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Monsters

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RuneQuest Monsters

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

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.

Creatures as Adventurers

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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.

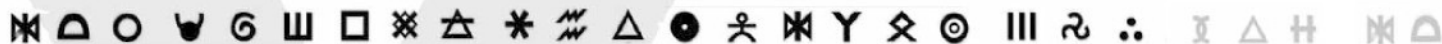
Communal Mind: Though a single creature of this type has only a low fixed INT, a large group of them together possess a vastly improved intellect.

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.

Chaotic Features

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 but not physiological effects as if they had been wounded too.
18	Burning	Glow 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 penalty 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 x10% to avoid falling asleep for 1D8 minutes.

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	Haemophilic	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 Inviolable).
43	Inverted	All vital organs are external, thus all successful attacks upon it are automatically treated as critical successes.
44	Inviolable	Cannot be harmed magically (roll again if Intangible).
45	Leaper	Has powerfully sprung legs, +1D8 x10% 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; roll 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 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 x10% 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 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 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	Quick	Double Movement.
62	Reflecting	All spells cast on the creature are reflected back upon the caster.
63	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, cudgels and so forth.
65	Roaring	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 in 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	Shrunk	One location is shrunk to a very small size or length, halving its Hit Points.
73	Skinless	The creature has no Armour Points and cannot wear armour.
74	Slimy	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 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.

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

Humans & Humanoids

This 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

Damage Modifier	+0
Magic Points	13
Movement	8m
Strike Rank	+2/4

Typical Armour: Aldryami lacquered wood (AP5)

Traits: Life Sense

Skills: Athletics 65%, Evade 45%, Influence 60%, Lore (Aldryami) 65%, Perception 70%, Persistence 45%, Resilience 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	H	—	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	

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 per 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

Damage Modifier	+0
Magic Points	13
Movement	8m
Strike Rank	+2/4

Typical Armour: Aldryami lacquered wood (AP5)

Traits: Life Sense

Skills: Athletics 65%, Evade 65%, Lore (Aldryami) 65%, Perception 70%, Persistence 65%, Resilience 65%

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

Type	Size	Reach	Damage	AP/HP	Range
Elf Bow	H	—	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 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.





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.

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

<i>Damage Modifier</i>	+0
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+3/4

Typical Armour: Stone-Like Skin. No Armour Penalty.

Traits: Earth Sense, Dark Sight

Skills: Athletics 50%, Brawn 53%, Craft (stone *or* metal working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 43%, Resilience 67%

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)	M	S	1D8	6/6	
Target	L	S	1D6	4/12	
Battleaxe – 2H	M	M	1D8+1	4/8	
Light Crossbow	L	—	1D8	4/5	100m



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 full-grown 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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	9D6+18	50	1-3	Right Leg	5/18
CON	6D6+18	39	4-6	Left Leg	5/18
SIZ	9D6+18	50	7-10	Abdomen	5/19
INT	3D6	11	11-12	Chest	3/20
POW	3D6	11	13-15	Right Arm	3/17
DEX	2D6+3	10	16-18	Left Arm	3/17
APP	2D6	7	19-20	Head	3/18

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

<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+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%

Weapons

Type	Size	Reach	Damage	AP/HP
Huge Club	E	VL	2D6+2D12	3/12



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

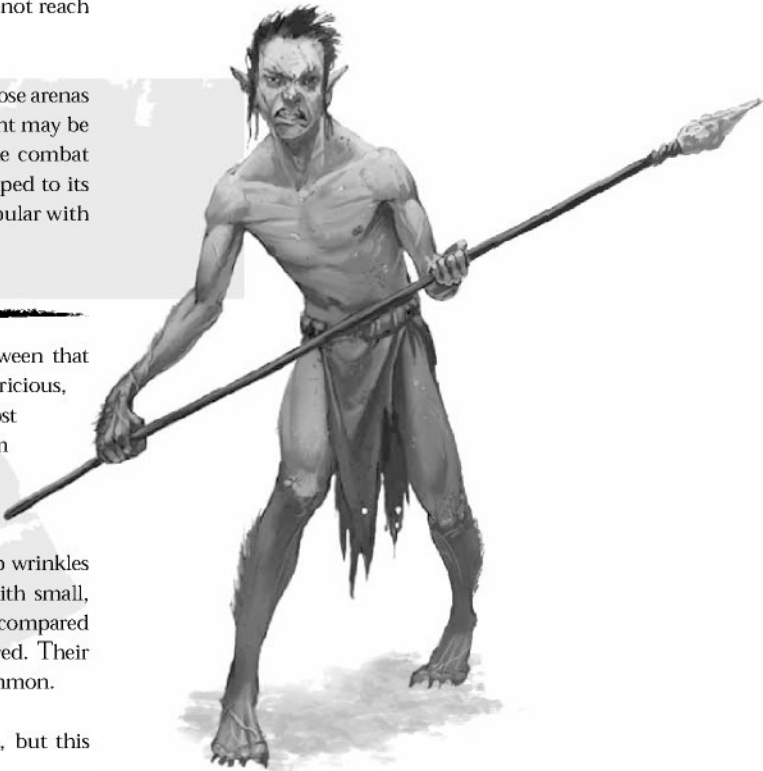
the arena floor with just enough slack to defend themselves and attack the groups of gladiators pitted against them – but not reach into the baying crowds.

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 share some racial traits with the Mreli elves, but 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

Damage Modifier	–1D2
Magic Points	10
Movement	6m
Strike Rank	+3/4

Typical Armour: Tough Hide (AP 1), No Armour Penalty

Traits: Night Sight

Skills: Athletics 75%, Brawn 45%, Lore (Regional) 50%, Perception 70%, Persistence 40%, Resilience 40%, 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
Shortspear
Buckler
Sling

SIZ	Reach	Damage	AP/HP	Range
M	L	1D8+1–1D2	4/5	
M	S	1D3–1D2	4/10	
L	—	1D8–1D2	1/2	200m

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 used, 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 elves 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

Damage Modifier	–1D3
Magic Points	11
Movement	6m
Strike Rank	+3/4

Typical Armour: None but leather when available or needs must.

Traits: None

Skills: Athletics 30%, Evade 35%, First Aid 25%, Influence 25%, Perception 30%, Persistence 43%, Resilience 58%, Sleight 50%, Stealth 40%

Common Magic 30%: Abacus, Becalm, Detect Food, Entertainer's Smile 2

Combat Styles

Shortsword 35%, Sling 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6–1D3	6/8	
Sling	L	—	1D8–1D3	1/2	200m



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 spearspear 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 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.

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

		1D20	Hit Location	AP/HP
STR	12	1-3	Right Leg	-/5
CON	12	4-6	Left Leg	-/5
SIZ	13	7-10	Abdomen	4/6
INT	13	11-12	Chest	-/7
POW	10	13-15	Right Arm	-/4
DEX	14	16-18	Left Arm	5/4
APP	9	19-20	Head	-/5

Damage Modifier	+0
Magic Points	10
Movement	8m
Strike Rank	+3/4

Typical Armour: Chainmail kilt and sleeve. -2 Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 60%, Evade 70%, Lore (The Coliseum) 70%, Lore (The Crowd) 70%, Perception 55%, Persistence 56%, Resilience 60%

Common Magic 30%: Bladesharp 2, Pierce 2

Combat Styles

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

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6	6/8	
Shortspear	M	L	1D8+1	4/5	
Trident	M	L	1D8	4/10	
Net	S	L	1D3	2/20	

Legionnaire

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

Damage Modifier	+0
Magic Points	11
Movement	8m
Strike Rank	+3/4

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

Traits: None

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

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

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortspear	M	L	1D8+1	4/5	
War Sword	M	M	1D8	6/10	

Charioteer

		1D20	Hit Location	AP/HP
STR	15	1-3	Right Leg	2/5
CON	11	4-6	Left Leg	2/5
SIZ	12	7-10	Abdomen	2/6
INT	12	11-12	Chest	6/7
POW	11	13-15	Right Arm	-/4
DEX	16	16-18	Left Arm	-/4
APP	9	19-20	Head	2/5

Typical Armour: Leather greaves, kilt and helm. Plate chest plate. -3 Armour Penalty

<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+3/4

Traits: None

Skills: Athletics 60%, Brawn 58%, Drive 75%, Evade 45%, Lore (Chariot) 40%, Perception 70%, Persistence 40%, Resilience 40%

Common Magic 30%: Clear Path, Co-ordination 2, Mobility 3

Combat Styles

Javelin 55%, Whip 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Javelin	H	—	1D8+1D2	3/8	30m
Whip	M	VL	1D2+1D2	3/6	

Chariot Warrior

		1D20	Hit Location	AP/HP
STR	12	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	9	7-10	Abdomen	2/6
INT	11	11-12	Chest	2/7
POW	12	13-15	Right Arm	-/4
DEX	17	16-18	Left Arm	-/4
APP	9	19-20	Head	2/5

Typical Armour: Leather. -2 Armour Penalty

<i>Damage Modifier</i>	+0
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+3/4

Traits: None

Skills: Acrobatics 30%, Athletics 40%, Brawn 40%, Evade 45%, Perception 70%, Persistence 40%, Resilience 40%

Common Magic 30%: Bladesharp 2, Co-ordination 2, Speedart 2

Combat Styles

Bow 65%, Javelin 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Short Bow	L	—	1D6	4/4	80m
Javelin	H	—	1D8	3/8	30m

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

Typical Armour: None

<i>Damage Modifier</i>	+0
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+3/4

Traits: None

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

Type	SIZ	Reach	Damage	AP/HP	Range
War Sword	M	M	1D8	6/10	
Target	L	S	1D6	4/12	
Recurve Bow	H	—	1D8	4/8	175m

Cut Purse

STR	9	1D20	Hit Location	AP/HP
CON	9	1-3	Right Leg	-/4
SIZ	8	4-6	Left Leg	-/4
INT	13	7-10	Abdomen	1/5
POW	12	11-12	Chest	1/6
DEX	18	13-15	Right Arm	-/3
APP	10	16-18	Left Arm	-/3
		19-20	Head	1/4

<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+3/4

Typical Armour: Linen padding and cap. -1 Armour Penalty.

