 5% per three metres of distance the stone falls.

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to Harpy Pox (see below). If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit the disease.

Harpy Pox Application: Contact/Smeared. Onset time: 1D6 Hours. Duration: 1D10 Days. Resistance Time: The victim must make a resistance roll at the end of the Onset Time. Failure indicates that the Conditions have taken effect. Potency: Harpy's CON x 3 (33). Resistance: Resilience. Conditions: Nausea, Exhaustion.

Antidote/Cure: Heal, Healing Magic.



A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 APP. The character must bathe for one hour for every APP point lost to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

In the Arena

Delightfully nauseas nuisances, harpies can be persuaded to participate in arena contents where they excel at circling the arena, sending down excrement into the combatants below or dropping rocks. Magical control is required to prevent them from attacking baying spectators.

Headhanger -

A headhanger is a magical creature and a truly horrid beast. Its pallid, spiny and claw-footed body resembles some sort of terrible cross between insect and reptile. Sprouting from the length of its flaccid body are many thin stalks, some of which support living heads. This powerfully magical creature exists entirely on the souls and spirits of its prey, requiring no other nourishment.

Headhangers prey only on intelligent creatures and cannot gain nourishment from consuming a fixed INT creature. The beast severs the head of its prey, storing it inside its bulbous body. Twenty four hours after the headhanger has taken a head, the head sprouts on a stalk on the side of the creature's body, joining the ghastly collection already there. The head stays half alive for one month for every point of POW the creature possessed, before it withers to nothing and falls off the stalk.

Headhangers themselves do not have a true head, though there is a sunken mass on the front of the body that houses the beast's sensory organs and the orifice through which it takes its captured heads.

Combat Notes

A successful 'Head' hit strikes one of the creature's captive heads. If the head is brought to zero Hit Points, it immediately becomes inactive. If it takes twice its Hit Points in damage, the head immediately rots, freeing whatever is left of the spirit trapped within. Heads stored internally in the creature (those that have been harvested in the last 24 hours) can be freed only by slaying the monster and cutting it open.

A headhanger in combat is interested only in surviving and harvesting new souls for its nourishment. Fortunately for the beast, its means of harvesting new souls means the immediate death of those it is harvesting – more specifically, it means cutting off their heads. If the headhanger successfully reduces its opponent's 'head' Hit Location to zero the head is severed and the headhanger will use its next Combat Action to scoop up the head and pop it into the orifice that passes for its mouth. If it fails to do this by the end of the round following the round in which the head was severed, the spirit о ¥ 6 Ш **□** ※ ☆ * [#] △ ● 옷 № Ү 옷 ම III & : ĭ △ + № △ О 131

| STR CON SIZ INT | Dice 4D6+12 4D6 3D6+18 1D3/head 2D6+9 3D6 | Averag 26 14 29 Varies 16 11 | ge | 1D20 1-2 3-4 5-7 8-10 11-13 14-16 17-20 | Hit Location Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg Heads | AP/HP 4/9 4/9 4/10 4/11 4/9 4/9 4/varies |
|--|---|---|---------------------------|---|---|--|
| Damage Modi Magic Points Movement Strike Rank | tfier | +1D12 16 8m +3 | 2 | <i>Traits:</i> Life <i>Skills:</i> Ath 52%, Stea <i>Common I</i> | letics 40%, Evade 2 lth, 40% <i>Magic 50% but varie</i> s | hour Penalty 5%, Perception 35%, Persistence 58%, Resilience <i>by head:</i> typically up to 12 Magnitude in Common hells, augmented by Manipulation 45%. |
| Combat Sty Claw 75% | yles | | | | | |
| Weapons <i>Type</i> Claw | <i>Size</i> M | <i>Reach</i> M | <i>Damage</i> 1D6+1D12 | AP/H As for | 0 | |
| | | | | | captured head the desiccated of rotten fruit The heads or shrieking, bit danger but it all cha all cha shrieking bit danger but it all cha shrieking bit danger but it shrieking bit danger but it shrieking bit danger but shrieking bit danger but shrieking bit danger but shrieking bit danger but shrieking bit danger bit shrieking bit danger bit shrieking bit danger bit shrieking bit danger bit shrieking bit danger bit shrieking bit danger bit danger bit da | absorbs one point of POW per month from its s. When all POW is gone, the spirit is destroyed and head falls from the headhanger's body like a piece a headhanger's body aid the beast in combat by ng and spitting at foes. This poses little physical is a horrifying and distracting experience, causing racters within four metres of the headhanger to suffer a 5% penalty on all skills for every head the headhanger has. Thus, if a headhanger has sever heads, everyone within four metres will suffer a 35% penalty on all skill tests. A far greater danger posed by the headhanger's heads is that they still possess all knowledge magical or otherwise, they did in life. If one or more of the heads are of spellcasters, the headhanger can use the spell abilities and skills of that head in combat. A head consumed by the eadhanger retains all known Common Magic and allowing the entire headhanger to benefit from that . Divine Spells are unaffected by this ability. gain information about the head's past life, associates nds. A headhanger is a cunning beast (growing more nore heads it has) and may use such information |

(such as battle skills, personalities and, most tellingly, spells) in battle or to ambush or track down a victim's former comrades. In a worst-case scenario, a headhanger may learn the location of a nearby, defenceless town or village it can use as a new food source. The knowledge a headhanger's heads possess does not become part of the headhanger itself. When a head is destroyed or when all the POW has been absorbed from it, the headhanger begins to forget the information the head contained. How long a headhanger holds on to a particular piece of information is left to the Games Master, though the headhanger should immediately lose access to all spells and runic powers when the head that contained them is gone.

A headhanger is a terrifying beast, the kind of creature any adventurer fears and is therefore a wonderful enemy to use against Player Characters. However, considering that much of a headhanger's powers and abilities are predicated upon the heads it has harvested, these creatures require a bit more work on the part of the Games Master than most other creatures presented in this book. Before introducing a headhanger, a Games Master should determine how many heads it currently has captured, as well as what their abilities and spells are.

In the Arena

Weapons

Only the most perverse of arena organisers throw a headhanger into a set of games but such individuals are not unknown and so headhangers are occasionally found in coliseum games. A typically gruesome tactic is to leave the injured and dying on the arena floor and allow the headhanger to graze openly: some of the victims may even have been taught some Common Magic beforehand to spiceup the headhanger's existing magical arsenal. Then, once the heads are consumed, the headhanger is led out and kept in isolation until the heads it has consumed mature onto the hangers: then the monster is let loose into the arena on the following day where it faces the gladiators who created the heads it has now grown...

Hippogriff

Hippogriffs are the result of the mating between a griffin and a horse: they have the hindquarters of a horse and the wings, claws and beak of a great eagle. Hippogriffs are usually found in family units of up to 12 individuals.

Hippogriffs spend most of their time in their mountaintop eyries or flying amongst the clouds and are only rarely seen on the ground. They lay huge eggs from which their young spring nearly full-grown.

Hippogriffs are highly independent creatures that react badly to magical control. Some spells can be used to control a hippogriff but never to tame it. A hippogriff that has been forced to serve by magic will turn on the spellcaster the moment the spell expires.

| STR CON SIZ INT POW DEX | Dice 4D6+24 3D6+6 4D6+18 7 2D6+6 3D6+6 | Average 36 17 32 7 13 17 | 1D20 1-3 4-6 7-9 10 11-12 13-14 15-16 17-18 19-20 | Hit Location Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Wing Left Wing Right Front Leg Left Front Leg Head | AP/HP 3/10 3/10 3/11 3/12 3/9 3/9 3/10 3/10 3/10 | |
|---|--|--|---|---|---|---------------------------------|
| Damage Me Magic Point Movement Strike Rank Combat S | otyles | +2D6 13 12m/20m +2 | <i>Traits:</i> Fl <i>Skills:</i> At | <i>Armour:</i> Thick Hide. N ying | o Armour Penalty 0%, Perception 6 | 5%, Persistence 49%, Resilience |
| Bite 55%, C | law 60% | | | | | |

| Type | Size | Reach | Damage | AP/HP | Range |
|------|------|-------|---------|-------------|-------|
| Bite | L | L | 1D8+2D6 | As for Head | 0 |
| Claw | Н | L | 1D6+2D6 | As for Leg | |

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| | Dice | Average |
|-----------|-------|---------|
| STR | 3D6 | 11 |
| CON | 3D6 | 11 |
| SIZ | 3D6+6 | 17 |
| INT | 4D6 | 14 |
| POW | 4D6 | 14 |
| DEX | 4D6 | 14 |
| APP | 3D6+6 | 17 |
| Damage N | | +1D2 |
| Magic Poi | nts | 14 |
| Movement | t | 8m |

+3

Combat Styles Bite 50%, Kiss 50%, Tail 50%

Strike Rank

In the Arena

Combat Notes

Being tougher to control magically, hippogriffs are a more rare sight in the arena than griffins; otherwise they are put to similar uses.

Hippogriffs use similar tactics to griffins. See page 127.

Lamia

This beautiful and deadly creature is wholly supernatural and wholly evil. A lamia resembles a beautiful woman from the torso up but has the lower body of an enormous serpent.

As a Combat Action, a lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion contains visual components only – while it may *look* like the lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Each Combat Round, as a Combat Action, a lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elfs, trolls, halflings and even broo) in an opposed test of her Seduction against the male's Resilience. If the lamia wins, the man immediately falls hopelessly in love with her for as long as

| 1D20 | Hit Location | AP/HP |
|-------|--------------|-------|
| 1-6 | Tail | 4/6 |
| 7-9 | Abdomen | 4/7 |
| 10-12 | Chest | -/8 |
| 13-15 | Right Arm | -/5 |
| 16-18 | Left Arm | -/5 |
| 19-20 | Head | -/6 |

Typical Armour: Scales. No Armour Penalty

Traits: Vampiric Touch (Bite and Kiss)

Skills: Athletics 40%, Evade 50%, Insight 65%, Lore (Regional) 50%, Persistence 52%, Resilience 43%, Seduction 95%, Stealth 95%



she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the lamia's gaze attack, he will be immune to it for a full 24 hours.

The surest way to break someone of a lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the lamia for a number of days equal to her APP. The lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood but such men may live for weeks or even months as a lamia's servant.

A man in thrall to a lamia will do virtually anything she asks, including attacking friends and comrades.

A lamia loses 1 Hit Point in all locations per day to sustain her supernatural life and does not regenerate Hit Points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the lamia 1D6 Hit Points which she may distribute to whichever location she wishes. When the lamia drains the victim's STR to 0, he dies. This attack costs the lamia no Magic Points.

A lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Magic Points. This POW loss is permanent for the victim, though the lamia cannot drain a victim below POW 1. This attack costs the lamia no Magic Points. If the victim has POW dedicated to a god as part of a Pact, then that POW is unaffected by the lamia's kiss; the victim is protected by his faith and devotion to his deity.

Combat Notes

Seduction is obviously the most potent weapon in a lamia's armoury and this is the attack she relies upon first and foremost. If her seduction fails, then her tail is used to Bash and hopefully subdue an opponent enough so that she can bite, kiss and drain the victim of both blood and POW.

In the Arena

Lamias are rarely found in coliseum combats; however, it is not unknown for a lamia to be captured and pitted against female gladiators who are immune to the seductive powers of the monster and must instead try to defend against the agonising bite and kiss. Male gladiators who have been previously enthralled by the lamia act as her defenders, lending spice to these vicious combats.

Manticore

A manticore is a large, leonine creature with the tail of a scorpion and the head of a man. The tip of the tail boasts several dozen long, sharp spines and the creature's face is round and hideous, sporting a pair of long tusks and a scraggly mane like a lion's.

A bestial, dangerous creature, the manticore is usually a solitary predator, haunting wastelands and remote mountain regions. It is a well-known eater of human flesh.

As a creature of Chaos, Manticores have a chance equal to their POW of having an additional Chaos Feature.

Combat Notes

The vicious tusks of the manticore can Impale and a favoured tactic is to Impale a foe and then repeatedly sting whilst the foe is impaled on the tusks. Raking with the claws is generally reserved for when the manticore's gore has failed it. Of course the tail can be used as a weapon in its own right and the spines on the tail are capable of Impaling and Sunder Combat Manoeuvres.

The tail also injects venom with the following characteristics:

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| indquarters3/11prequarters3/11ight Front Leg3/10eft Front Leg3/10ead3/10 |
|--|
| ough Hide. No Armour Penalty |
| it, Poison Sting |
| h |

Skills: Athletics 60%, Evade 45%, Perception 55%, Persistence 43%, Resilience 70%, Stealth 40%, Survival 40%, Track 40%

Combat Styles Claw 70%, Gore 50%, Sting 40%

+3

Weapons

Strike Rank

| Type | Size | Reach | Damage | AP/HP | Range |
|--------------|------|-------|-----------------|-------------|--------------|
| Claw | Μ | М | 1D6+1D12 | As for Leg | |
| Gore (tusks) | Μ | Т | 1D8+1D12 | As for Head | |
| Sting | Μ | VL | 1D6+1D12+Posion | As for Tail | In the Arena |



Application: Injected. **Onset time:** 1D3 Rounds. Duration: 1D3 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 30+ CON of Manticore. Resistance: Resilience. Conditions: Agony and Paralysis Antidote/Cure: Healing skill and magic.