Traits: None

Skills: Athletics 65%, Brawn 30%, Culture (Own) 60%, Evade 70%, Evaluate 70%, Insight 45%, Lore (Regional) 70%, Perception 75%, Persistence 45%, Resilience 40%, Sleight 70%, Stealth 65%, Streetwise 65%

Common Magic 40%: Befuddle, Co-ordination 2, Fate 2

Combat Styles

Dagger 70%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1-1D2	6/8	

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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	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

<i>Damage Modifier</i>	+1D3
<i>Magic Points</i>	14
<i>Movement</i>	10m
<i>Strike Rank</i>	+3/4

Typical Armour: Natural hide. No Armour Penalty

Traits: Chaos Features, Formidable Natural Weapons

Skills: Athletics 25%, Brawn 40%, Evade 35%, Perception 30%, Persistence 55%, Resilience 60%, Stealth 50%

Combat Styles

Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D3	As for Arm	

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	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

<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+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	M	M	1D6+1D6	As for Arm	
Spear	M	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.





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

<i>Damage Modifier</i>	+0
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+3/4

Traits: Night Sight

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%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Shortspear	M	L	1D8+1	4/5	
Scimitar	M	M	1D8	6/10	
Target	L	S	1D6	4/12	
Short Bow	L	—	1D6	4/4	80m



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

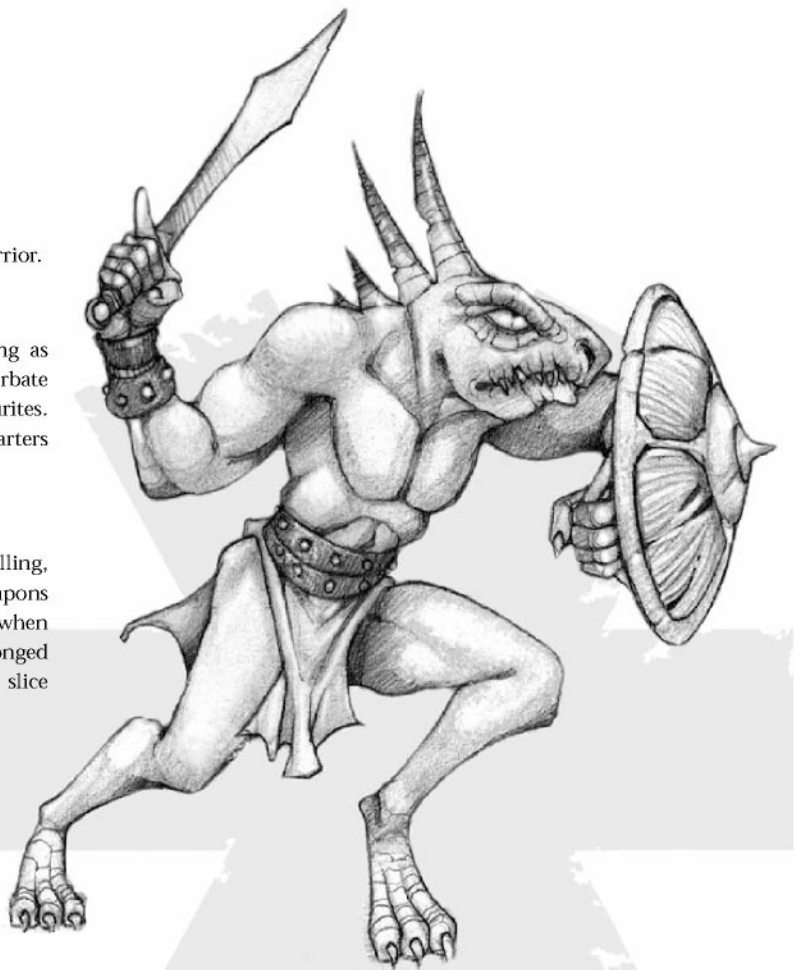
fanged snouts to their scaly skin to their long tails. Giant Slarges are parthenogenetic: they do not need to mate to produce eggs. From the egg a Lesser Slarge is born and Lesser Slarges are sexually defined, mating as normal. The product of a mating is a Giant Slarge.

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.



Lesser Slarge

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-2	Tail	3/6
CON	1D6+12	15	3-5	Right Leg	3/6
SIZ	3D6	11	6-8	Left Leg	3/6
INT	2D6+5	12	9-11	Abdomen	3/7
POW	3D6	11	12	Chest	3/8
DEX	2D6+12	19	13-15	Right Arm	3/5
APP	3D6	11	16-18	Left Arm	3/5
			19-20	Head	3/6

Damage Modifier	+0
Magic Points	11
Movement	8m
Strike Rank	+3/4

Typical Armour: Scaly skin. No Armour Penalty

Traits: None

Skills: Athletics 35%, Evade 35%, Perception 30%, Persistence 43%, Resilience 55%, Sleight 25%, Stealth 35%, Unarmed 35%

Common Magic 30%: Bladesharp 2

Combat Styles

Axe 30%, Unarmed 35%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Battleaxe	M		1D6+1	
Claw	M	T	1D3	As per Arm
Bite	S	T	1D6	As per Head

Giant Slarge

	Dice	Average	1D20	Hit Location	AP/HP
STR	7D6	25	1-2	Tail	5/9
CON	3D6+6	17	3-5	Right Leg	5/9
SIZ	7D6	25	6-8	Left Leg	5/9
INT	2D6+5	12	9-11	Abdomen	5/10
POW	3D6	11	12	Chest	5/11
DEX	3D6+6	17	13-15	Right Arm	5/8
APP	3D6	11	16-18	Left Arm	5/8
			19-20	Head	5/9

Damage Modifier	+1D10
Magic Points	11
Movement	6m
Strike Rank	+3/4

Typical Armour: Scaly skin. No Armour Penalty

Traits: None

Skills: Athletics 45%, Evade 25%, Perception 40%, Persistence 43%, Resilience 61%, Sleight 25%, Stealth 25%, Unarmed 45%

Common Magic 30%: Bladesharp 2

Combat Styles

Axe 55%, Unarmed 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Battleaxe	M	M	1D6+1+1D10	4/8
Claw	M	T	1D3+1D10	As per Arm
Bite	S	T	1D6+1D10	As per Head



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.

As per Lesser Slarge.

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.



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.

Enlo (Trollkin)

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-3	Right Leg	1/5
CON	3D6	11	4-6	Left Leg	1/5
SIZ	1D6+6	10	7-9	Abdomen	1/6
INT	1D6+6	10	10-12	Chest	1/7
POW	3D6	11	13-15	Right Arm	1/4
DEX	3D6+3	14	16-18	Left Arm	1/4
APP	2D6	7	19-20	Head	1/5

Damage Modifier	-1D2
Magic Points	11
Movement	8m
Strike Rank	+3/4

Typical Armour: Thick skin (AP 1)

Traits: Darksense, Dark Sight

Skills: Athletics 42%, Evade 42%, Perception 40%, Persistence 43%, Resilience 43%, Stealth 40%, Survival 35%

Combat Styles

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

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Club	M	S	1D6-1D2	4/4	
Shortspear	M	L	1D8+1-1D2	4/5	
Buckler	M	S	1D3-1D2	6/8	
Sling	L	—	1D8-1D2	1/2	200m

Uzdo (Great Trolls)

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Right Leg	3/9
CON	2D6+12	19	4-6	Left Leg	3/9
SIZ	4D6+12	26	7-9	Abdomen	3/10
INT	2D6+2	9	10-12	Chest	3/11
POW	3D6	11	13-15	Right Arm	3/8
DEX	3D6	11	16-18	Left Arm	3/8
APP	2D6	7	19-20	Head	3/9

Damage Modifier	+1D12
Magic Points	11
Movement	8m
Strike Rank	+3/3

Typical Armour: Thick skin. Additionally uzdo may be given chainmail (5 AP) when going into battle.

Traits: Darksense, Night Sight

Skills: Athletics 30%, Brawn 60%, Evade 30%, Perception 40%, Persistence 43%, Resilience 67%, Stealth 25%, Survival 45%

Combat Styles

Maul 75%, Polearm 63%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Maul	L	L	1D10+1D12	6/12	
Halberd	L	VL	1D8+2+1D12	4/10	

Combat Notes (All 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

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	Average	1D20	Hit Location	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

Damage Modifier	+1D10
Magic Points	11
Movement	6m
Strike Rank	+3/4

Typical Armour: Thick skin.