Manticore/gladiator combats are a popular event with several goring, stinging manticora pitched against spear and net armed warriors. The manticora are often starved for days before the fight to ensure a killing frenzy and the spines of the monster's tail are occasionally shod in metal which adds +2 to the damage but prevents poison from the sting. Manticora are ruthless, simple-minded predators, for all their facial resemblance to humans, and fight until they have killed or been killed.

Minotaur

The bull/man hybrid of legend, minotaurs have a reputation for violence and, to outsiders, then are surly and often down-right aggressive; but these are not simple-minded monsters; they are intelligent and capable of quite rational behaviour - although their dispositions remain gruff, at best.

Minotaurs are omnivorous and stories abound of them dining on human flesh but such tales are rarely true. Minotaurs tend to embrace a philosophy of avoiding humans, rather than confronting them and for straight-dealings when they have to discourse with human society.

Minotaur settlements tend to be found in remote valleys, away from civilisation. Minotaur females are far more docile than the men, fulfilling the child-caring and hearth-tending role whilst the males farm and hunt. Despite their appearance, these are not creatures of Chaos and minotaurs tend to display a deep-seated



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| Dice | Average | 1D20 | Hit Location | AP/HP | |
|---------|--|--|--|--|---|
| 3D6+12 | 23 | 1-3 | Right Leg | 3/8 | |
| 1D6+12 | 15 | 4-6 | Left Leg | 3/8 | |
| 3D6+12 | 23 | 7-9 | Abdomen | 3/9 | |
| 2D6+3 | 10 | 10-12 | Chest | 3/10 | |
| 3D6 | 11 | 13-15 | Right Arm | 3/7 | |
| 3D6 | 11 | 16-18 | Left Arm | 3/7 | |
| 2D6 | 7 | 19-20 | Head | 5/8 | |
| odifier | +1D10 | Typical F | <i>Irmour:</i> Tough Flide | plus norms on the head). No Armour Penalty | |
| odifiar | +1D10 | Typical P | <i>umour.</i> Tough Flide | plus norms on the head). No Armour Fenalty | |
| ts | 11 | <i>Traits:</i> N | one | | |
| | 8m | | | | |
| | +4 | Skills: At | thletics 60%, Brawn | 58%, Perception 30%, Persistence 43%, Res | silieno |
| | | 55%, Su | rvival 30%, Track 40 | %, Unarmed 35% | |
| Styles | | | | | |
| | 3D6+12 1D6+12 3D6+12 2D6+3 3D6 3D6 2D6 | $\begin{array}{cccccccccccccccccccccccccccccccccccc$ | $\begin{array}{cccccccccccccccccccccccccccccccccccc$ | 3D6+12 23 1-3 Right Leg 1D6+12 15 4-6 Left Leg 3D6+12 23 7-9 Abdomen 2D6+3 10 10-12 Chest 3D6 11 13-15 Right Arm 3D6 11 16-18 Left Arm 2D6 7 19-20 Head Typical Armour: Tough Hide (odifier +1D10 Traits: None 8m +4 Skills: Athletics 60%, Brawn 55%, Survival 30%, Track 40* 55%, Survival 30%, Track 40* | 3D6+12 23 1-3 Right Leg 3/8 1D6+12 15 4-6 Left Leg 3/8 3D6+12 23 7-9 Abdomen 3/9 2D6+3 10 10-12 Chest 3/10 3D6 11 13-15 Right Arm 3/7 3D6 11 16-18 Left Arm 3/7 3D6 7 19-20 Head 5/8 Typical Armour: Tough Hide (plus horns on the head). No Armour Penalty odifier +1D10 5/8 Traits: None 8m +4 Skills: Athletics 60%, Brawn 58%, Perception 30%, Persistence 43%, Res |

Axe, Hammer (or any other close quarters weapon used two handed), 40%, Unarmed (head butt)

| Weapons | | | | | |
|-----------|------|-------|-------------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Great Axe | Н | L | 1D12+2+1D10 | 4/10 | |
| Head Butt | L | Т | 1D6+1D10 | As for Head | |

hatred for Chaos in all its forms. In Glorantha, certain myths maintain that minotaurs are the offspring of Urox the Storm Bull, the fabled killer of Chaos and many minotaurs are numbered in Storm Bull's cult.

Minotaurs often live in the hunting footprint of iqari – another mammal/humanoid cross. The two do not co-exist happily. Iqari plunder minotaur livestock and it is considered a rite of passage amongst some minotaur males to slay an iqari as a test of maturity. Those minotaurs that have succeeded in this endeavour wear iqari feathers tied or glued to their horns and iqari talons as necklaces.

Minotaurs can be used as Adventurers.

Cultural Background

Barbarian.

Professions

Animal Trainer, Blacksmith, Champion/Knight/Noble Warrior, Craftsman, Farmer, Herdsman, Mercenary, Soldier/Warrior, Tracker.

Combat Notes

Minotaurs find shields clumsy to use and their culture focuses on prowess with double-handed weapons that take full advantage of their great strength. Ranged weapons are similarly shunned – although this does not preclude any minotaur from using either a shield or throwing a spear; it merely lessens its occurrence.



In a melee, minotaurs generally become fixated on the opponent before them, focusing all attacks on that enemy.

In the Arena

Minotaur gladiators are not uncommon: the arena provides an outlet for pent-up aggression and it is therefore possible to find minotaurs battling human gladiators, iqari, trolls and so forth. However the best fights are where Chaos creatures are unleashed against several minotaur gladiators and the minotaurs descend into an absolute killing frenzy. To up the ante, spell casters may cast Berserk on a minotaur, unleashing a fury of violence that is always guaranteed to get the crowd to its feet.

Mummy

A mummy is an undead monster spawned of a preserved, desiccated and eviscerated corpse, inhabited by the spirit or soul that resided in the creature when it was alive. The spirit is effectively captured within the emaciate frame of the mummy but the physical and the spiritual are no longer the single, harmonious unit they were in life. The body has become a prison and even though it is rotten and fragile, it still, nevertheless, prevents the spirit from going where it intends to. The spirit is therefore an insane version of what existed in life, bent, very often, on extracting revenge from the living – and those who created its torment in particular.

6m

+3



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----------|-----------------|---------|-----------|-----------------------------|--|
| STR | 3D6+12 | 23 | 1-3 | Right Leg | 3/8 |
| CON | 3D6+12 | 23 | 4-6 | Left Leg | 3/8 |
| SIZ | 2D6+6 | 13 | 7-9 | Abdomen | 3/9 |
| INT | 2D6+6 | 13 | 10-12 | Chest | 3/10 |
| POW | 3D6 | 11 | 13-15 | Right Arm | 3/7 |
| DEX | 2D6 | 7 | 16-18 | Left Arm | 3/7 |
| APP | 1 | 1 | 19-20 | Head | 5/8 |
| | | | Typical / | 4 <i>rmour:</i> Bandages an | d toughened, wizened skin. No Armour Penalty |
| Damage N | Aodifier | +1D6 | | | |
| Magic Poi | Magic Points 11 | | | Disease Immunity, Po | ison Immunity, Life Sense |

Skills: Mummies possess the same skills they had when alive, though the skills may be modified by the mummy's new Characteristics

Common Magic: Mummies also have any Common Magic spells they had when living. However, because the harmony between spirit and flesh is broken, the Magic Point cost is doubled.

Combat Styles Any used in life. Grasp 55%

Movement

Strike Rank

| Weapons | | | | | |
|---------------|---------------|-------|---------|------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Grasp | Μ | Т | 1D6+1D6 | As for Arm | |
| Any weapon as | s used in lif | è. | | | |

A mummy's body is dried, spiced and wrapped in dry cloth, making it particularly vulnerable to fire. An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it or even a torch, will ignite the Hit Location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

Mummies can be engaged in spirit combat on the mundane plane with no discorporation necessary. In spirit combat the mummy attacks with its Spectral Grip – the same as for its mundane grip but with damage applied as per the spirit magic rules from RuneQuest.

When a creature becomes a mummy, its STR and CON are doubled. The statistics represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

Combat Notes

Mummies run the full gamut of combat options according to the weapons available to them. If using the Grasp attack, both hands aim (Choose Location) for the throat (head location) of the victim in an attempt to Grip and then throttle.

In the Arena

Mummies are not ideal arena combatants.

Roc

A roc is an enormous bird of prey, larger than a dragon and fully capable of challenging one for rulership of the air. Capable of feeding on elephants with ease, a roc will usually ignore a creature as small as a human but will certainly attempt to destroy humans or any other predators found near a its nest.

Rocs are capable of attacking a ship by dropping enormous stones onto the deck, often punching a hole straight through the hull. A typical roc has a wingspan of approximately 40 metres and a body length of 18 to 20 metres.

Combat Notes

Stamping or pecking is an equally effective (and fatal) way for dealing with pests. The claws and beak can both Impale, Sunder and Bleed.

In the Arena

Certain God Learners are rumoured to be investigating different ways of integrating rocs into arena games but none of the research

| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|-----|---------|---------|-------|--------------|-------|--|
| STR | 20D6+30 | 100 | 1-3 | Right Claw | 6/20 | |
| CON | 4D6+21 | 35 | 4-6 | Left Claw | 6/20 | |
| SIZ | 20D6+30 | 100 | 7-9 | Body | 6/22 | |
| INT | 4 | 4 | 10-12 | Breast | 6/23 | |
| POW | 3D6 | 11 | 13-15 | Right Wing | 6/20 | |
| DEX | 3D6 | 11 | 16-18 | Left Wing | 6/20 | |
| | | | 19-20 | Head | 6/21 | |
| | | | | | | |

Typical Armour: Feathers and hide. No Armour Penalty

| Damage Modifier | +4D12 | |
|-----------------|---------|--|
| Magic Points | 11 | <i>Traits:</i> Flying |
| Movement | 12m/25m | |
| Strike Rank | +4 | Skills: Athletics 90%, Brawn 200%, Perception 60%, Persistence 43%, Resilience |
| | | 115%. |

Combat Styles Peck 55%, Claw 55%, Dropped Rock 30%

W/senere

| vveapons | | | | | |
|--------------|------|-------|-----------------------------------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Peck | Е | VL | 1D10+4D12 | As for Head | |
| Claw | E | VL | 1D8+1+4D12 | As for Claw | |
| Dropped Rock | Е | VL | 1D10+1D6 per three metres dropped | | |

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parties have yet returned from their missions, delaying the undoubted spectacle.

Satyr

Satyrs are magical and mischievous woodland creatures with a reputation for lechery (amongst woodland spirits) and a beguiling way. All satyrs are male and must perpetuate their race by breeding with nymphs or with captured human or elven women - a proclivity which has caused satyrs to be avidly hunted in most human and elven lands.

Satyrs have the haunches and legs of goats, with a human torso and head above. Their hair is thick and curly and is usually pierced by a pair of short, goat-like horns. Satyrs are famed for their uncanny strength and stamina.

Satyrs are avid practitioners of Common Magic and tend to use their pipes (or, rarely, another instrument) as a focus. A satyr's skill with his pipes activates his Common Magic skill. By playing the pipes and expending the appropriate number of Magic Points, a satyr can cast any spell he knows.

A satyr's magic is unlike most Common Magic in that the spells will affect anyone within earshot of the pipes, to a maximum number of targets equal to the satyr's POW. The satyr may consciously choose to exempt one or more particular individuals. This aspect of satyr magic is tied directly to the creature's magical biology and no satyr can teach a non-satyr how to cast spells in this manner. Additionally, no artefact or relic of a satyr's body is able to grant a Runecaster this ability – though there have been many grisly attempts to craft such an item from satyr bones and other body parts.

In addition to its more normal spells, a satyr can make use of three spells unique to the satyr race.

Harmonise

Duration Special, Magnitude 2, Ranged, Resist (Persistence)

This spell causes all who hear it and fail to resist to dance and sing as long as the satyr continues to play his pipes. Victims of this spell dance to the exclusion of all other actions, though they may make a second attempt to resist the spell if they suffer damage (the loss of one or more Hit Points) at any time during the spell.

Madness

Duration Special, Magnitude 4, Ranged, Resist (Persistence)

This spell causes all who fail to resist it to either begin screaming in horror or singing merrily (50% chance of either). The victim will not react to outside stimuli, even if wounded while under the influence of the spell.


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| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|-------|--------------|-------|
| STR | 5D6 | 18 | 1-3 | Right Leg | 2/6 |
| CON | 4D6 | 14 | 4-6 | Left Leg | 2/6 |
| SIZ | 2D6+6 | 13 | 7-9 | Abdomen | 2/7 |
| INT | 2D6+6 | 13 | 10-12 | Chest | -/8 |
| POW | 4D6 | 14 | 13-15 | Right Arm | -/5 |
| DEX | 3D6+6 | 17 | 16-18 | Left Arm | -/5 |
| APP | 2D6 | 7 | 19-20 | Head | 2/6 |
| | | | | | |

| Damage Modifier | +1D6 |
|-----------------|------|
| Magic Points | 14 |
| Movement | 8m |
| Strike Rank | +3 |

Typical Armour: Fur and hide on the lower half. No Armour Penalty

Traits: None

Skills: Athletics 45%, Dance 85%, Evade 50%, Play Instrument (pipes) 95%, Seduction 45%, Sing 85%, Stealth 55%

Common Magic: See spells above, plus 1D6+2 Magnitude of other Common Magic spells

Combat Styles Headbutt 45%, Club 35%

Weapons

| Type | Size | Reach | Damage | AP/HP |
|-----------|------|-------|---------|-------------|
| Head Butt | М | Т | 1D6+1D6 | As for Head |
| Club | Μ | S | 1D6+1D6 | 4/4 |

Sleep

Duration Special, Magnitude 3, Ranged, Resist (Persistence)

Sleep causes all who fail to resist its effects to fall immediately into a deep, but normal, sleep. Sleeping characters may be woken by loud noises, nudging and so forth.

Combat Notes

Satyrs always attempt to use magic and seduction when faced with trouble. Although strong, they are not willing combatants and will usually attempt to flee rather than fight.

In the Arena Satyrs are not ideal arena combatants.

Skeleton -

A skeleton is a magical construct that is animate only until the magic powering it runs out or the skeleton is destroyed. A skeleton has no mind of its own - it only follows the commands of its creator as literally and completely as possible.

Skeletons have a score of 0 for INT, POW and APP, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease, poisons and weapons that only cause impaling hits.



| | Dice | Average | 1D20 | Hit Location | AP/HP | |
|--------------|-----------------|---------|--------------------|----------------------|------------------------------------|--|
| STR | 2D6+6 | 13 | 1 - 3 | Right Leg | 6/4 | |
| CON | 1D6 | 4 | 4 - 6 | Left Leg | 6/4 | |
| SIZ | 2D6+6 | 13 | 7 - 9 | Abdomen | 6/5 | |
| INT | 0 | 0 | 10-12 | Chest | 6/6 | |
| POW | 0 | 0 | 13-15 | Right Arm | 6/3 | |
| DEX | 1D6+12 | 16 | 16-18 | Left Arm | 6/3 | |
| APP | 10 10 | | 19-20 | Head | 6/4 | |
| | | | Typical A | Armour: Ancient Brou | nze Plate (AP 6) | |
| Damage N | <i>Modifier</i> | +1D2 | | | | |
| Magic Points | | 0 | Traits: Dark Sight | | | |
| Movement | | 8m | | | | |
| Strike Rank | | +3 | Skills: At | hletics 30%, Evade 4 | 5%, Persistence 0%, Resilience 22% | |

Combat Styles Weapon 36%

| vveapon | 30% |
|---------|-----|
| | |

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| Vveapons <i>Type</i> | Size | Reach | Weapon Skill | Damage | AP/HP |
|-------------------------|------|-------|--------------|------------|-------|
| Longspear | L | VL | 36% | 1D10+1+1D2 | 4/10 |
| Shortsword | Μ | S | 36% | 1D6 +1D2 | 6/8 |

Most skeletons are the dead remains of humans or humanoids but it is entirely possible to encounter a skeleton formed from the remains of any creature with a bone structure. A skeleton has the same Movement the creature had in life but as a skeleton it cannot naturally fly or swim (if the creature had those abilities while alive).

Combat Notes

Skeletons focus on the attack, being mindless creatures but seem to have an innate programming to parry against bludgeoning or blunt weapons, which can cause them most harm. Preferred Combat Manoeuvres are Bypass Armour and Choose Location, with the skeleton aiming for the most vulnerable parts of the body.

In the Arena

Animated skeletons – often those of unsuccessful arena combatants – are pitched against warriors armed with spears and nets, lending the skeletons the advantage in terms of arms. Occasionally the skeletons are provided with a thrusting weapon and a bludgeoning weapon meaning that gladiators who are cunning will attempt to disarm the skeletons first and then use these liberated weapons to gain the advantage. Piles of bones might also be scattered around an arena and just left there throughout the day, animated only at a pre-arranged time, lending nervousness to all who enter the arena, wondering when these tenacious undead foes might rise to fight.

Unicorn

A potent creature of legend, unicorns need little introduction. Generally they are smaller than a horse but are distinguished by their cloven hooves (rather than a single, full hoof) and the long, spiralling horn mounted in the centre of their foreheads.

Extremely intelligent, unicorns are solitary, forest-dwelling creatures. They are immortal and have a natural affinity with forest-tied creatures such as elves/adryami, forest spirits, satyrs and so on. They are attuned to purity: of body and spirit. Any Adventurer that can demonstrate purity in both these ways (and it is not an easy thing to do) will find that the unicorn acts with friendliness towards them.

The unicorn's horn is a powerful source of magical healing. It acts as a Cure Disease/Poison spell and will cure magical diseases and poisons with a potency less than the unicorn's Persistence. The horn also acts as a Heal Body spell with a Magnitude of 1D6 and Heal Mind. However, the magic only works if the unicorn offers the healing willingly. Forcing a unicorn to use its magic or cutting off the horn in the hope of gaining a permanent healing implement renders the magic useless.

Combat Notes

Unicorns are peaceful creatures but will fight to defend themselves and are natural enemies of Chaos, launching an attack on any Chaos creature or servant of Chaos, on sight. The damage from the horn is considered magical damage (although the Damage Modifier is not). The horn can Impale and an impaled victim is then subjected to kicks from the forelegs.

In the Arena

No unicorn has ever been used in the arena. Those few that have been captured have all died before they could be put into combat. Unicorns are noble animals of huge integrity and they will end their own lives voluntarily rather than be subjected to such a degrading spectacle.



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|--|--------|-------------------------|---------|------------------|-----------------------|--|
| | Dice | Averag | e | 1D20 | Hit Location | AP/HP |
| STR | 2D6+12 | 19 | | 1-2 | Right Hind Lea | eg 3/9 |
| CON | 3D6+12 | 23 | | 3-4 | Left Hind Leg | 3/9 |
| SIZ | 2D6+12 | 19 | | 5-7 | Hindquarters | 3/10 |
| INT | 2D6+6 | 13 | | 8-10 | Forequarters | 3/10 |
| POW | 2D6+12 | 19 | | 11-13 | Right Front Le | eg 3/9 |
| DEX | 3D6+3 | 14 | | 14-16 | Left Front Leg | 3/9 |
| APP | 3D6+6 | 17 | | 17-20 | Head | 3/9 |
| Damage Me Magic Poin Movement Strike Rank | ts | +1D6 19 12m +3 | | <i>Skills:</i> A | thletics 75%, Eva | al Weapons, Life Sense, Night Sight ade 50%, Perception 75%, Persistence 67%, |
| | | | | 79%, Su | ırvival 50% | |
| Combat S Horn 70%, | | | | | | |
| Weapons | | | | | | |
| Type | Size | Reach | Damage | AP/ | HP Rai | ange |
| Horn | L | L | 1D8+1D6 | As f | or Head | |

Vampire

Kick

The pinnacle of the undead form is the vampire. These beings are pale-skinned, parasitic creatures that were once mortal and now survive in immortality only by feeding on the lives of others. They cast no reflection, have no shadow and they do not breathe as true mortals do. Any sentient creature can become a vampire, though they are most often humans before they are Turned.

Μ

1D6+1D6

L

As supernatural predators without equal, vampires are incredibly strong and resilient to harm. When becoming a vampire, a character's STR and DEX scores both double and he gains limited natural armour in the form of his hardened skin. Vampires also possess the traits Night Sight and Life Sense. Coupled with nearimmortality and several further benefits of the vampiric form described, it is easy to see why this state of undeath holds such a macabre appeal.

Vampires can only gain sustenance by drinking the blood or souls of living beings. To feed from a resisting victim, a vampire must somehow restrain the victim and somehow succeed in a subsequent bite attack. The bite attack drains either blood, in the form of CON, or the soul, in the form of POW. The damage from the bite is applied to one of these characteristics directly, rather than to Hit Points. The amount of CON or POW sapped is added to the vampire's own CON or POW; thus, the more a vampire feeds, the stronger he becomes. A human vampire can drain up to 21 CON or 21 POW and other species can drain up to their respective species maximum. However,



| | Dice | Average | 1D20 | Hit Location | AP/HP | | | |
|------------|-----------------|---------|---|--|--|--|--|--|
| STR | 3D6x2 | 22 | 1-3 | Right Leg | 2/5 | | | |
| CON | 3D6 | 11 | 4-6 | Left Leg | 2/5 | | | |
| SIZ | 2D6+6 | 13 | 7-9 | Abdomen | 2/6 | | | |
| INT | 2D6+6 | 13 | 10-12 | Chest | _/7 | | | |
| POW | 3D6 | 14 | 13-15 | Right Arm | -/4 | | | |
| DEX | 3D6x2 | 22 | 16-18 | Left Arm | -/4 | | | |
| APP | 3D6 | 11 | 19-20 | Head | 2/5 | | | |
| | | | Typical A | Armour: Fur and hide | e on the lower half. No Armour Penalty | | | |
| Damage N | Modifier | +1D6 | 5.0 | | | | | |
| Magic Poi | nts | 14 | Traits: Blood/Soul Drain, Life Sense, Night Sight | | | | | |
| Movement | t | 10m | | | | | | |
| Strike Ran | nk | +2 | Skills: At | Skills: Athletics 75%, Evade 60%, Insight 75%, Perception 80%, Persistence 60%*, | | | | |
| | | | Resilience | Resilience 60%*, Stealth 80%, Survival 65%, Track 60%, Unarmed 80% | | | | |
| | | | | lues. Will change acco | rding to how much the vampire feeds. | | | |

Common Magic 50%: 1D6 Magnitude of Common Magic spells

Combat Styles

Weapon from Life at previous skill value (typically 60%). Unarmed 80%, Bite 60%

| Weapons | | | | | |
|---------|--------|--------|---------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Weapon | As per | Weapon | | | |
| Bite | S | Т | 1D6+1D6 | As for Head | |

a vampire can reach satiation without *completely* draining a victim of characteristic points. Each round the vampire makes either a Resilience or Persistence test, depending on whether or not it feeds on blood or souls. If the roll succeeds, then the vampire continues to feed. When the roll fails, it has drunk enough and ceases.

The amount of CON or POW drained sustains the vampire for a number of days equal to the number of points drunk: it need not feed again and will feel no compulsion to do so but may feed if it wishes, until it reaches either satiation or its consumption limit (21 or species maximum). The amount of characteristic points drained dissipate at the rate of 1 point every day: thus, the vampire's CON or POW diminishes by one point the day after feeding but it will not feel compelled to feed until all the characteristic points it has fed on have diminished. Furthermore, the vampire's CON or POW will not fall below its original, living, level. Thus, a vampire with CON 11 could drain up to 21 points of blood in one feeding session, gaining a CON of 32. It will feel no compulsion to feed again for 21 days but its CON will drop by one point per day until it reaches 11 – at that stage, the compulsion to feed is overwhelming.

If the vampire feeds on souls, even POW dedicated to a Pact is consumed; and, in fact, this is consumed first. Thus, a soul-feeding vampire can effectively break the link a victim has with a god – and does so deliberately to prevent interferences from meddling deities.

If a character is reduced to zero CON or POW by a vampire, either in one or several feeding attacks, there is a chance equal to the vampire's *original* POW x3 that the victim will resurrect as a vampire, enthralled to the one who created him. If the POW x3 roll fails then the victim simply dies. If the roll succeeds, he resurrects as a vampire after a number of days equal to his original CON or POW subtracted from 21.

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage but cannot take any action except Movement. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds.

There is a chance equal to the vampire's POW that it also has the ability to transform into a wolf or bat. If the roll to determine this additional ability is a critical success, then the vampire can assume the form of both. As with the mist transformation, such changes take a Combat Action to perform.

Vampires retain all Common Magic and Sorcery known before their transformation. Any Divine Magic is lost. However, if the vampire is created by a vampire cult, such as the Gloranthan cult of Vivamort, then it can learn Divine Magic from that cult in precisely the same way as for any other cult.

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Vampire Weaknesses

Despite their undoubted power, vampires have certain inherent weaknesses.

- X If a vampire is reduced to zero Hit Points in its Head or Chest Hit Locations, it dies – albeit not necessarily for good. Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.
- X Vampires cannot stand the touch of natural sunlight. They take one point of damage to every Hit Location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.
- X The holy icons of some cults have proved effective against vampires in the past. Cults that focus their energies against the undead (such as those formed around Death, Law and Light runes or similar gods) are the most likely to be effective, though the end result is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an

opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D3 Hit Points to a random Hit Location, unaffected by armour or any of the vampire's magic.

Combat Notes

When attempting to feed vampires need to restrain their prey. This is done through an Unarmed attack using the Grip Combat Manoeuvre – unless the prey is already helpless in some form (unconscious or disabled). Thus, weapon attacks will always aim to put the victim down and unable to defend against the bite, when it comes.