Traits: Ink Squirt – see below. Regenerate

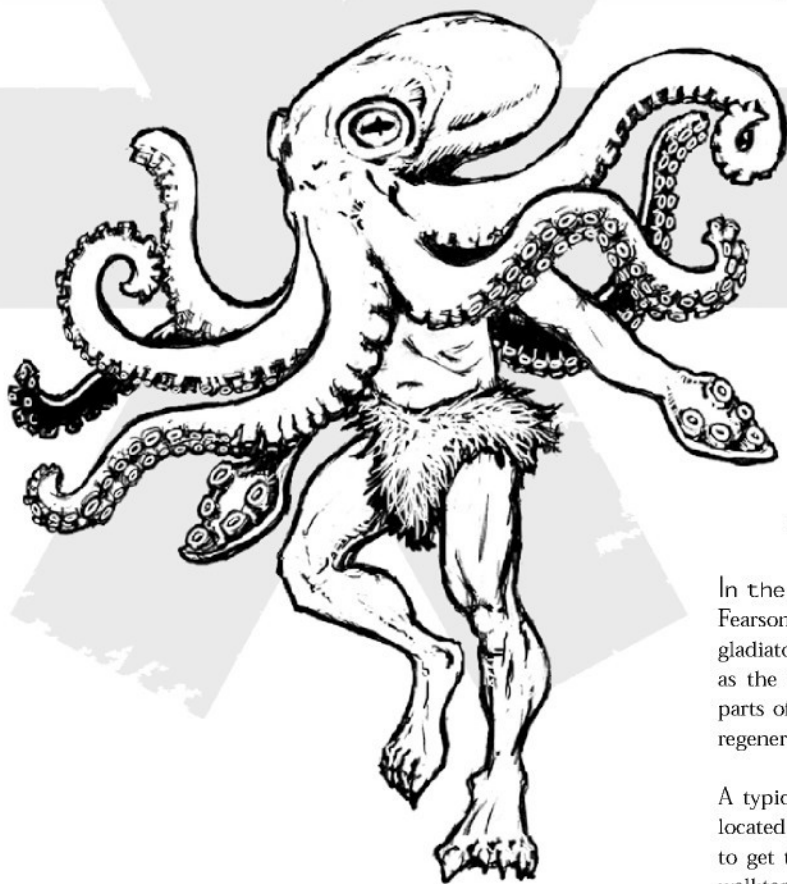
Skills: Athletics 30%, Brawn 40%, Evade 30%, Perception 60%, Persistence 43%, Resilience 49%, Unarmed 45%

Combat Styles

Unarmed 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D10	As per Arm	
Tentacle	L	VL	1D6+1D10	As per Tentacle	
Ink Squirt	—	—	Special	—	8m



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.

Waltapi 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 waltapi'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.

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

This 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

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1	Right Rear Leg	5/5
CON	3D6+6	17	2	Left Rear Leg	5/5
SIZ	2D6	7	3	Right Middle Leg	5/5
INT	2	2	4	Left Middle Leg	5/5
POW	2D6+6	13	5-9	Abdomen	5/7
DEX	2D6+6	13	10-13	Thorax	5/8
			14	Right Front Leg	5/5
			15	Left Front Leg	5/5
			16-20	Head	5/6

Damage Modifier	+0
Magic Points	13
Movement	12m
Strike Rank	+3

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Communal Mind, Wall Walking, Formidable Natural Weapons

Skills: Athletics 75%, Evade 40%, Perception 30%, Persistence 49%, Resilience 61%, Stealth 25%, Track 85%

Combat Styles
Mandibles 40%, Sting 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8	As for Head	
Sting	S	T	1D6+Acid	As for Thorax	

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.

Beetle, Karrg

	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

Typical Armour: Chitin exoskeleton, no Armour Penalty.

<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	9
<i>Movement</i>	8m
<i>Strike Rank</i>	+3

Traits: Flying, Wall Walking, Formidable Natural Weapons

Skills: Athletics 35%, Evade 20%, Perception 40%, Persistence 37%, Resilience 70%, Track 40%

Combat Styles
Mandibles 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+1D12	As for Head	

Beetle, Watch

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Rear Leg	4/4
CON	3D6	11	2	Left Rear Leg	4/4
SIZ	2D6+3	10	3	Right Middle Leg	4/4
INT	2	2	4	Left Middle Leg	4/4
POW	1D6+6	9	5-9	Abdomen	4/5
DEX	3D6+6	17	10-13	Thorax	4/6
			14	Right Front Leg	4/4
			15	Left Front Leg	4/4
			16-20	Head	4/4

Typical Armour: Chitin exoskeleton, no Armour Penalty

<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	9
<i>Movement</i>	12m
<i>Strike Rank</i>	+2

Traits: Wall Walking

Skills: Athletics 60%, Evade 40%, Perception 40%, Persistence 37%, Resilience 43%, Stealth 25%, Tracking 40%

Combat Styles
Mandibles 35%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+1D2	As for Head	

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

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	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.
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 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
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
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.



Two Headed Dragonsnail

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	M	L	1D6+1D12	As for Head	

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

Damage Modifier	+1D10
Magic Points	9
Movement	12m
Strike Rank	+3

Typical Armour: Chitin exoskeleton, no Armour Penalty

Traits: Formidable Natural Weapons, Wall Walking

Skills: Athletics 65%, Evade 30%, Perception 55%, Persistence 37%, Resilience 67%, Stealth 45%

Combat Styles
Unarmed 55%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Acid Spray	L	L	Weak Acid	As for Tail	
Pincer	M	S	1D6+1+1D10		



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.

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

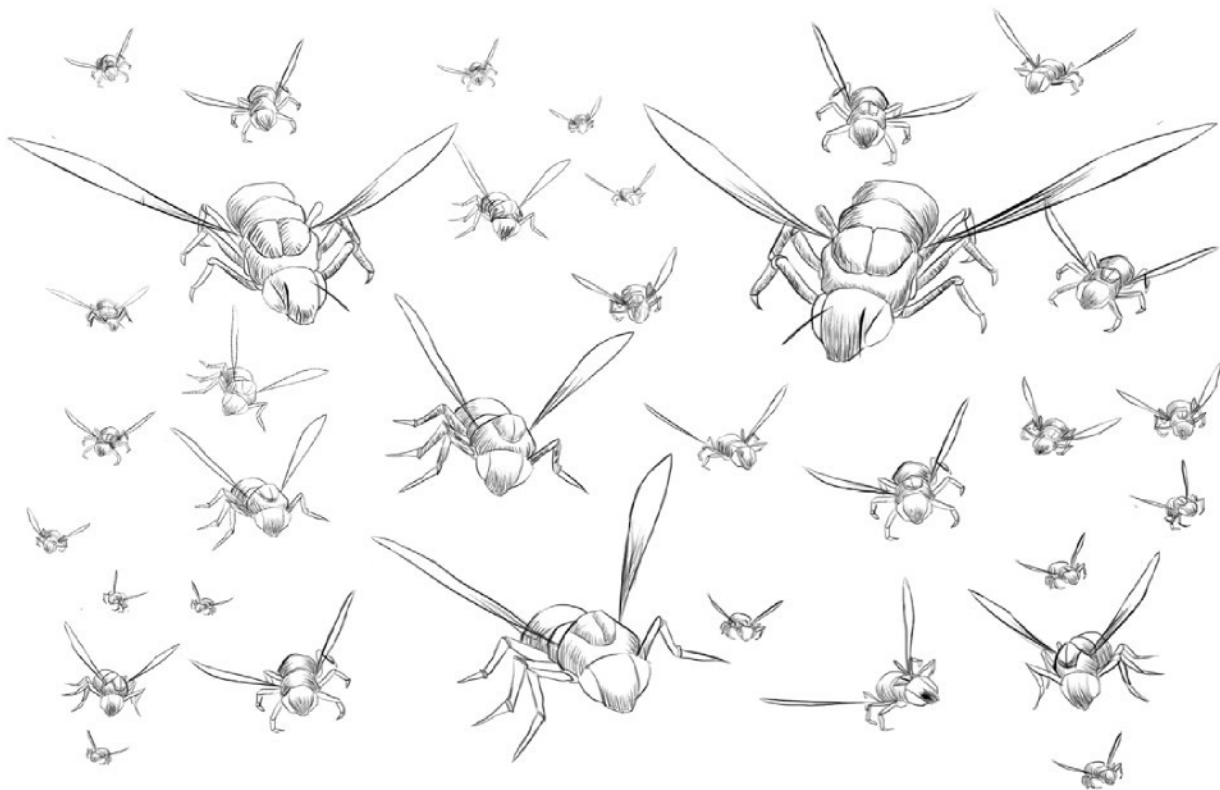
Most adventurers feel the only insects they have to fear are those that are giant in stature but mere humble, normal-sized insects can be every bit as dangerous, provided they assemble in large numbers. Insect swarms include large anthills, wasp and hornet nests, and roused beehives.

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.

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

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.

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 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.