In the Arena

Vampires can, and do, become gladiators – although their nature may be known to none or only a handful of trusted individuals. The issue of sunlight is countered through fighting at night, although the potency of vampires in general and the fear of them by mortals, means that they are a rare gladiatorial addition.

Werewolf -

Scholars are divided as to whether werewolves are humans who turn into wolves or wolves who turn into humans - a simple question no werewolf has ever bothered to answer. Whatever the truth of the matter, a werewolf takes on the strength and senses of a wolf at the expense of intelligence.

| Dice Average BD6 x2 22 BD6 11 2D6+6 13 2D6+6)/2 7 BD6 11 BD6+3 14 BD6 11 | 1D20 1-2 3-4 5-7 8-10 11-13 14-16 17-20 | Hit Location Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg Head | AP/HP 1/5 1/5 1/6 1/7 1/5 1/5 | | | |
|--|--|--|---|--|--|--|
| BD6 11 2D6+6 13 2D6+6)/2 7 BD6 11 BD6+3 14 | 3-4 5-7 8-10 11-13 14-16 | Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg | 1/5 1/6 1/7 1/5 | | | |
| 2D6+6 13 2D6+6)/2 7 3D6 11 3D6+3 14 | 5-7 8-10 11-13 14-16 | Hindquarters Forequarters Right Front Leg Left Front Leg | 1/6 1/7 1/5 | | | |
| 2D6+6)/2 7 3D6 11 3D6+3 14 | 8-10 11-13 14-16 | Forequarters Right Front Leg Left Front Leg | 1/7 1/5 | | | |
| BD6 11 BD6+3 14 | 11-13 14-16 | Right Front Leg Left Front Leg | 1/5 | | | |
| 3D6+3 14 | 14-16 | Left Front Leg | | | | |
| | | 0 | 1/5 | | | |
| BD6 11 | 17-20 | II | | | | |
| | | riead | 1/5 | | | |
| 100 | damage. | | | | | |
| 1D6 | damage. | | | | | |
| | Traits' Night Sight | | | | | |
| | ITalls. IN | agnt Signt | | | | |
| 12m | | | | | | |
| +2 | <i>Skills:</i> A | Skills: Athletics 80%, Evade 55%, Perception 50%, Persistence 43%, Resilience | | | | |
| | 43%, St | ealth 55%, Survival 40 | 0%, Track 50% | | | |
| ier | 11 12m +2 | +1D6 11 Traits: N 12m +2 Skills: A | +1D6 11 <i>Traits:</i> Night Sight 12m +2 <i>Skills:</i> Athletics 80%, Evade 9 43%, Stealth 55%, Survival 40 | | | |

| Weapons | | | | | |
|---------|------|-------|---------|-------------|-------|
| Type | Size | Reach | Damage | AP/HP | Range |
| Bite | L | S | 1D8+1D6 | As for Head | |
| Claw | М | М | 1D6+1D6 | As for Leg | |

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Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf, to the contrary of much popular belief.

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver (or iron, in Glorantha) will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Bladesharp 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Bladesharp spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen and thus may be asphyxiated or drowned. The statistics are for a typical werewolf form. For human characteristics, use the standard *RuneQuest* rules for creating a character.

Gloranthan Werewolves

The Telmori hsunchen of Glorantha (see *Glorantha: The Second Age*) are capable of transforming into wolves in Wildday. This process does not create the werewolf below but a mundane wolf as described on page 170. Rune Lords of the Telmor cult may, however, adopt the version of the werewolf described here, with the properties described above.

Combat Notes

Werewolves fight to feed; thus they attempt to inflict maximum damage whenever possible and will choose the head location in a bid to bite-out the throat. The talons of a werewolf are surprisingly strong and can Sunder armour.

In the Arena

Werewolves are not common arena combatants but a werewolf gladiator may be encountered from time-to-time, with the wolf form being unleashed at an appropriate point in the combat. Werewolf gladiators tend not to wear armour, which would inhibit the transformation process.

Wyrm

Wyrms are serpentine, legless, winged relatives of dragons. Possessed of intelligence akin to that of a human, a wyrm is a patient, dangerous foe but it lacks the superior insight and intelligence of a true dragon.

Solitary hunters, it is very rare to find a group of wyrms acting in concert, though sometimes a few individuals will join together for a common purpose. Unlike dragons, wyrms cannot use magic.

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's growth slows dramatically. By this point the creature is some nine metres in length. After age 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years. A wyrm may live for many hundreds of years.

The Characteristics given below are for a wyrm between 35 and 85 years old.

Combat Notes

As biting leaves the head vulnerable to damage, the tail is used as a potent weapon to bash and flatten foes. Once down, and hopefully helpless, then the jaws are used to finish the job. If a wyrm is forced to battle on the ground it folds its wings in flat and rears and darts with the agility of any snake but using its tail and jaws to defend itself.

In the Arena

Wyrms under magical control, or with their wings restrained in some way, are popular spectacles, compensating for the logistical problems of staging arena contests with dragons. These are flerce, clever, merciless enemies that enjoy the applause of the crowd every bit as much as other gladiators.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|-------|-------------------|-------|
| STR | 11D6 | 39 | 1-4 | Tail | 8/11 |
| CON | 4D6 | 14 | 5-8 | Abdomen | 8/12 |
| SIZ | 3D6 | 11 | 9-12 | Chest | 8/13 |
| INT | 3D6 | 11 | 13-14 | Right Wing | 8/10 |
| POW | 3D6+6 | 17 | 15-16 | Left Wing | 8/10 |
| DEX | 2D6+6 | 14 | 17-20 | Head | 8/11 |
| APP | 3D6 | 11 | | | |

| | | <i>Typical Armour:</i> Tough hide. No Armour Penalty |
|-----------------|--------|---|
| Damage Modifier | +1D10 | |
| Magic Points | 17 | Traits: Dark Sight, Formidable Natural Weapons, Night Sight |
| Movement | 6m/12m | |
| Strike Rank | +3 | Skills: Athletics 80%, Brawn 75%, Evade 65%, Influence 60%, Perception 45%, |
| | | Persistence 61%, Resilience 52% |

Combat Styles Bite 85%, Tail Bash 60%

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| VVeapons | | | | |
|----------|------|-------|-----------|-------------|
| Type | Size | Reach | Damage | AP/HP |
| Bite | Н | VL | 1D10+1D10 | As for Head |
| Tail | Н | VL | 1D20+1D10 | As for Tail |

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Wyvern A distant and less dangerous relative of the dragon, wyverns are solitary hunters the size of a horse. A wyvern has two legs, two wings, no forelimbs and a tail tipped with a lethal poison stinger, long enough to reach around the wyvern to strike an enemy in front of the creature.

Like wyrms, their cousins, wyverns are cunning and dangerous but lack the insight and magical abilities of true dragons.

Combat Notes

The sting is the favoured weapon of the wyvern and it has the following characteristics:

Application: Injected or smeared.

Onset time: Immediate.

Duration: 1D6 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 50+ CON of wyvern.

Resistance: Resilience. Conditions: Agony and Paralysis Antidote/Cure: Healing skill and magic.

In the Arena

Like wyrms, wyverns make an excellent substitute for dragons in arena combat. With their wings tethered they can also be used as mounts and in Glorantha, EWF combat trainees use wyverns in their arenas as training mounts for graduation to dinosaurs, as well as war mounts in their own right.

| STR CON SIZ INT POW DEX | Dice 4D6+12 2D6+12 4D6+12 7 3D6 2D6+6 | Average 26 19 26 7 11 14 | 1D20 1-3 4-6 7-8 9-11 12 13-14 15-16 17-20 | Hit Location Right Leg Left Leg Abdomen Chest Tail Right Wing Left Wing Head | AP/HP 5/9 5/9 5/10 5/11 5/9 5/8 5/8 5/8 5/9 | |
|---|---|---|---|--|---|---------------------------------|
| Damage Modifier+1D12Magic Points11Movement8m/16mStrike Rank+3Combat StylesBite 55%, Sting 70% | | 11 8m/16m | <i>Traits:</i> Da | | , Poison Sting | esilience 67%, Persistence 61%, |
| Weapons <i>Type</i> Bite Sting | <i>Size</i> H H | <i>Reach Damage</i> VL 1D10+1E VL 1D6+1D1 | 012 2+ Poison | <i>AP/HP</i> As for Head As for Tail | | |

Zombie

A zombie is a corpse that has been animated by dark magic. A zombie has only shreds of its natural mind left and is generally either under the control of a master or follows its natural hunger to feed on living flesh. Since a zombie is comprised of rotting flesh, they sometimes carry diseases which can be passed on via wounds they inflict.

Zombies have very low INT, POW and APP, as they have actually no intelligence, will or personalities of their own. As such, attempts to control a zombie's mind or influence its personality will suffer a -90% penalty. Zombies are also immune to fatigue, disease and poisons.

Combat Notes

Slow and ponderous, the tenacious nature of zombies still makes them a formidable foe, especially in large numbers where a gang of the undead can outnumber and overwhelm a foe. The unarmed attack of the zombie is a flailing, grasping flurry that aims to randomly Grip or Bash with little strategy or reasoning. They do, however, concentrate on attacking rather than defending, so that single Combat Action is almost always used offensively.

In the Arena

A horde of zombies, animated from the corpses of dead gladiators, slaves or prisoners, make for a grisly arena spectacle, with victorious gladiators being made to face their victims once more. On some occasions zombies are buried beneath the arena and magically controlled to explode forth in the midst of another combat, attacking any of the gladiators randomly. In all arena combats where zombies are used, they are brought forth in multiples so that the chances of overwhelming a target are heightened.



| | Dice | Avera | ige | 1D20 | Hit Location | AP/HP |
|------------------------|--------|-------|---------|-------------------|------------------------|---------------------------|
| STR | 3D6+12 | 23 | | 1 - 3 | Right Leg | -/4 |
| CON | 1D6 | 4 | | 4 - 6 | Left Leg | -/4 |
| SIZ | 2D6+6 | 13 | | 7-9 | Abdomen | -/5 |
| INT | 2 | 2 | | 10 - 12 | Chest | -/6 |
| POW | | | | 13 - 15 | Right Arm | -/3 |
| DEX | 1D6+3 | 7 | | 16 - 18 | Left Arm | _/3 |
| APP | - | | | 19-20 | Head | _/4 |
| Damage Mo | difier | +1D6 | 5 | Typical A | <i>rmour:</i> None | |
| Magic Point | | 0 | | Traits: D | ark Sight. Diseased (| GM's choice), Night Sight |
| Movement | | 4m | | | | ,, 8 . 8 |
| Strike Rank | | +4 | | <i>Skills:</i> At | hletics 35%, Persister | nce 16%, Resilience 22% |
| Combat S Unarmed 50 | 5 | | | | | |
| Weapons | | | | | | |
| Type | Size | Reach | Damage | AP/I | HP | |
| Unarmed | S | Т | 1D3+1D6 | As fo | or Arm | |

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Mammals

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his chapter concerns traditional mammals; those familiar to our own world. Just about all these creatures have fixed INT making them unsuitable as adventurers, with the exception of the Gloranthan baboon.

The chapter also includes certain non-mammals, such as the giant crab, which are familiar enough creatures but fit best into this category.

Using these creatures in a coliseum environment is not at all difficult. The Romans regularly staged contests involving the slaughter of captured mammals in their thousands and the spectacle of a gladiator facing a fierce predator such as a lion or tiger was a popular draw.

Baboon

Baboons are omnivorous primates that subsist mostly on fruits and roots, though they do hunt live prey from time-to-time. They gather in groups of as many as 100 individuals, ruled over by a handful of dominant males (roughly 10% of the population). Baboon troops are amazingly well organised. No matter what the rest of the group may be doing, there are always enough sentinels on guard to watch for intruders. When baboons are travelling, the females and young are kept to the centre, closely guarded by the dominant males, while the lesser males scout ahead and guard the perimeter. If a baboon group encounters a superior foe, the baboons will scatter and climb trees or rocks for protection.

Gloranthan Baboons

In the Dawn Age, baboons lived in Genert's garden and, when Chaos destroyed it, they were forced to flee, running wild to the east. Their cleverness preserved them whilst many others died or lost their intelligence. They prevailed because they were not people and did not rely on fire and clothing to live meaningful lives. This still holds true and is a founding myth for Praxian baboon troops. In Glorantha, baboons are sapient creatures with the power of speech and are native to Prax. Leaders are those who have dominance in combat and have fought their way to the top of the troop. Only leaders have the right to partner with females.

Praxian baboons are regarded suspiciously by other cultures although this does not prevent them being employed as scouts or trackers. For their part, baboons consider themselves superior to humans and part of this attitude prevents baboons from teaching their guttural language to humans, relying instead on learning enough human language (Tradetalk, typically) to allow them to converse. Gloranthan baboons are spirit worshippers, with a wide array of baboon ancestors headed by Grandfather Papio the ancestor who led the exodus from Genert's Garden and fooled Undaka the Smasher who believed baboons were people.

Gloranthan baboons can therefore be used as adventurers. Their statistics are the same as for fixed INT baboons but instead roll INT on 3D6.

Cultural Background

Primitive

Professions

As per Primitive but excluding farmers, herders and so forth. Baboons can be shaman and use Spirit Magic but Common Magic is beyond them – another distinguishing feature from humans that baboons consider a superior position.

Combat Notes

Fixed INT baboons fight with their powerful bite but only do so in defence of females or territory. Usually they will remain out of harm's reach.

Gloranthan baboons use simple short spears – fire-hardened sticks or stronger weapons they have stolen or bought from someone

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| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|-------|--------------|-------|
| | | 0 | | | |
| STR | 2D6+6 | 13 | 1-3 | Right Leg | 1/4 |
| CON | 3D6 | 11 | 4-6 | Left Leg | 1/4 |
| SIZ | 2D3+1 | 5 | 7-9 | Abdomen | 1/5 |
| INT | 6 | 6 | 10-12 | Chest | 1/6 |
| POW | 3D6 | 11 | 13-15 | Right Arm | 1/3 |
| DEX | 3D6+6 | 17 | 16-18 | Left Arm | 1/3 |
| APP | 2D6 | 7 | 19-20 | Head | 1/4 |

| Damage Modifier | -1D2 |
|-----------------|------|
| Magic Points | 11 |
| Movement | 8m |
| Strike Rank | +3 |

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 80%, Evade 35%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 40%

Combat Styles Bite 40% Gloranthan Baboons: Spear 35%

| Weapons | | | | |
|-------------|-----|-------|-----------|-------------|
| Type | SIZ | Reach | Damage | AP/HP |
| Bite | S | Т | 1D8-1D2 | As for Head |
| Short Spear | Μ | L | 1D8+1-1D2 | 4/5 |

else. They do not exhibit much finesse, always aiming to Maximise Damage whenever possible.

In the Arena

Baboons are usually deployed as a small troop to harass other combatants rather than as a threat in themselves. Starved for a few days beforehand their natural ferocity is heightened and controlling spells help direct that ferocity more effectively.

Gloranthan baboons may become gladiators and it is not beyond measure that they might also excel in this profession – although gaining popularity is always going to be difficult given the natural suspicion humans have towards them and their own poor opinion of humans. However, strong baboons are used to fighting for supremacy amongst their own kind and so the rites of the arena holds little fear for them and some even use arena combat as a way of proving their own entitlement to leading a troop.

Bear, Brown

Bears are often unpredictable and can display vicious or cowardly behaviour on a whim. Some adventurers manage to scare them away from camps with bravado while others have paid a heavy price for this approach. Sleeping for long periods over winter, bears will occasionally forage the snow-bound wilderness, typically preying on cattle and deer but, being true omnivores, they are also opportunistic when it comes to food.



Bear, Brown

| STR CON | 3D6+15 | 26 | | 1.0 | Th | |
|-------------------------|------------------|-------------------|---------------------------|-------------------|--|--|
| | | 20 | | 1-3 | Right Hind Leg | 3/8 |
| | 2D6+6 | 13 | | 4-6 | Left Hind Leg | 3/8 |
| SIZ | 3D6+15 | 26 | | 7-9 | Abdomen | 3/9 |
| INT | 5 | 5 | | 10-12 | Chest | 3/10 |
| POW | 3D6 | 11 | | 13-15 | Right Front Leg | 3/8 |
| DEX | 3D6 | 11 | | 16-18 | Left Front Leg | 3/8 |
| DEA | 020 | | | 19-20 | Head | 3/8 |
| | | | | Typical A | 4 <i>rmour:</i> Fur, 3 Armour | Points |
| Damage M | odifier | +1D1 | 2 | | | |
| Magic Poin | nts | 11 | | Traits: Fe | ormidable Natural We | apons |
| Movement | | 24m | | | | |
| Strike Rank | k | +3 | | | thletics 60%, Perception 17 June 2007, Swim 459 | on 50%, Persistence 43%, Resilience 49%, Stea %, Track 25% |
| Combat S Bite 60%, C | | | | | | |
| Weapons | | DI | D | AP/ | | |
| <i>Type</i> Bite | <i>Size</i> S | <i>Reach</i> T | <i>Damage</i> 1D8+1D12 | | or Head | |
| Bite Claw | S M | S | 1D8+1D12 1D6+1D12 | | or Head or Leg | |
| ~ IN 11 | 141 | 5 | 10011010 | 1.5 1 | | |
| Bear, Pol | ar | | | _ | | |
| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
| STR | 3D6+21 | 32 | | 1-3 | Right Hind Leg | 3/9 |
| CON | 2D6+6 | 13 | | 4-6 | Left Hind Leg | 3/9 |
| SIZ | 3D6+21 | 32 | | 7-9 | Abdomen | 3/10 |
| INT | 5 | 5 | | 10-12 | Chest | 3/11 |
| POW | 3D6 | 11 | | 13-15 | Right Front Leg | 3/8 |
| DEX | 3D6 | 11 | | 16-18 | Left Front Leg | 3/8 |
| | 520 | | | 19-20 | Head | 3/9 |
| | r | | | Typical A | 4 <i>rmour:</i> Fur, 3 Armour | Points |
| Damage M | | +2D6 | ò | _ | | |
| Magic Poin | nts | 11 | | <i>Traits:</i> Fo | ormidable Natural We | apons |
| Movement | | 24m | | | | |
| Strike Rank | k | +3 | | | | 50%, Perception 50%, Persistence 43%, Resilier %, Swim 80%, Track 35% |
| Combat S Bite 65%, C | | | | | | |
| | | | | | | |
| Weapons T | | р, | D | AD | | |
| <i>Type</i> | Size | <i>Reach</i> | Damage | AP/A | | |
| Bite | S | T | 1D8+2D6 | | or Head | |
| Claw | М | S | 1D6+2D6 | As fe | or Leg | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Combat Notes

Bears rely on their fearsome claws first and foremost. Claws are capable of Sundering and a bear will try to rip through armour or bypass it, to inflict the most damage. The claws are also used to Grip, thus allowing the creature to pull the opponent close for a bite – which can also sunder.

In the Arena

Popular in arenas, bears may be tethered to heighten their anger or starved and released against gladiators. The larger and more ferocious the specimen, the greater the spectacle and the appreciation of the crowd.

Combat Notes As per Brown Bear

In the Arena As per Brown Bear

Boar

Boars are wild, feral pigs with wiry coats, long tusks and extremely poor dispositions. They are commonly encountered in small groups of 2 to 12 individuals and prefer forested areas.

Bear, Polar

One of the largest and most aggressive species of bear, the polar bear lives on the frozen wastes and ice floes of the world's arctic regions. It is a strictly carnivorous creature, dining primarily on seals and fish.

Polar bears are excellent swimmers. They have little fear of humans and will often treat them as prey if they come into the bears' territory. Boars are omnivorous, though the majority of their diet is composed of roots and berries. They are ferociously territorial creatures who will attack a much larger creature without hesitation. They are also incredibly resilient to damage and do not need to make Resilience rolls against any wounds save Major Wounds.

Combat Notes

The gore of a boar's tusks is ferocious and it can both Sunder and Impale, although these manoeuvres are applied only if the boar strikes for a critical success. Otherwise the boar uses Bash as its primary Combat Manoeuvre.

| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP |
|--------------------|----------|-------|---------|-----------|---|--|
| STR | 3D6+6 | 17 | | 1 - 2 | Right Hind Leg | 2/6 |
| CON | 2D6+9 | 16 | | 3-4 | Left Hind Leg | 2/6 |
| SIZ | 2D6+3 | 10 | | 5-7 | Hindquarters | 2/7 |
| INT | 5 | 5 | | 8-10 | Forequarters | 2/8 |
| POW | 3D6 | 11 | | 11-13 | Right Front Leg | 2/5 |
| DEX | 3D6 | 11 | | 14 - 16 | Left Front Leg | 2/5 |
| | | | | 17-20 | Head | 2/6 |
| | | | | Typical A | A <i>rmour:</i> Tough Hide. N | No Armour Penalty |
| Damage M | lodifier | +1D2 | | | | |
| Magic Poir | nts | 11 | | Traits: N | one | |
| Movement | | 8m | | | | |
| Strike Ran | k | +3 | | | thletics 25%, Evade 5 ealth 55%, Survival 50 | 5%, Perception 50%, Persistence 43%, Resilience % Track 25% |
| | | | | 0070, 00 | | 70, Huck 2070 |
| Combat Tusk 65% | Styles | | | | | |
| Weapons | 5 | | | | | |
| Type | Size | Reach | Damage | AP/ | HP | |
| Tusk | М | Т | 1D8+1D2 | As fe | or Head | |



In the Arena

Simulated boar hunts are a popular arena event, with gladiators, equipped with shot spears and no armour, required to hunt down a group of boar released into the arena. Foliage and cover may be scattered around to give the boar some shelter and cover but the natural tenacity of the boar means that a fight is guaranteed. Dogs may also be loosed to further harass and antagonise the boar.

Cattle

One of the most common domesticated beasts, cattle can be found in virtually any human civilisation not in the arctic.

The statistics below are designed for a bull but are also applicable to domestic cows, oxen, bison and sundry other large herbivores.

Combat Notes

Herd cattle can trample en-masse if startled. A failed Persistence roll indicates that the herd charges and tramples.

Individual bulls will charge and gore, however. Bull horns are capable of both Sundering and Impaling and, if a foe is Impaled, the next Combat Action sees the bull aim to throw its victim with a toss of its head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the Brawn of the bull. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25–Victim's SIZ, suffering both damage from the removal of the Impaling horns, plus falling damage due to the severity of the fall.

In the Arena

Bullfights are descendents of arena contests and remain an arena staple in many cultures. Bulls are bred for the ring with gladiators

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|---------|------------------------|-------|
| STR | 4D6+6 | 20 | 1-2 | Right Hind Leg | 2/7 |
| CON | 2D6+9 | 16 | 3 - 4 | Left Hind Leg | 2/7 |
| SIZ | 2D6+9 | 16 | 5-7 | Hindquarters | 2/8 |
| INT | 4 | 4 | 8-10 | Forequarters | 2/9 |
| POW | 2D6 | 7 | 11 - 13 | Right Front Leg | 2/6 |
| DEX | 2D6 | 7 | 14 - 16 | Left Front Leg | 2/6 |
| | | | 17 - 20 | Head | 2/7 |
| | | | | | |

Typical Armour: Tough Hide. No Armour Penalty

| Damage Modifier | +1D6 | |
|-----------------|------|--|
| Magic Points | 7 | <i>Traits:</i> Trample |
| Movement | 10m | |
| Strike Rank | +4 | Skills: Athletics 55%, Brawn 55%, Perception 30% Persistence 31%, Resilience |
| | | 58% Survival 20% |

Combat Styles Charge 40%, Trample 55%, Gore (bulls only) 45%

| Weapons | | | | |
|---------|------|-------|---------|-------------|
| Type | Size | Reach | Damage | AP/HP |
| Charge | VL | Т | 1D8+1D6 | _ |
| Trample | VL | Т | 1D8+1D6 | _ |
| Gore | L | S | 1D6+1D6 | As for Head |
| | | | | |



into a charge which is then Evaded; the killing strike comes after

a prolonged session of lures and evades, playing both the bull

and the crowd to maximum advantage. In these contests the bull

attempts to charge and gore its tormentor.

In *Hawkmoon*, the bull fights of the Kamarg aim not to kill the bull but to pluck ribbons attached to its horn. In this case the matador uses his Athletics or Acrobatics as the attacking skill, aiming to pluck a ribbon successfully. The bulls, however, still charge with the intent of harming the matador.

Chimpanzee -

Chimpanzees are forest-dwelling apes slightly smaller than humans. They are extremely intelligent creatures, with thin black hair and long, muscular arms. Chimpanzees are quadrupeds, though they can walk short distances on their hind legs and split their time equally between walking on the ground and swinging from the trees overhead.

Chimpanzees are primarily herbivorous, subsisting almost entirely on fruit and leaves, though they can also eat meat and insects. They are found in bands of as many as 20 individuals of both genders led by a dominant male.

Some male chimps will use clubs for threatening gestures and, from time to time, will even wield them in combat. Most chimpanzees would never use weapons, however.

Combat Notes

If forced to defend themselves, chimps can hurl missiles using Athletics or lash out with their fists and feet using the Unarmed skill. If a chimp is in a tree, it can use branches to deliver swinging kicks and punches, augmenting its Unarmed with +10% reflecting its natural Athletics prowess.