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.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+1	8	1-20	Body	1/6
CON	2D6+3	10			
SIZ	2D6-1	6			
INT	1	1			
POW	1D6	4			
DEX	3D6	11			

Damage Modifier	-1D6	Typical Armour: Slime, no Armour Penalty
Magic Points	4	Traits: Blood Drain, Wall Walker
Movement	4m	
Strike Rank	+7	Skills: Athletics 60%, Evade 05%, Perception 25%, Persistence 22%, Resilience 40%

Combat Styles
Bite 40%

Weapons				
Type	Size	Reach	Damage	AP/HP
Bite	M	L	1D6-1D6	As for Body

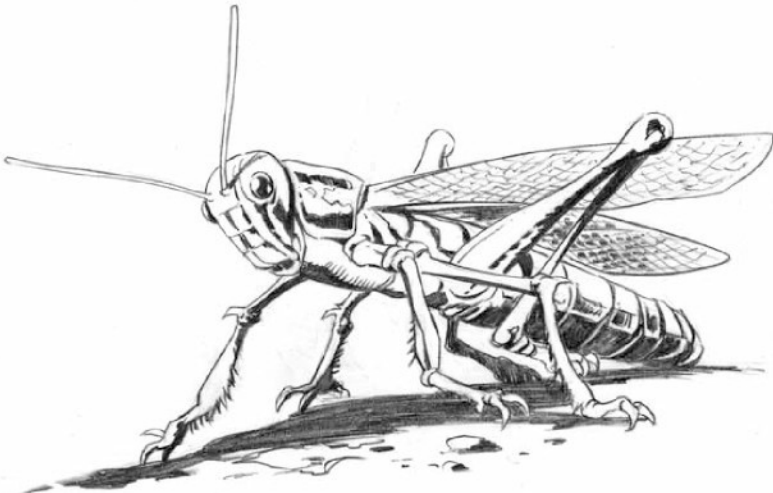
Killing a leech that is in situ stops it from feeding but does not detach it. A leech that remains attached causes no further damage but looks unsightly and effectively reduces the APP of the host by half. A dead leech will fall off naturally after 2D6 days.

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	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1	Right Rear Leg	3/6
CON	2D6+3	10	2	Left Rear Leg	3/6
SIZ	1D6+3	7	3	Right Middle Leg	3/4
INT	2	2	4	Left Middle Leg	3/4
POW	1D6+6	10	5-9	Abdomen	3/5
DEX	3D6+12	23	10-13	Thorax	3/6
			14	Right Front Leg	3/4
			15	Left Front Leg	3/4
			16-20	Head	3/4

Damage Modifier	-1D2
Magic Points	10
Movement	6m/115m
Strike Rank	+4

Combat Styles
Mandibles 30%

Weapons	Type	Size	Reach	Damage	AP/HP	Range
Mandibles		M	M	1D8-1D2	As for Head	

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Wall Walking

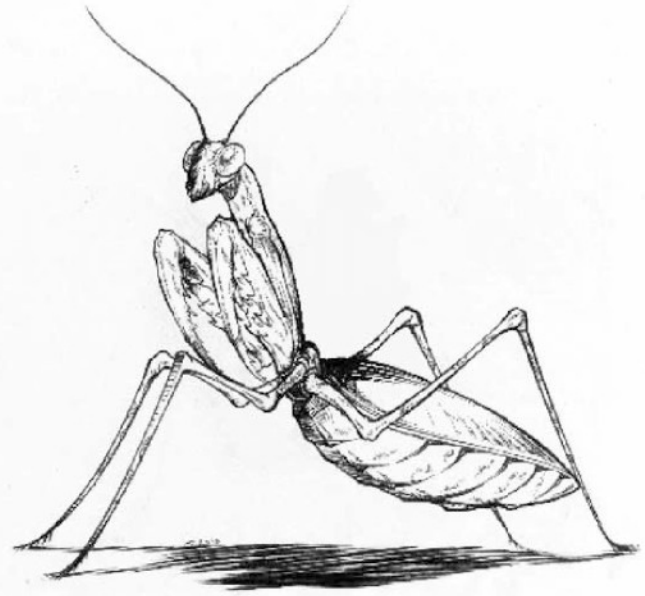
Skills: Athletics 80%, Evade 60%, Perception 40%, Persistence 40%, Resilience 40%,

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.

Praying Mantis, Giant

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	Average	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

Damage Modifier	+2D8
Magic Points	9
Movement	12m
Strike Rank	+2

Typical Armour: Chitin exoskeleton, no Armour Penalty.

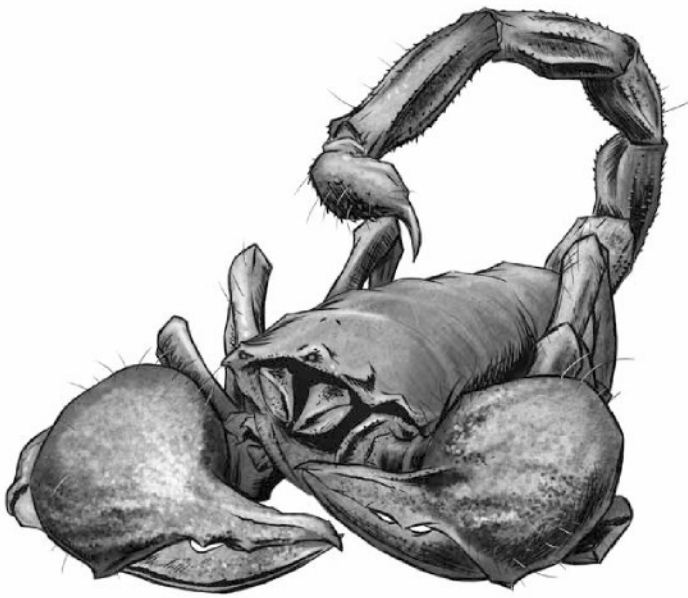
Traits: Formidable Natural Weapons, Wall Walking

Skills: Athletics 55%, Evade 40%, Perception 85%, Persistence 37%, Resilience 70%, Stealth 90%, Track 65%

Combat Styles
Unarmed 95%

Weapons

Type	Size	Reach	Damage	AP/HP
Mandible	M	T	1D8+2D8	As for Head
Foreclaws	L	VL	1D10+2D8	As for Claw



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

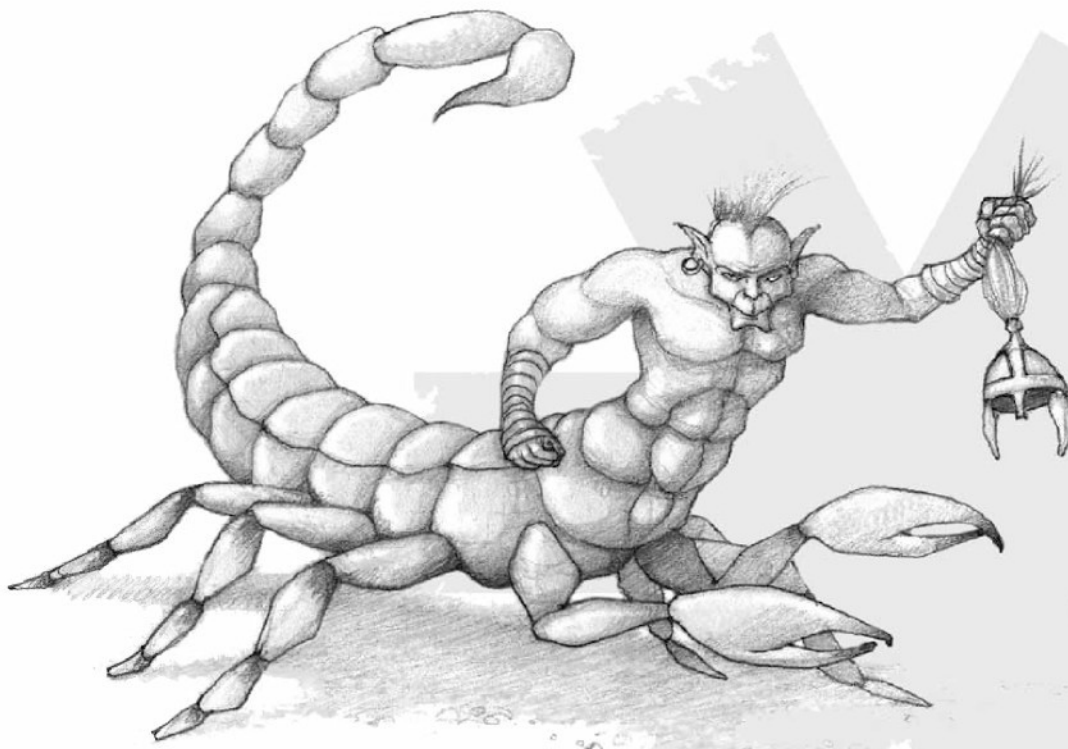
Giant scorpions are easily antagonised and so making them aggressive enough for arena contests is a straightforward affair. Giant scorpions can carry riders, although magic can be used to easily direct them against opponents. A favoured tactic is to hide giant scorpions in various submerged pits, covered 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



Slug, Giant

These huge gastropods are omnivorous 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	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-7	Tail	1/5
CON	3D6	11	8-16	Body	1/6
SIZ	2D6+4	11	17-20	Head	1/5
INT	1	1			
POW	2D6	7			
DEX	2D6-1	6			

Damage Modifier	+0
Magic Points	7
Movement	3m
Strike Rank	+4

Typical Armour: Slime. No armour penalty

Traits: Wall Walking

Skills: Evade 05%, Perception 25%, Persistence 31%, Resilience 31%, Stealth 30%

Combat Styles
Bite 30%

Weapons

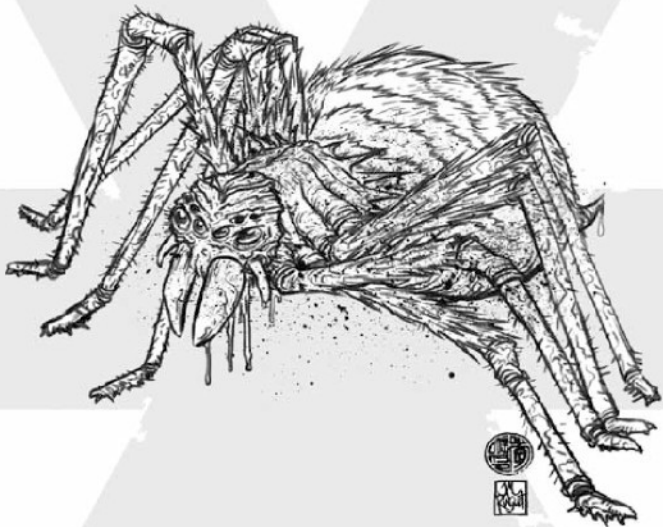
Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D6	As for Head	

Spider, Giant

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.



'Small' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+6	10	1	Right Fourth Leg	3/3
CON	3D6	11	2	Left Fourth Leg	3/3
SIZ	2D6+6	13	3	Right Third Leg	3/3
INT	8	8	4	Left Third Leg	3/3
POW	2D6	7	5-11	Abdomen	3/6
DEX	2D6+9	16	12	Right Second Leg	3/3
			13	Left Second Leg	3/3
			14	Right First Leg	3/3
			15	Left First Leg	3/3
			16-20	Thorax	3/5

Damage Modifier

+0

Magic Points

7

Movement

6m/12m

Strike Rank

+1

Typical Armour: Chitin. No armour penalty

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

Skills: Athletics 75%, Evade 40%, Perception 65%, Persistence 31%, Resilience 43%, Stealth 85%, Track 40%

Combat Styles

Bite 50%, Web 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	S	T	1D6+poison	As for Head
Web	L	L	Entangles	4/10

'Medium' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Fourth Leg	4/8
CON	3D6+6	17	2	Left Fourth Leg	4/8
SIZ	4D6+12	26	3	Right Third Leg	4/8
INT	8	8	4	Left Third Leg	4/8
POW	3D6	11	5-11	Abdomen	4/10
DEX	2D6+9	16	12	Right Second Leg	4/8
			13	Left Second Leg	4/8
			14	Right First Leg	3/8
			15	Left First Leg	3/8
			16-20	Thorax	3/11

Damage Modifier

+1D8

Magic Points

11

Movement

8m/18m

Strike Rank

+1

Typical Armour: Chitin. No armour penalty

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

Skills: Athletics 100%, Evade 40%, Perception 65%, Persistence 43%, Resilience 61%, Stealth 85%, Track 40%

Combat Styles

Bite 55%, Web 65%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	M	T	1D6+1D8+poison	As for Head
Web	L	L	Entangles	4/19

'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
			16-20	Thorax	37
Damage Modifier		+2D6			
Magic Points		14			
Movement		12m/20m			
Strike Rank		+1			

Typical Armour: Chitin. No armour 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	M	T	1D6+2D6+poisonAs 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 face-off 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

Whilst dinosaurs died out on our own earth due to a variety of differing theories, the same does not necessarily hold true for fantasy worlds. Giorantha, 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

These 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.

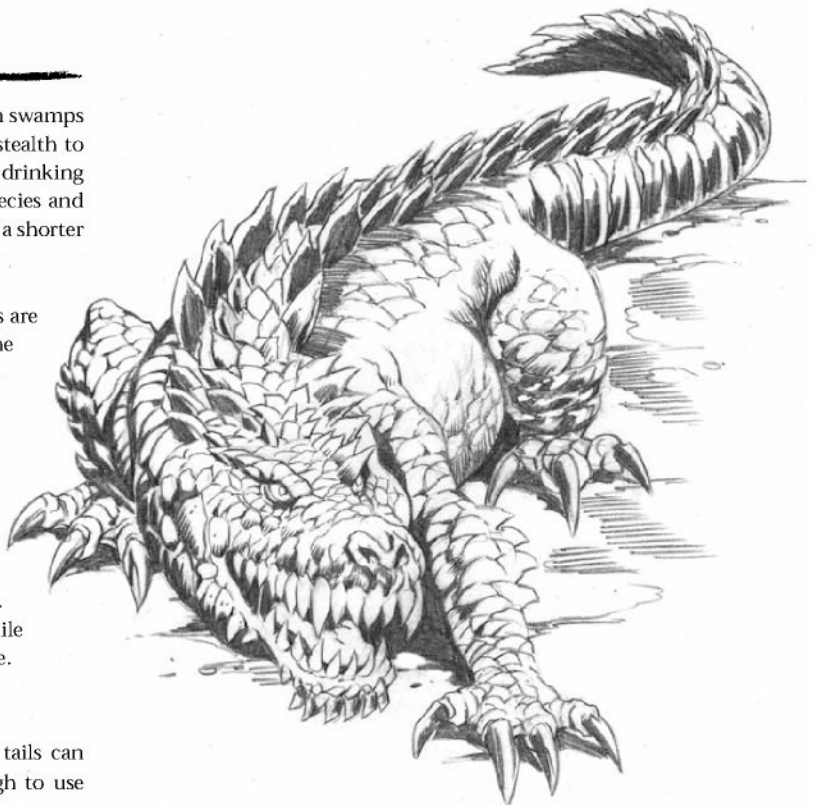
When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful (assuming of course the crocodile succeeds on the initial attack) and inflicts damage equal to the crocodile's Damage Modifier each round 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 Grippped, 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



Medium Alligator or Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Tail	5/8
CON	3D6+8	19	4	Right Hind Leg	5/6
SIZ	4D6+12	26	5	Left Hind Leg	5/6
INT	3	3	6-9	Hindquarters	5/9
POW	3D6	11	10-14	Forequarters	5/10
DEX	2D6	7	15	Right Front Leg	5/6
			16	Left Front Leg	5/6
			17-20	Head/Neck	5/8

Typical Armour: Scales. No Armour Penalty

<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	6m/10m
<i>Strike Rank</i>	+4

Traits: Excellent Swimmer

Skills: Athletics 75%, Brawn 65%, Perception 40%, Persistence 43%, Resilience 67%, Stealth 50%, Swim 95%

Combat Styles

Bite 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+1D12	As for Head	
Tail Bash	L		1D6+1D12	As for Tail	

Large Alligator or Crocodile

	Dice	Average	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 Armour: Scales. No Armour Penalty

<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	11
<i>Movement</i>	6m/10m
<i>Strike Rank</i>	+4

Traits: Excellent Swimmer

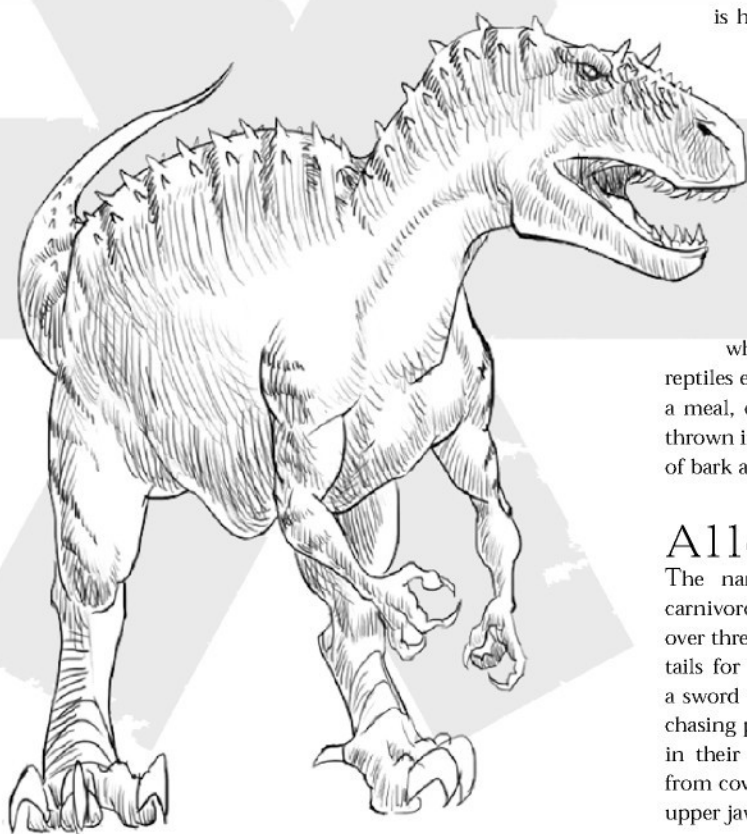
Skills: Athletics 75%, Brawn 85%, Perception 40%, Persistence 43%, Resilience 97%, Stealth 50%, Swim 95%

Combat Styles

Bite 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+2D12	As for Head	
Tail Bash	L		1D6+2D12	As for Tail	



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

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?

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

<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+3

Skills: Athletics 90%, Perception 50%, Persistence 43%, Resilience 95%, Tracking 40%

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

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	L	1D10+2D12	As for Head	
Kick	H	L	1D6+2D12	As for Leg	
Tail Bash	H	VL	1D8+2D12	As for Tail	

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

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

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.

	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			

<i>Damage Modifier</i>	+1D3
<i>Magic Points</i>	11/11
<i>Movement</i>	12m/16m
<i>Strike Rank</i>	+4

Typical Armour: Scales. No Armour Penalty

Traits: Poison (bite, see below)

Skills: Athletics 85%, Evade 60%, Influence 60%, Persistence 43%, Resilience 43%

Combat Styles

Bite 45%, Jump (Athletics) 85%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D8+1D3+PoisonAs for Head		
Jump	L	T	1D6+1D3+PoisonAs for Body		



Amphisboena venom has the following characteristics:

Onset time: 2 Combat Rounds.