30%, Persistence 43%, Resilience

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|------------|-------|---------|-----------|-----------------------|-----------------|
| STR | 3D6+6 | 17 | 1-3 | Right Leg | -/5 |
| CON | 3D6 | 11 | 4-6 | Left Leg | -/5 |
| SIZ | 2D6+6 | 13 | 7-9 | Abdomen | -/6 |
| INT | 7 | 7 | 10-12 | Chest | -/7 |
| POW | 3D6 | 11 | 13-15 | Right Arm | -/4 |
| DEX | 3D6+6 | 17 | 16-18 | Left Arm | _/4 |
| APP | 2D6 | 7 | 19-20 | Head | -/5 |
| | | | Typical 1 | Armour: None | |
| Damage N | | +1D2 | | | |
| Magic Poi | | 11 | Traits: N | lone | |
| Movement | | 8m | | | |
| Strike Ran | ık | +3 | Skills: A | thletics 95%, Evade | 45%, Perception |
| | | | 43%, St | ealth 55%, Survival 4 | 5%, Track 40% |

Combat Styles Bite 35%, Unarmed 45%

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| VVeapons | | | | |
|----------|-----|-------|---------|-------------|
| Type | SIZ | Reach | Damage | AP/HP |
| Bite | S | Т | 1D6+1D2 | As for Head |
| Unarmed | М | М | 1D3+1D2 | As for Arm |

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In the Arena

A cruel sight is cladding a chimpanzee in human gladiator regalia and pitting it against a larger foe. Usually, though, chimps are not ideal arena combatants and are used more to cause a nuisance than stage a full event.

Crab, Giant

Crabs are the largest of all anthropods but the very largest are restricted to deep water. Land crabs are known to rove as far as several miles inland, except during breeding season, when they remain on the beach or in the shallows.

Crabs are opportunistic scavengers who will attack anything that looks even remotely edible.

Combat Notes

Giant crabs use their immense claws to both Bash and Grip. The claws are capable of the Sunder Combat Manoeuvre although this is applied only if the crab scores a critical success on an attack. Otherwise it relies on a grip with one claw and a straightforward damage-inflicting attack with the second. Note that crabs are unlikely to parry, relying on their carapace to defend against most damage.



| STR CON SIZ INT POW DEX | Dice 3D6+24 3D6+6 3D6+24 2 3D6 2D6 | Aver 35 17 35 2 11 7 | age | 1D20 1 2 3 4 5-8 9 10 11 12 13-14 15-16 17-20 | Hit Location Right Rear Leg Left Rear Leg Right Hind Leg Left Hind Leg Body Right Centre Leg Right Centre Leg Right Front Leg Left Front Leg Right Claw Left Claw Left Claw Head | AP/HP 8/8 8/8 8/8 8/8 8/13 8/8 8/8 8/8 8/8 8/8 8/8 8/9 8/9 | | |
|--|---|--|--|---|---|---|---------------|--|
| Magic Poin Movement | Damage Modifier+2D6Magic Points11Movement10mStrike Rank+3 | | <i>Traits:</i> Fo <i>Skills:</i> At | 4 <i>rmour:</i> Carapace. No ormidable Natural We thletics 75%, Brawn 7 ealth 55%, Track 20% | apons 75%, Perception 4 | 0%, Persistence 435 | %, Resilience | |
| Combat S Claw 50% Weapons | ∞ - | | | | | | | |
| Vveapons <i>Type</i> Claw | SIZ E | <i>Reach</i> VL | <i>Damage</i> 1D10+2D6 | | (HP or Claw | | | |

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In the Arena

A giant crab makes for a formidable opponent against several unarmoured gladiators who are equipped with double-handed axes to cleave into and through the carapace. The outcome of a giant crab contest where the gladiators are successful may mean free fresh crabmeat for the whole audience.

Deer

One of the most common food sources for human civilisations, as well as a number of large carnivores, deer are a wary and easily frightened species. They dwell mostly on the fringes of forests and in brushy areas where they follow well-established feeding and migration trails. A deer will only attack if it has no other choice.

Deer live in small herds, consisting of a number of does and fawns with either one dominant stag or a small group of bachelor stags. The statistics given are for a stag; does have SIZ 3D6+9.

Combat Notes

Stags will attack if does and fawns are threatened or if it is cornered but otherwise they choose to flee from danger.

In the Arena

Deer are not suitable arena fodder as hunting them in the wild provides for cheap, frequent sport in most cultures.

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| nce 31%, Resilience |
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Dog

All dogs are descended from wolves but millennia of crossbreeding and diversification has produced the myriad breeds (mongrel and pedigree) found across the world. Dogs are easily domesticated, display high degrees of loyalty and can be crossbred to a huge variety of purposes. The hearing and sense of smell in all dogs is incredibly acute, reflected in the Perception rating.

Breeds of dogs come as small as STR 1D3 and SIZ 1D3 or as large as STR 2D6+3 and SIZ 2D6+3. The statistics here are for a medium sized mongrel.

Left to their own devices, dogs hunt in packs composed of members of both sexes, led by a single dominant individual.

Combat Notes

Once a dog connects with its bite, it Grips the opponent and shakes its head and body to tear at the flesh. Once a dog has gripped an opponent successfully in this way, it loses its negative damage modifier and inflicts 1D4 damage as it pulls and rends.

In the Arena

Packs of dogs are frequently pitted against bulls, bears and other mammals, accompanying other forms of gladiators. Dogs are not usually pitted against another animal without someone acting as a controller.



| STR CON SIZ INT POW DEX | Dice 1D6+1 3D6 1D6 5 1D6+6 2D6+6 | Avera 4 11 3 5 9 13 | ge | 1D20 1-2 3-4 5-7 8-10 11-13 14-16 | Hit Location Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg | AP/HP -/3 -/3 -/4 -/5 -/2 -/2 | | |
|--|--|--|--------------------------|--|--|---|----------------|--------------------|
| D | 14 116 | 100 | | 17–20 <i>Typical A</i> | Head A <i>rmour:</i> None | -/3 | | |
| Damage 1 Maria Pa | | -1D6 | | TakeN | inter State | | | |
| Magic Po Movemen | | 9 12m | | <i>Haits.</i> IN | ight Sight | | | |
| Strike Ra | | +3 | | | thletics 60%, Evade 3 ealth 45%, Survival 30 | | 37%, Perceptio | on 85%, Resilience |
| | 6 | | | | | | | |
| Combat Bite 35% | Styles | | | | | | | |
| Bite 35% | | | | | | | | |
| Bite 35% Weapor | IS | Reach | Damage | APA | ЧР | | | |
| Bite 35% | | <i>Reach</i> T | <i>Damage</i> 1D6–1D6 | <i>АРЛ</i> As fo | <i>HP</i> or Head | | | |

Elephant

Elephants need little introduction. They usually travel in herds and live on savannahs, tropical plains and in lightly wooded areas. An elephant stands a little more than three metres tall and has a large, prehensile trunk and a pair of tusks.

Elephants travel in herds, though these herds will sometimes break up temporarily when the elephants are feeding. A solitary elephant is almost certainly a rogue beast, expelled from its herd because of its poor temperament. If one member of a herd is sick or wounded, the remainder of the herd will actively protect it.

Elephants are intelligent beasts who learn very quickly. They can be domesticated and trained and in some cultures are used as mounts.

Combat Notes

Elephants can Grip opponents with their trunk, effectively immobilising them and then attempting to throw them. A successful throw occurs if the victim cannot break free on the Combat Action following the Grip and if the elephant succeeds in a Brawn roll. The victim is thrown 2D6 metres and may sustain falling damage.



| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|--------|---------|-------|------------------------|-------|
| STR | 6D6+24 | 45 | 1-2 | Right Hind Leg | 3/15 |
| CON | 3D6+15 | 26 | 3-4 | Left Hind Leg | 3/15 |
| SIZ | 6D6+30 | 51 | 5-8 | Hindquarters | 3/16 |
| INT | 6 | 6 | 9-12 | Forequarters | 3/17 |
| POW | 2D6+6 | 13 | 13-14 | Right Front Leg | 3/15 |
| DEX | 3D6 | 11 | 15-16 | Left Front Leg | 3/15 |
| | | | 17 | Trunk | 3/14 |
| | | | 18-20 | Head | 3/15 |

Typical Armour: Hide. No Armour Penalty

| Damage Modifier | +2D12 | |
|-----------------|-------|---|
| Magic Points | 13 | <i>Traits:</i> Trample |
| Movement | 10m | |
| Strike Rank | +2 | Skills: Athletics 60%, Brawn 80%, Perception 65%, Persistence 49%, Resilience |
| | | 88% |

Combat Styles Trunk 55%, Trample 50%, Gore 40%

| Weapons | | | | |
|---------|------|-------|-----------|--------------|
| Type | Size | Reach | Damage | AP/HP |
| Trunk | Н | VL | Special | As for Trunk |
| Trample | Е | S | 2D12 | |
| Gore | Н | L | 1D10+2D12 | As for Head |

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The tusks are also vicious impaling weapons. If a foe is Impaled, the next Combat Action sees the elephant aim to throw its victim with a toss of its head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the Brawn of the elephant. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25–Victim's SIZ, suffering both damage from the removal of the Impaling tusks, plus falling damage due to the severity of the fall.

In the Arena

Elephants, provoked into fury through either antagonism or controlling magic, are pitted against several human sized gladiators where tusks counter spears and bladed weapons. In these contests, shields are not allowed and gladiators must rely on their wits to avoid being gored or flattened underfoot.

Elephants are also used as war-mounts in all manner of contests and battle recreations.

Gorilla

Largest of the primates, gorillas are naturally quadrupeds but are also comfortable walking and standing on their hind legs. Gorillas are primarily vegetarian, though they often supplement their diet with insects and the occasional small animal. They are most often found in small family groups led by an old silverback male.



| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP | |
|---------------------|--------------|-------|---------|------------|----------------------------|--------------------|------------------------------|
| STR | 6D6+15 | 36 | | 1-3 | Right Leg | 2/8 | |
| CON | 2D6+6 | 13 | | 4-6 | Left Leg | 2/8 | |
| SIZ | 4D6+12 | 26 | | 7-9 | Abdomen | 2/9 | |
| INT | 7 | 7 | | 10-12 | Chest | 2/10 | |
| POW | 3D6 | 11 | | 13-15 | Right Arm | 2/7 | |
| DEX | 3D6+3 | 14 | | 16-18 | Left Arm | 2/7 | |
| DER | 02010 | | | 19-20 | Head | 2/8 | |
| | | | | 10-20 | Ticad | 210 | |
| | | | | Tynical A | <i>Irmour:</i> Hide. No Ar | mour Penalty | |
| Damage M | odifier | +2D6 | | JF | | | |
| Magic Poin | | 11 | | Traits: N | one | | |
| Movement | 65 | 8m | | 114113. 19 | one | | |
| Strike Rank | c . | +3 | | Chilles A+ | blatics 75% Brown | 70% Eugla 10% Dana | eption 40%, Persistence 43%, |
| SUIKE NAIII | (| +5 | | | e 49%, Stealth 30% | | eption 40%, refsistence 43%, |
| | | | | Resilienc | e 4570, Steatti 5070 | , Jui vivai 4070 | |
| Combat | Studee | | | | | | |
| | Jnarmed 45% | | | | | | |
| Dite 5570, 0 | Jianned 4370 | | | | | | |
| Weapons | | | | | | | |
| | SIZ | Reach | Damage | AP | /LID | | |
| <i>Type</i> Bite | M | T | 1D8+2D6 | | or Head | | |
| Unarmed | M | L | 1D6+2D6 | | or Arm | | |
| Onarmed | 111 | L | 100+200 | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Gorillas are not an aggressive species but if one becomes angry, it is easily capable of tearing a man or even a troll, limb from limb. Female gorillas are smaller than males and have 1D6 less of both SIZ and STR.

Combat Notes As for chimpanzee.

In the Arena

Male gorillas are used in the arena to battle similar sized foes who are armed with a club or cudgel and a net. Controlling magic or some other form of provocation is used to make the gorilla more aggressive.

Hawk

Hawks are predatory birds that can be found in most climates, from tropical to temperate to desert. A capable hunter who prefers to fall upon its prey by dropping out of the sky, a hawk will not attack anything that is not normally prey unless it is diseased, magically compelled or the creature in question is menacing the hawk's young.

This entry contains two hawks, one of a 'normal' size and another of giant size, large enough to carry a passenger.

The statistics given below are for a large hawk but may also be applied to an owl or an eagle. Owls have the Night Sight trait.

Combat Notes

Trained birds of prey can be directed to attack larger targets than their normal prey. In such circumstances, they opt for Choose Location, targeting the head. As the entire mass of the bird is concentrated on a small area and because the bird itself is small, parrying it is impossible and the target must rely on Evade to prevent from being pecked or scratched. Attacks focus on the eyes, if possible and whilst a bird of prey may not inflict much in the way of damage, they can blind and certainly cause pain and distraction.

In the Arena

Not ideal arena combatants, save for in contests where trained falconers send their birds to harass other combatants.

Combat Notes

The claws and beak of a giant bird of prey can Sunder. If simply attacking to kill, a successful Grip Combat Manoeuvre allows the bird to size the target in its claws and take to a height, dropping what it carries - a far more effective way of eliminating a threat than attempting to peck it to bits.

In the Arena

Giant birds of prey are too large to be used as arena fodder.