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.

Resistance: Resilience.

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.

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 amphiboena is pitted against two gladiators, allowing each head to face a single opponent.

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

Skills: Athletics 20%, Brawn 80%, Perception 40%, Persistence 43%, Resilience 82%

Bite 50%, Tail Bash 60%

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D6+2D6	As for Head	
Tail Bash	L		3D6+2D6	As for Tail	

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

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+40	52	1-3	Tail	14/20
CON	2D6+30	36	4	Right Hind Leg	14/20
SIZ	4D6+50	62	5	Left Hind Leg	14/20
INT	3	3	6-9	Hindquarters	14/21
POW	1D6+6	10	10-14	Forequarters	14/22
DEX	1D6	4	15	Right Front Leg	14/20
			16	Left Front Leg	14/20
			17-20	Head/Neck	14/20

<i>Damage Modifier</i>	+3D12
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+5

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 15%, Brawn 95%, Perception 25%, Persistence 40%, Resilience 95%

Combat Styles

Trample/Stamp 65%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Trample/Stamp	E	L	2D12+3D12	As for Leg	
Tail BashE	VL		4D12+3D12	As for Tail	



In the Arena

Hadrosaurus

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 brontosaurus (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

<i>Damage Modifier</i>	+2D8
<i>Magic Points</i>	10
<i>Movement</i>	10m
<i>Strike Rank</i>	+5

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

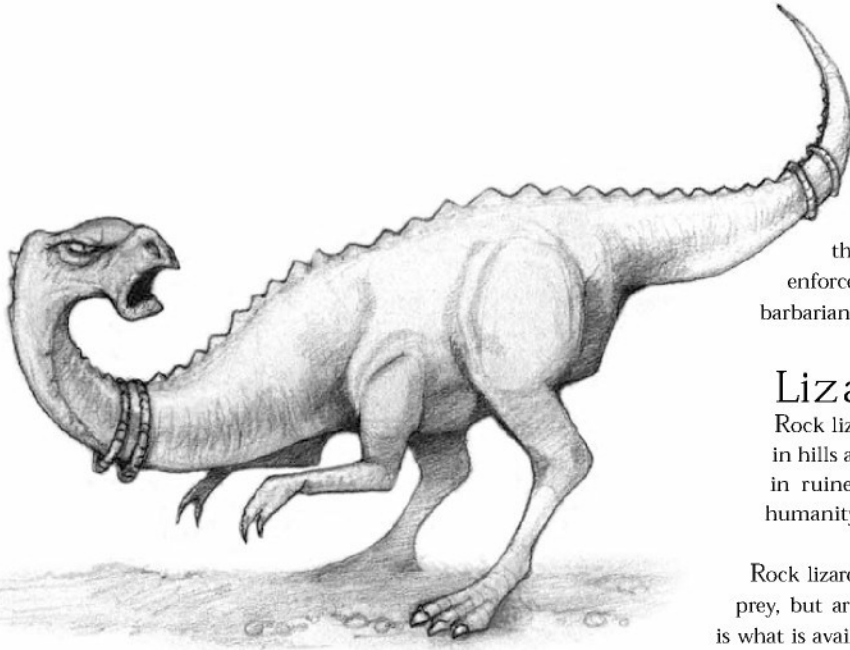
Skills: Athletics 80%, Brawn 75%, Perception 40%, Persistence 40%, Resilience 73%

Combat Styles

Kick 40%, Tail Bash 20%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Kick	H	L	1D8+2D8	As for Leg	
Tail Bash	H	L	1D10+2D8	As for Tail	



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 Giorantha, 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.



Lizard, Bolo

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-2	Tail	1/6
CON	3D6	11	3-5	Right Leg	1/6
SIZ	2D6+12	19	6-8	Left Leg	1/6
INT	3	3	9-11	Abdomen	1/7
POW	3D6	11	12-15	Chest	1/8
DEX	1D6+12	16	16	Right Claw	1/5
			17	Left Claw	1/5
			18-20	Head	1/6

Typical Armour: Scales. No Armour Penalty

<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+3

Traits: Formidable Natural Weapons

Skills: Athletics 50%, Brawn 60%, Evade 40%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 30%

Combat Styles
Kick 25%, Bite 25%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Kick	H	L	1D8+1D6	As for Leg	
Bite	H	L	1D6+1D6	As for Head	

Lizard, Rock

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Tail	3/6
CON	2D6+6	13	3-5	Right Leg	3/6
SIZ	4D6	14	6-8	Left Leg	3/6
INT	2	2	9-11	Abdomen	3/7
POW	2D6	7	12-15	Chest	3/8
DEX	2D6+3	10	16	Right Claw	3/6
			17	Left Claw	3/6
			18-20	Head	3/6

Typical Armour: Scales. No Armour Penalty

<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	7
<i>Movement</i>	8m
<i>Strike Rank</i>	+3

Traits: Formidable Natural Weapons

Skills: Evade 45%, Perception 25%, Persistence 41%, Resilience 49%, Stealth 25%, Tracking 30%

Combat Styles
Claw 45%, Bite 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	S	1D6+1D2	As for Leg	
Bite	M	S	1D8+1D2	As for Head	

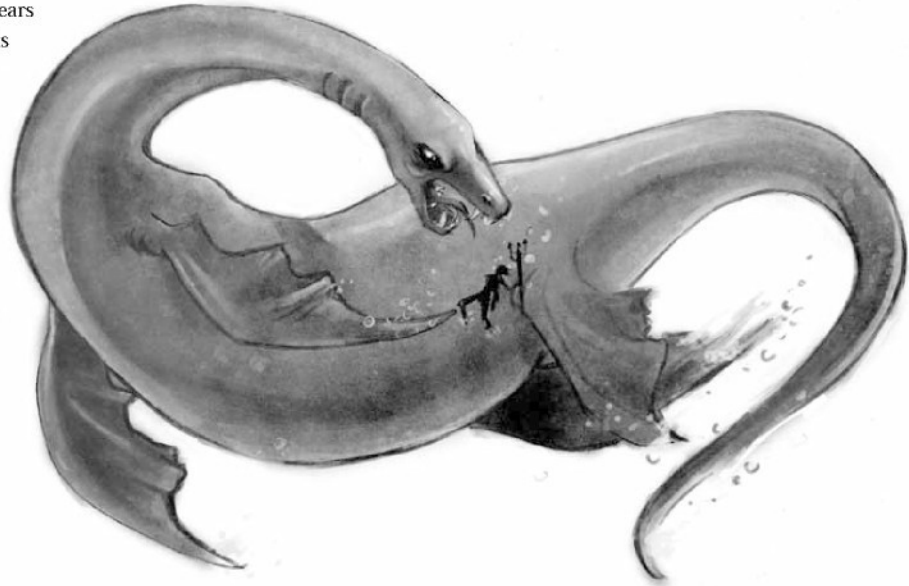
Plesiosaurus

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 sea-borne combats have then been staged, although such occasions are incredibly rare – not to mention expensive.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	21	1-2	Tail	5/10
CON	4D6	14	3-4	Right Hind Flipper	5/6
SIZ	6D6+12	33	5-6	Left Hind Flipper	5/6
INT	3	3	7-10	Hindbody	5/11
POW	3D6	11	11-14	Body	5/12
DEX	3D6+6	17	15-16	Right Front Flipper	5/6
			17-18	Left Front Flipper	5/6
			19-20	Head/Neck	5/10

Damage Modifier	+1D12
Magic Points	11
Movement	10m
Strike Rank	+6

Typical Armour: Scales. No Armour Penalty

Traits: Excellent Swimmer, Formidable Natural Weapons

Skills: Athletics 80%, Brawn 75%, Evade 50%, Persistence 43%, Resilience 52%, Stealth 45%, Tracking 60%

Combat Styles

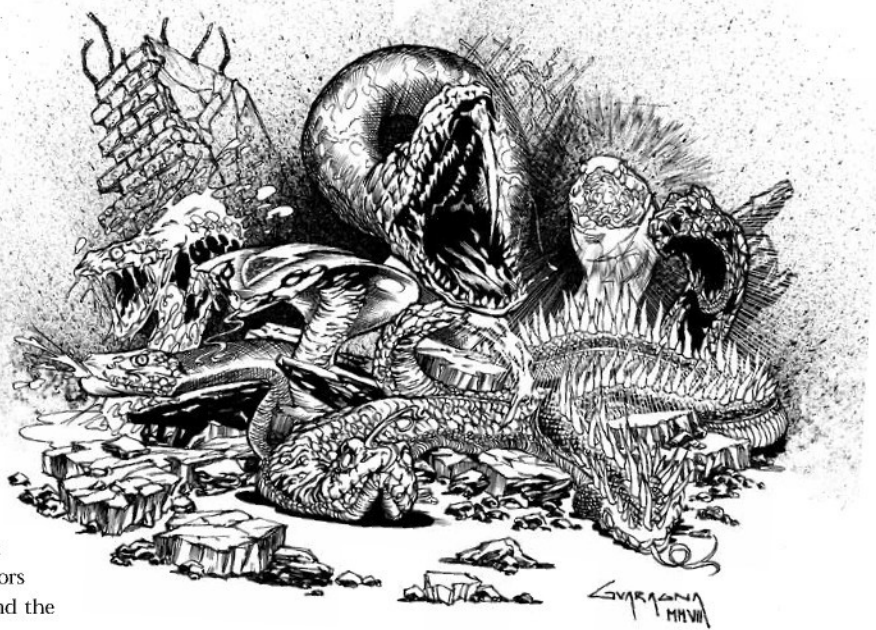
Bite 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D8+1D12	As for Head	

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.

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 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

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, stegosaurus 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.

Stegosaurus 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

Stegosaurus act in a similar way to other herbivores and can be startled into a stampede – see the Combat Notes for brontosaurus 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.

	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

Damage Modifier	+2D10
Magic Points	10
Movement	8m
Strike Rank	+4

Typical Armour: Thick Hide and Armour Plate. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 65%, Brawn 58%, Perception 40%, Persistence 40%, Resilience 88%

Combat Styles

Tail Bash 65%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Tail Bash	H	VL	1D10+2D10	As for Tail	



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.

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 Dominate.

This ease of control makes it expedient for stegososaurs to be put to use in arena contests. A small herd of stegososaurs 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.

	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			
POW	1D6+12	16			
DEX	2D6	7			

<i>Damage Modifier</i>	+2D10
<i>Magic Points</i>	16
<i>Movement</i>	6m
<i>Strike Rank</i>	+3

Typical Armour: Scales. No Armour Penalty

Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration

Skills: Athletics 30%, Persistence 58%, Resilience 79%, Stealth 35%

Combat Styles

Bite 55%, Breath 100%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	H	VL	1D10+2D10	As for Head	

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.

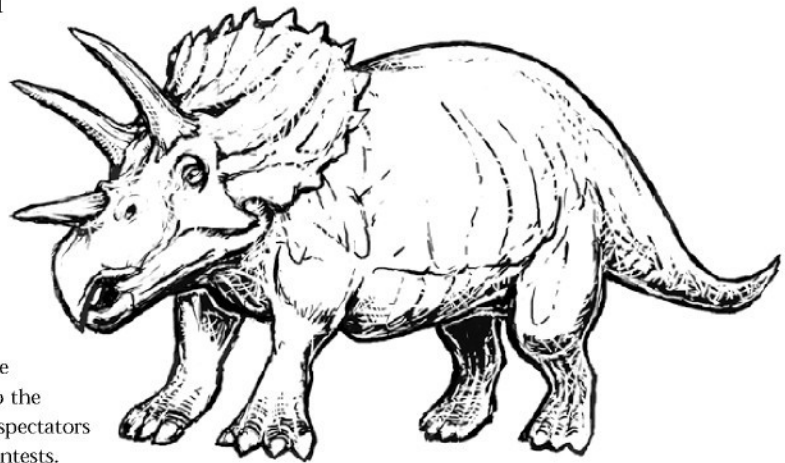
Resistance: Resilience.

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

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+30	51	1-2	Tail	10/16
CON	4D6+14	28	3-4	Right Hind Leg	10/16
SIZ	6D6+30	51	5-6	Left Hind Leg	10/16
INT	3	3	7-10	Hind Quarters	10/17
POW	3D6	10	11-14	Fore Quarters	10/18
DEX	2D6+3	10	15-16	Right Front Leg	10/16
			17-18	Left Front Leg	10/16
			19-20	Head/Neck	14/16

Damage Modifier	+2D12
Magic Points	10
Movement	8m
Strike Rank	+4

Typical Armour: Thick Hide and Armour Plate. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 60%, Brawn 75%, Perception 50%, Persistence 40%, Resilience 95%

Combat Styles
Gore 65%

Weapons

Type	Size	Reach	Damage	AP/HP
Gore	H	VL	1D10+2D12	As for Head

	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

Damage Modifier	+2D12
Magic Points	10
Movement	11m
Strike Rank	+3

Typical Armour: Thick Hide. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

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

Combat Styles
Bite 60%, Roar 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+2D12	As for Head	

hardest, 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.



	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	+1D8
Magic Points	10
Movement	12m
Strike 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%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	L	1D8+1D8	As for Head	
Kick	L	VL	1D6+1D8	As for Leg	
Foreclaw	M	M	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

This 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.

	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

<i>Damage Modifier</i>	+5D12
<i>Magic Points</i>	14
<i>Movement</i>	12m
<i>Strike Rank</i>	+5

Traits: Trample

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

Combat Styles

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

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	E	VL	7D8+5D12	As for Head	
Tail Bash	E	VL	1D6+5D12	As for Tail	
Trample	E	T	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 building-sized 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).

Centaur 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.

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

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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6	70	1–2	Tail	12/20
CON	10D6	35	3–4	Right Hind Leg	12/20
SIZ	10D6+30	65	5–6	Left Hind Leg	12/20
INT	6D6	21	7–8	Hindquarters	12/21
POW	4D6+12	26	9–10	Forequarters	12/21
DEX	4D6	14	11–12	Right Wing	12/19
APP	6D6	21	13–14	Left Wing	12/19
			15–16	Right Front Leg	12/20
			17–18	Left Front Leg	12/20
			19–20	Head	12/20

Damage Modifier	+3D12
Magic Points	26
Movement	12m/20m
Strike Rank	+2

Typical Armour: Dragon scale (AP 12)

Traits: Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight

Skills: Athletics 120%, Brawn 135%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 88%, Resilience 115%, Tracking 110%

Common Magic 68%: Countermagic 4, Demoralise, Detect Gems, Detect Gold, Glamour 2, Mobility 4

Combat Styles

Bite 125%, Claw 95%, Tail Bash 90%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	E	L	1D10+3D12	As for Head
Claw	E	VL	1D8+3D12	As for Leg
Tail	H	VL	1D6+3D12 / 2	As for Tail



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.

Very different to their western counterparts, oriental dragons are celestial 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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	21	1-2	Tail	11/11
CON	7D6	25	3	Right Hind Leg	11/11
SIZ	4D6+15	29	4	Left Hind Leg	11/11
INT	7D6+6	31	5-8	Lower Body	11/13
POW	6D6+10	31	9-12	Middle Body	11/13
DEX	4D6+4	19	13-16	Upper Body	11/13
APP	5D6	18	17	Right Front Leg	11/11
			18	Left Front Leg	11/11
			19-20	Head	11/11

<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	31
<i>Movement</i>	18m
<i>Strike Rank</i>	+2

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%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	L	1D10+1D10	As for Head
Claw	H	VL	1D8+1D10	As for Leg
Tail	H	VL	1D6+1D10	As for Tail

A black and white illustration of a tall, thin, tree-like creature. It has a large, single eye with a small pupil and a small, downturned mouth. Its skin is textured like bark. It is standing on its hind legs, with its right arm raised and hand open, showing long, thin fingers. The creature has a small tuft of hair on its head. The background is plain white.

Type	Size	Reach	Damage	AP/HP	Range
As per weapon					

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.

	Dice	Average	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 Modifier	+1D10
Magic Points	10
Movement	8m/12m
Strike Rank	+3

Typical Armour: Stone-Like Skin. No Armour Penalty

Traits: Flying, Formidable Natural Weapons

Skills: Athletics 40%, Evade 25%, Perception 75%, Persistence 40%, Resilience 49%, Stealth 90%

Combat Styles

Claw 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Claw	M	M	1D6+1D10	As for Arm

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 pick-up 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



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 ghoulish spirit. Shaman with the capability can attempt to disincorporate the ghoulish spirit and battle it on the Spirit Plane, where the ghoulish 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 ghoulish howls, every creature in a radius equal to the ghoulish POW in metres becomes Demoralised (as the Common Magic spell) unless he can overcome the ghoulish 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 ghoulish howl.

The bite of a ghoulish 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

	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

Damage Modifier	+1D2
Magic Points	15
Movement	8m/12m
Strike Rank	+3

Typical Armour: Scales and Hide. No Armour Penalty

Traits: Flying, Formidable Natural Weapons, Gaze, Poison

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	Range
Claw		M	M	1D6+1D2	As for Arm	
Serpents		S	T	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, Stortar, Xiombarg

Combat Notes
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

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 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, acid-resistant 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	Average	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

<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	13
<i>Movement</i>	12m/20m
<i>Strike Rank</i>	+3

Typical Armour: Thick Hide. No Armour Penalty

Traits: Flying, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Evade 40%, Persistence 49%, Resilience 79%, Survival 60%, Track 50%

Combat Styles

Bite 60%, Claw 70%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	L	L	1D8+1D12	As for Head
Claw	H	L	1D6+1D12	As for Leg

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

<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+5

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

Traits: None

Skills: Athletics 30%, Evade 30%, First Aid 35%, Perception 50%, Persistence 40%, Resilience 88%, Stealth 25 %, Survival 50%, Track 45%

Combat Styles

Bow 35%, Sword and Shield 25%

Weapons

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

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

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

<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	11
<i>Movement</i>	6m/12m/
<i>Strike Rank</i>	+3

Typical Armour: Thick Hide and feather. No Armour Penalty

Traits: Flying

Skills: Athletics 35%, Evade 50%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 50 %, Survival 40%, Track 45%

Combat Styles

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

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	T	1D6-1D2	As for Leg	
Dropped Stone	M	Varies	1D6/3m	6/4	Up to 30m in height
Dung	S	T	Special	—	Up to 30m in height