Horse

Of all domesticated animals, only dogs have been part of human culture longer than horses. As such, many different breeds of horse have emerged over the millennia, as humanity has bred this useful servant to fill a variety of specialised needs. The horse described below is a typical working horse, suitable for riding or as a beast of burden.

Heavy horses – those used for ploughing fields and as warhorses – have an additional +4 STR, +4 CON and +4 SIZ.



| | Disc | A | | 1D20 | Hit Location | AP/HP | |
|-----------------------------|----------|-------|----------|---------------------|---|--|-------------------|
| CTD | Dice | Avera | age | | | | |
| STR | 1D3 | 2 | | 1-5 | Right Wing | _/2 | |
| CON | 2D3 | 4 | | 6-10 | Left Wing | -/2 | |
| SIZ | 1D3 | 2 | | 11-16 | Body | -/4 | |
| INT | 4 | 4 | | 17-20 | Head | -/3 | |
| POW | 2D6 | 7 | | | | | |
| DEX | 3D6+18 | 29 | | | | | |
| DLA | 500+10 | 23 | | | | | |
| | | | 2 | Typical A | Armour: None | | |
| Damage Me | | -1D | 5 | | | | |
| Magic Poin | ts | 7 | | Traits: Fl | ying | | |
| Movement | | 16m | flying | | | | |
| Strike Rank | Ċ | +3 | 441 0000 | | hletics 90%, Evade 9 ealth 100%, Survival | 90%, Perception 110%, Persister 40% | nce 31%, Resilier |
| Combat S | | | | | | | |
| Bite 35%, C | 21aw 50% | | | | | | |
| Weapons | | | 5 | | /1 ED | | |
| Type | SIZ | Reach | Damage | AP/ | | | |
| Bite | S | Т | 1D4-1D8 | | or Head | | |
| Claw | S | Т | 1D6-1D8 | -/2 | | | |
| Giant Ha | wk | | | | | | |
| | Dice | Avera | | 1D20 | Hit Location | AP/HP | |
| STR | 6D6+21 | 42 | ~o~ | 1-2 | Right Claw | 3/14 | |
| | | | | | | | |
| CON | 5D6+15 | 32 | | 3-4 | Left Claw | 3/14 | |
| SIZ | 6D6+21 | 42 | | 5-7 | Abdomen | 3/16 | |
| INT | 4 | 4 | | 8-9 | Chest | 3/17 | |
| POW | 3D6 | 11 | | 10-13 | Right Wing | 3/14 | |
| DEX | 3D6+9 | 20 | | 14-17 | Left Wing | 3/14 | |
| | 020.0 | 20 | | 18-20 | Head | 3/15 | |
| | | | | | | | |
| Damage Me | odifier | +2D | 10 | Typical A | A <i>rmour:</i> Feathers. No | Armour Penalty | |
| Magic Poin | | 11 | | Traite E | ying, Formidable Na | tural Weapons | |
| | 15 | | A . | Halls. FI | ying, ronnidable iva | turar vveaporis | |
| Movement | | | flying | <i>C</i> 1 1 | | 200/ D | 100/ D |
| Strike Rank | ſ | +3 | | | hletics 90%, Evade 9 ealth 75%, Survival 4 | 90%, Perception 110%, Persister 0% | nce 43%, Resilier |
| Combat S | Styles | | | | | | |
| Bite 65%, C | | | | | | | |
| Weapons | | | _ | | | | |
| Type | SIZ | Reach | Damage | AP | | | |
| type | Н | L | 1D8+2D10 | As fe | or Head | | |
| | Н | VL | 1D6+2D10 | As fo | or Claw | | |
| Bite | | | | | | | |
| Bite | | | | | | | |
| Bite | | | | | | | |
| <i>Type</i> Bite Claw | | | | | | | |
| Bite | | | | | | | |

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| Horse | | | | | | | | | |
|--------------|--------|-------|----------|---|--|--|--|--|--|
| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP | | | |
| STR | 2D6+18 | 25 | | 1-3 | Right Hind Leg | 2/9 | | | |
| CON | 3D6+6 | 17 | | 4-6 | Left Hind Leg | 2/9 | | | |
| SIZ | 2D6+18 | 25 | | 7-9 | Abdomen | 2/10 | | | |
| INT | 4 | 4 | | 10-12 | Chest | 2/10 | | | |
| POW | 3D6 | 11 | | 13-15 | Right Front Leg | 2/9 | | | |
| DEX | 2D6+3 | 10 | | 16-18 | Left Front Leg | 2/9 | | | |
| | _ | | | 19-20 | Head | 2/9 | | | |
| | | | | | | | | | |
| | | | | Typical A | <i>rmour:</i> Hide. No Arm | nour Penalty | | | |
| Damage Mod | lifier | +1D1 | 0 | | | | | | |
| Magic Points | | 11 | | <i>Traits:</i> None | | | | | |
| Movement | | 16m | | Skills: Athletics 75%, Brawn 60%, Persistence 43%, Resilience 61%, Survival | | | | | |
| Strike Rank | | +2 | | | | | | | |
| | | | | 20% | an an san an san an a | (10) Prod K. And Prod Control and Product Sciences And Product Sciences (2014) Control Control Control And Product Sciences (2014) Control | | | |
| | | | | | | | | | |
| Combat St | vles | | | | | | | | |
| Kick 40% | - | | | | | | | | |
| | | | | | | | | | |
| Weapons | | | | | | | | | |
| Туре | Size | Reach | Damage | AP/I | IP | | | | |
| Kick | М | М | 1D6+1D10 | | r Leg | | | | |
| | | | | | 0 | | | | |
| Combat No | otes | | | | and it suffers | falling damage as though falling from 3 metres before | | | |
| | | I | | hards and the | | an inflicte a killing hite | | | |

Horses can kick with their hind legs and rear and bash with their the lioness then inflicts a killing bite. forelegs: either attack is treated as a kick.

In the Arena

Horses are the natural choice for steeds and pulling chariots in races (usually in teams of two). They are not used as combatants in their own right.

Lion

Largest of the big cats, lions hunt in arid grasslands and live communally in packs known as prides.

A pride of lions is composed of lionesses, juveniles and a single adult male who acts as the leader. The lionesses do the majority of the hunting, whilst the males act mostly to defend the pride. A male lion is usually easy to spot, as the majority have a dramatic mane of fur framing their faces.

Combat Notes

A lion uses its claws to Grip and hold prey and then deliver a bite on the next Combat Action. A similar tactic is used by lionesses when giving chase to prey; both claws pull the prey to the ground

In the Arena

Caged lions are released against lightly armed and armoured gladiators and, of course, against unarmed and unarmoured prisoners/heretics who are to be punished or executed. Most lions are starved before a contest, to ensure maximum aggression or are controlled by magic to ensure a bloody contest.

Mammoth

Mammoths are closely related to elephants and far less common. They are built much like elephants, save that they have larger heads and tusks, smaller ears and a coat of thick fur. They usually travel in herds and live in arctic and sub-arctic steppes. A mammoth stands a little more than four metres tall and has a large, prehensile trunk and a pair of tusks.

Combat Notes As per Elephant (see page 158).

In the Arena As per Elephant.



| STR CON SIZ INT POW DEX | Dice 3D6+12 3D6 2D6+12 5 3D6 3D6+6 | Avera 23 11 19 5 11 17 | ge | 1D20 1-3 4-6 7-9 10-12 13-15 16-18 19-20 | Hit Location Right Hind Leg Left Hind Leg Abdomen Chest Right Front Leg Left Front Leg Head | AP/HP 2/6 2/6 2/7 2/7 2/6 2/6 2/6 | |
|--|--|--|-------------------------------------|--|--|---|-----------------------------|
| Damage Mod Magic Points Movement Strike Rank | ifier | +1D8 11 12m +2 | 1 | <i>Traits:</i> N <i>Skills:</i> A | 4 <i>rmour:</i> Fur, (AP 2) light Sight thletics 70%, Evade 459 0%, Survival 40% | %, Perception 55%, Persis | stence 43%, Resilience 43%, |
| Combat St Bite 60%, Cla Weapons <i>Type</i> Bite Claw | yles w 60% <i>Size</i> M M | <i>Reach</i> T M | <i>Damage</i> 1D8+1D8 1D6+1D8 | | <i>HP</i> or Head or Leg | | |
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|--------------------------|---------|-----------|---------------|----|

| | Dice | A | 1D20 | Hit Location | AP/HP |
|-----|---------|---------|-------|------------------------|-------|
| | Dice | Average | 1D20 | | AP/HP |
| STR | 10D6+30 | 65 | 1-2 | Right Hind Leg | 9/20 |
| CON | 4D6+21 | 35 | 3-4 | Left Hind Leg | 9/20 |
| SIZ | 10D6+30 | 65 | 5-8 | Hindquarters | 9/21 |
| INT | 6 | 6 | 9-12 | Forequarters | 9/22 |
| POW | 2D6+6 | 13 | 13-14 | Right Front Leg | 9/20 |
| DEX | 3D6 | 11 | 15-16 | Left Front Leg | 9/20 |
| | | | 17 | Trunk | 9/19 |
| | | | 18-20 | Head | 9/20 |

Typical Armour: Hide and fur. No Armour Penalty

| Damage Modifier | +4D12 |
|-----------------|-------|
| Magic Points | 13 |
| Movement | 10m |
| Strike Rank | +2 |
| | |

Traits: Trample

Skills: Athletics 60%, Brawn 90%, Perception 65%, Persistence 49%, Resilience 99%

Combat Styles Trunk 55%, Trample 50%, Gore 60%

| Weapons | | | | |
|---------|------|-------|-----------|--------------|
| Type | Size | Reach | Damage | AP/HP |
| Trunk | Н | VL | Special | As for Trunk |
| Trample | Е | S | 4D12 | |
| Gore | Н | L | 1D10+4D12 | As for Head |



Panther

A panther is a large hunting cat. For this description, panther includes such diverse feline species as mountain lions, jaguars and leopards. These creatures live in forests and jungles, sometimes ranging out into nearby savannahs, plains and even deserts. They will prey on anything they can kill but they are wily animals and will not attack a foe with superior numbers or one that is obviously more than a match for them.

Panthers hunt by lying in wait and springing on their prey from ambush.

Combat Notes As per Lion.

Panthers and their kin are also skilled climbers and will use trees a launch place for an ambush, aiming to land on the chest or back of the prey, immobilise with both claws and then use Choose Location to attack the head and throat.

In the Arena See Lion (page 162).

| | Dice | Avera | ige | 1D20 | Hit Location | AP/HP | | |
|-------------|----------|-------|---------|-----------|------------------------|------------------|-------------------|-----------------|
| STR | 3D6+6 | 17 | | 1-3 | Right Hind Leg | 1/6 | | |
| CON | 3D6 | 11 | | 4-6 | Left Hind Leg | 1/6 | | |
| SIZ | 2D6+12 | 19 | | 7-9 | Abdomen | 1/7 | | |
| INT | 5 | 5 | | 10-12 | Chest | 1/8 | | |
| POW | 3D6 | 11 | | 13-15 | Right Front Leg | 1/5 | | |
| DEX | 2D6+12 | 19 | | 16-18 | Left Front Leg | 1/5 | | |
| | | | | 19-20 | Head | 1/5 | | |
| | | | | | | | | |
| | | | | Typical A | Armour: Fur. No Armo | ur Penalty. | | |
| Damage M | odifier | +1D6 | 6 | | | | | |
| Magic Poin | | 11 | | Traits: N | light Sight | | | |
| Movement | | 12m | | | | | | |
| Strike Rank | r | +1 | | Skills: A | thletics 60%, Evade 6 | 5%, Perception 7 | 0%, Persistence 4 | 43%, Resilience |
| | | | | 43%, Ste | ealth 90%, Survival 45 | % | | |
| | | | | | | | | |
| Combat S | | | | | | | | |
| Bite 40%, C | Claw 60% | | | | | | | |
| | | | | | | | | |
| Weapons | | - | - | | | | | |
| Type | Size | Reach | Damage | AP/ | | | | |
| Bite | M | Т | 1D8+1D6 | | or Head | | | |
| Claw | Μ | М | 1D6+1D6 | As to | or Leg | | | |
| | | | | | | | | |
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Rhinoceros

Dim-witted and surly, these great beasts live on tropical savannahs and at the edges of forests. They have poor eyesight and a tendency to charge anything they perceive as infringing on their territory.

Strictly herbivorous, rhinoceroses are nonetheless very good at defending themselves and are able to stand up to a much larger carnivore in a one on one fight. Though a few attempts have been made to domesticate them, most have failed (a notable exception being the Rhino People of Glorantha's Prax) but some cultures still actively seek rhinoceroses for participation in arena games and other blood sports, as well as for the reputed magical properties of their horns.

Combat Notes

The rhino horn is also a vicious impaling weapon. If a foe is Impaled, the next Combat Action sees the rhino aim to throw its victim with a toss of its head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the Brawn of the rhino. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25-Victim's SIZ, suffering both damage from the removal of the Impaling horn, plus falling damage due to the severity of the fall.

In the Arena

Take a group of gladiators. Arm some with Long Spears and some with spears and shields. Set them, shackled, in a group at one end of the arena. Now take a rhinoceros (or, for added entertainment value, several) and enrage them with magic or goading. Release them at a distance sufficient to gain a charge. Now watch the panic as men try to set spears and shields, unable to evade the thundering creature hurting towards them, head and horn lowered. See how many are standing after the charging, goring and trampling has finished.

This is the basis for Jrusteli Skittles.

| STR CON SIZ INT POW | Dice 2D6+21 3D6 2D6+21 3 3D6 2D6 | Average 28 11 28 3 11 7 | 1D20 1-3 4-6 7-9 10-12 13-15 16-18 19-20 | Hit Location Right Rear Leg Left Rear Leg Hindquarters Chest Right Front Leg Left Front Leg Head | AP/HP 5/8 5/8 5/9 5/10 5/7 5/7 5/7 5/8 | | |
|---|--|---|---|---|--|-----------------------------|-----|
| Damage Modii Magic Points Movement Strike Rank | fier | +1D12 11 10m +3 | <i>Traits:</i> Tra | | v | %, Persistence 43%, Resilie | nce |

Combat Styles Gore 50%, Trample 75%

| Weapons <i>Type</i> Gore | <i>Size</i> L | <i>Reach</i> M | <i>Damage</i> 1D8+1D12 | <i>AP/HP</i> As for Head |
|--------------------------------|------------------|-------------------|---------------------------|---|
| Trample | Η | Т | 1D12+1D12 | |
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Shark

A perfect killing and eating machine, the shark is one of the most famous and feared denizens of the oceans. Sharks are unpredictable and dangerous, though fortunately, unlike sea serpents, they very rarely grow large enough to menace ships. They are, however, extremely hazardous to anyone actually in the water.

A shark is in constant motion and is always on the lookout for prey. The skin of a shark is extremely tough, covered with thousands of tiny ridges.

Two shark sizes are presented here – one three metres long and another enormous beast eight metres long.

Combat Notes

All sharks rely on their bite. Once a bite connects, the shark Grips. On the next Combat Action, the shark then spins and rends; the Swim skill of the victim is reduced by half as the shark both bites deeper, rips and attempts to drown its prey.

In the Arena

Water-borne spectacles are made more fascinating by releasing sharks into the flooded arena to pick-off combatants thrown from boats. Blood and haunches of meat, tossed into the water, guarantees a killing frenzy.



Average Shark

| STR CON SIZ INT | Dice 3D6+12 2D6+9 3D6+12 2 | Average 23 16 23 2 11 | 1D20 1-3 4-8 9-13 14 | Hit Location Tail Hindbody Forebody Right Fin | AP/HP 4/8 4/9 4/10 4/5 4/5 | |
|------------------------------------|--|--------------------------------------|---|---|--|-------------------------------|
| POW DEX | 3D6 2D6+3 | 10 | 15 16-20 | Left Fin Head | 4/3 | |
| Demorek | (, difier | +1D10 | Typical A | <i>Armour:</i> Hide. No Ar | mour Penalty. | |
| Damage M Magic Poir Movement | nts | +1D10 11 14m | <i>Traits:</i> N | Jone | | |
| Strike Ran | k | +3 | | thletics 60%, Brawn vim 100% | 40%, Perception 75% | , Persistence 43%, Resilience |
| Combat Bite 70% | Styles | | | | | |
| Weapons <i>Type</i> Bite | Size L | <i>Reach Damage</i> T 1D10+1D | <i>AP/</i> 10 As f | <i>HP</i> for Head | | |
| | | | | | | |

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Large Shark

| 0 | | | | | | | | |
|---|---|--|----------------------------|--|--|---|---------------------|---------------|
| STR CON SIZ INT POW DEX | Dice 6D6+24 4D6+18 6D6+24 2 4D6 2D6+3 | Avera 46 32 46 2 14 10 | 0 | 1D20 1-3 4-8 9-13 14 15 16-20 | Hit Location Tail Hindbody Forebody Right Fin Left Fin Head | AP/HP 6/15 6/16 6/17 6/10 6/10 6/15 | | |
| Damage Moo Magic Points Movement | | +2D1 14 16m | 2 | <i>Traits:</i> N | | | | |
| <i>Strike Rank</i> Combat St Bite 70% | tyles | +2 | | | thletics 60%, Brawn vim 100% | 60%, Perception 7 | 5%, Persistence 435 | %, Resilience |
| Weapons <i>Type</i> Bite | <i>Size</i> L | <i>Reach</i> T | <i>Damage</i> 1D10+2D12 | <i>AP/</i> As f | <i>HP</i> for Head | | | |

Tiger

One of the largest of the big cats, a tiger hunts alone, eschewing the company of its own kind except during mating season. Tigers live in jungles and grassy areas and are perfectly capable of surviving in conditions ranging from the tropical to the arctic.

Tigers prefer to ambush their prey and are intelligent enough to avoid obviously dangerous quarry.

Combat Notes As per Lion (see page 162).

Tigers are also skilled climbers and will use trees as a launch place for an ambush, aiming to land on the chest or back of the prey,

immobilise with both claws and then use Choose Location to attack the head and throat.

In the Arena See Lion.

Tiger, Sabre Tooth (Smilodon)

Sabre tooth tigers are not true tigers but a separate big-cat species. Stocky and powerful over short distances, their favoured tactic is to ambush their prey from a high point, leaping onto the back and stabbing down with their dreadful sabre-curved fangs. They are native to savannahs and bushlands, stalking rocky outcrops and grazing areas.



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|---|----|-----|--|-----|---|---|---|-------------|---|---|---|---|---|---|-----|---|-----|---|-------------|---|---|--|---|-----|--|

Tiger

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|------------|---------------|----------|-----------|---|--|
| STR | 5D6+12 | 30 | 1-3 | Right Hind Leg | 2/9 |
| CON | 3D6+3 | 14 | 4-6 | Left Hind Leg | 2/9 |
| SIZ | 5D6+12 | 30 | 7-9 | Abdomen | 2/10 |
| INT | 5 | 5 | 10-12 | Chest | 2/11 |
| POW | 2D6+6 | 13 | 13-15 | Right Front Leg | 2/9 |
| DEX | 3D6+6 | 17 | 16-18 | Left Front Leg | 2/9 |
| | 31 <u></u> 31 | <u> </u> | 19-20 | Head | 2/9 |
| | | | Typical A | 4 <i>rmour:</i> Fur. No Armou | ur Penalty. |
| Damage M | lodifier | +1D12 | | | |
| Magic Poir | nts | 13 | Traits: N | light Sight | |
| Movement | | 12m | | | |
| Strike Ran | k | +2 | | thletics 70%, Evade 40 ealth 80%, Survival 409 | 0%, Perception 60%, Persistence 49%, Resilience % |

Combat Styles Bite 55%, Claw 65%

| Weapons | | | | |
|---------|------|-------|-----------|-------------|
| Type | Size | Reach | Damage | AP/HP |
| Bite | Μ | Т | 1D8+1D12 | As for Head |
| Claw | Μ | Μ | 1D10+1D12 | As for Leg |

Tiger, Sabre Tooth

| | Dice | Avera | ge | 1D20 | Hit Location | AP/HP | | |
|---|--|-------------------------------------|---------------------------|--|---|-------------|--------------|---------------|
| STR | 6D6+10 | 31 | | 1-3 | Right Hind Leg | 3/9 | | |
| CON | 3D6+6 | 17 | | 4-6 | Left Hind Leg | 3/9 | | |
| SIZ | 4D6+15 | 29 | | 7-9 | Abdomen | 3/10 | | |
| INT | 5 | 5 | | 10-12 | Chest | 3/11 | | |
| POW | 3D6 | 11 | | 13-15 | Right Front Leg | 3/9 | | |
| DEX | 3D6+3 | 14 | | 16-18 | Left Front Leg | 3/9 | | |
| | | _ | | 19-20 | Head | 3/9 | | |
| | | | | Typical Art | <i>mour:</i> Fur. No Armo | ur Penalty. | | |
| Damage N | <i>lodifier</i> | +1D1 | 2 | | | | | |
| Magic Points 11 | | Traits' Nie | ght Sight | | | | | |
| Magic Pol | 11.5 | | | | | | | |
| Magic Poi Movement | | 10m | | 114169 1 118 | | | | |
| | | | | <i>Skills:</i> Ath | iletics 75%, Evade 4 1th 80%, Survival 60 | | sistence 432 | %, Resilience |
| Movement Strike Ran | k | 10m | | <i>Skills:</i> Ath | letics 75%, Evade 4 | | sistence 435 | %, Resilience |
| <i>Movement</i> <i>Strike Rar.</i> Combat | k | 10m +2 | | <i>Skills:</i> Ath | letics 75%, Evade 4 | | sistence 435 | %, Resilience |
| <i>Movement</i> <i>Strike Ran</i> Combat Bite 55%, | k Styles Claw 65%, Sta | 10m +2 | | <i>Skills:</i> Ath | letics 75%, Evade 4 | | sistence 435 | %, Resilience |
| Movement Strike Ran Combat Bite 55%, Weapon | k Styles Claw 65%, Sta | 10m +2 | Damage | <i>Skills:</i> Ath | iletics 75%, Evade 4 1th 80%, Survival 60 | | istence 435 | %, Resilience |
| <i>Movement</i> <i>Strike Ran</i> Combat Bite 55%, | k Styles Claw 65%, Sta s | 10m +2 ab 75% | <i>Damage</i> 1D8+1D12 | <i>Skills:</i> Ath 67%, Stea | iletics 75%, Evade 4 lth 80%, Survival 60 P | | sistence 435 | %, Resilience |
| Movement Strike Ran Combat Bite 55%, Weapon Type | k Styles Claw 65%, Sta s <i>Size</i> | 10m +2 nb 75% <i>Reach</i> | | <i>Skills:</i> Ath 67%, Stea <i>AP/H</i> | iletics 75%, Evade 4 lth 80%, Survival 60 P Head | | sistence 435 | %, Resilience |

In the Elric of Melniboné setting Pan Tang prizes these beasts, with regular hunting parties sent to the Weeping Wastes and Pikarayd to capture live specimens for use in the Tyger regiments of Hwamgaarl.

Though wolves are hated by ranchers and farmers for their tendency to dine on livestock, they rarely attack humans.

Combat Notes As per Dog (see page 157).

Combat Notes

Smilodons pounce from on high and always use this first attack to stab, which also Impales on a successful Combat Manoeuvre. Whilst the target is impaled, the claws are used to rake the back or chest location, with Choose Location being the automatic Combat Manoeuvre. If the victim breaks free, then the creature relies on its claws to try to Grip and pin the target so that a bite can then be successfully delivered.

In the Arena As per other Big Cats.

In the arenas of Pan Tang, Tyger Gladiators are pitted against heavily armoured foes, with the gladiators controlling their smilodon with long chains and verbal commands. Once a victim is subdued the chains are loosed, allowing the smilodon free rein to slaughter as it pleases.

Wolf

Consummate hunters, wolves gather in groups ranging from a few individuals to packs as large as 50 or more. They tend to prefer mountains and forest terrain, although they can be found almost anywhere.

Wolves fight as a group. In combat, several of them target a single enemy, raising the chances that one of them will be able to get through any defence. Larger wolves of the pack will often attempt to throw an enemy off his feet with a Leaping Attack, allowing the remainder of the pack to rush in while the enemy is off balance.

In the Arena

Wolf packs are frequently sprung from cages, half-starved, to attack lightly or unarmoured opponents. A pack usually consists, in this instance, of 1D6+4 wolves and the pack takes its time to surround and, if possible, outnumber the weakest looking of the opponents faced. This stalking usually occupies the first round of combat and the wolves circle just out of weapon reach, requiring the opponent to close, using Combat Actions in the process.



| STR CON SIZ INT POW DEX APP | Dice 3D6 3D6+3 2D6+3 5 3D6 3D6+3 | Avera 11 14 10 5 11 14 | ge | 1D20 1-2 3-4 5-7 8-10 11-13 14-16 17-20 | Hit Location Right Hind Leg Left Hind Leg Hindquarters Forequarters Right Front Leg Left Front Leg Head | AP/HP 2/5 2/5 2/6 2/6 2/5 2/5 2/5 |
|---|--|--|---|--|---|--|
| Damage Moo Magic Points Movement Strike Rank | Damage Modifier 0 Magic Points 11 <i>Traits</i> Movement 10m Strike Rank +3 <i>Skills</i> | | <i>Traits:</i> Ni <i>Skills:</i> Atl | <i>rmour:</i> Fur and Hide (A ght Sight hletics 80%, Evade 55% alth 55%, Survival 40% | %, Perception 60%, Persistence 43%, Resilience | |
| Combat St Bite 60%, Cla | - | | | | | |
| Weapons <i>Type</i> Bite Claw | <i>Size</i> M M | <i>Reach</i> T M | <i>Damage</i> 1D8 1D3 | | <i>IP</i> r Head r Leg | |

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