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Right Hind Leg	4/9
CON	4D6	14	3-4	Left Hind Leg	4/9
SIZ	3D6+18	29	5-7	Hindquarters	4/10
INT	1D3/head	Varies	8-10	Forequarters	4/11
POW	2D6+9	16	11-13	Right Front Leg	4/9
DEX	3D6	11	14-16	Left Front Leg	4/9
			17-20	Heads	4/varies

Damage Modifier	+1D12
Magic Points	16
Movement	8m
Strike Rank	+3

Typical Armour: Scales. No Armour Penalty

Traits: Life Sense

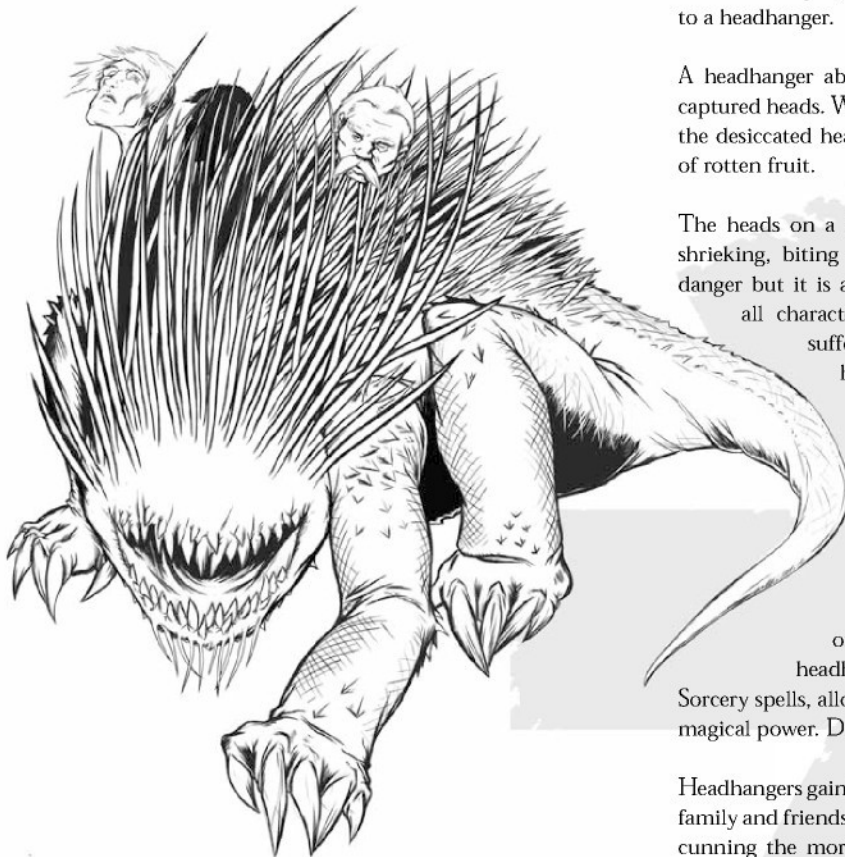
Skills: Athletics 40%, Evade 25%, Perception 35%, Persistence 58%, Resilience 52%, Stealth, 40%

Common Magic 50% but varies by head: typically up to 12 Magnitude in Common Magic spells or 2D3 Sorcery Spells, augmented by Manipulation 45%.

Combat Styles
Claw 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D12	As for Leg	



will have escaped, leaving nothing but a dead head, which is useless to a headhanger.

A headhanger absorbs one point of POW per month from its captured heads. When all POW is gone, the spirit is destroyed and the desiccated head falls from the headhanger's body like a piece of rotten fruit.

The heads on a headhanger's body aid the beast in combat by shrieking, biting and spitting at foes. This poses little physical danger but it is a horrifying and distracting experience, causing all characters 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 seven 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 headhanger retains all known Common Magic and Sorcery spells, allowing the entire headhanger to benefit from that magical power. Divine Spells are unaffected by this ability.

Headhangers gain information about the head's past life, associates, family and friends. A headhanger is a cunning beast (growing more cunning the more heads it has) and may use such information



Combat Notes

Hippogriffs use similar tactics to griffins. See page 127.

In the Arena

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

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, elves, 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

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-6	Tail	4/6
CON	3D6	11	7-9	Abdomen	4/7
SIZ	3D6+6	17	10-12	Chest	-/8
INT	4D6	14	13-15	Right Arm	-/5
POW	4D6	14	16-18	Left Arm	-/5
DEX	4D6	14	19-20	Head	-/6
APP	3D6+6	17			

Damage Modifier	+1D2
Magic Points	14
Movement	8m
Strike Rank	+3

Typical Armour: Scales. No Armour Penalty

Traits: Vampiric Touch (Bite and Kiss)

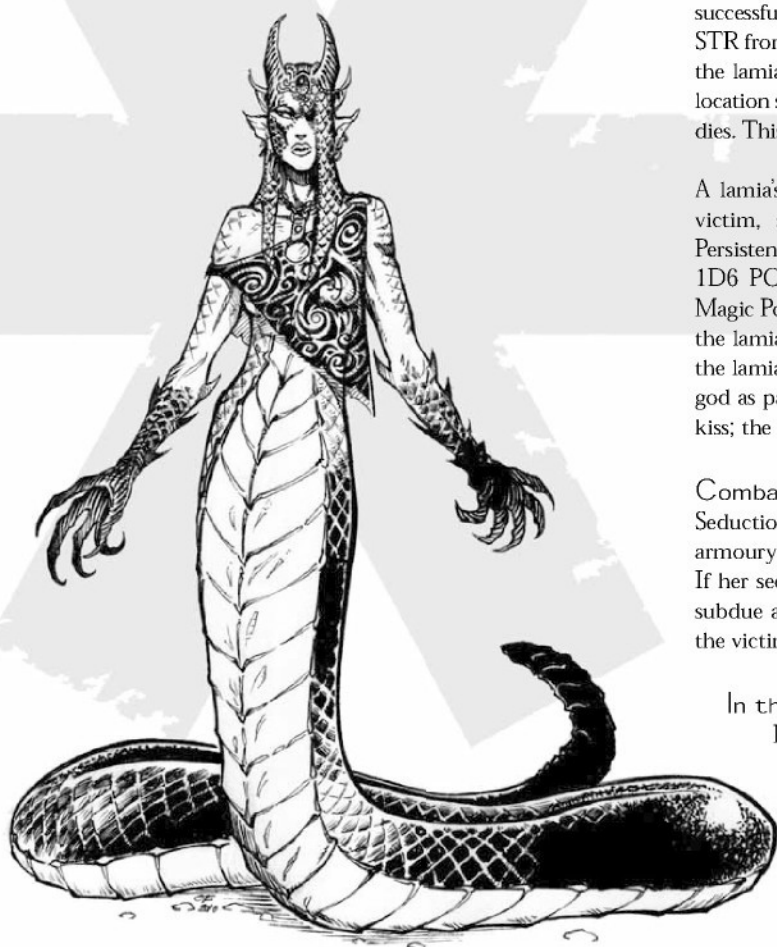
Skills: Athletics 40%, Evade 50%, Insight 65%, Lore (Regional) 50%, Persistence 52%, Resilience 43%, Seduction 95%, Stealth 95%

Combat Styles

Bite 50%, Kiss 50%, Tail 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6+1D2+blood drain	As for Head
Kiss	S	T	1D6+1D2+POW drain	As for Head
Tail	L	L	1D6+1D2	As for Tail



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.

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.

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.

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

A mantichora 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 mantichore 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.

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:

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Right Hind Leg	3/10
CON	4D6+6	20	3-4	Left Hind Leg	3/10
SIZ	4D6+12	26	5-6	Tail	3/10
INT	7	7	7-9	Hindquarters	3/11
POW	3D6	11	10-12	Forequarters	3/11
DEX	3D6	11	13-14	Right Front Leg	3/10
			15-16	Left Front Leg	3/10
			17-20	Head	3/10

Damage Modifier	+1D12
Magic Points	11
Movement	10m
Strike Rank	+3

Typical Armour: Tough Hide. No Armour Penalty

Traits: Night Sight, Poison Sting

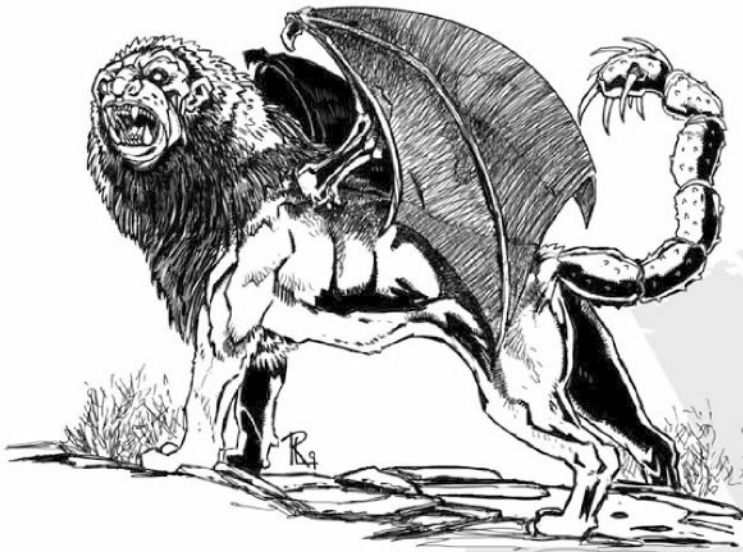
Skills: Athletics 60%, Evade 45%, Perception 55%, Persistence 43%, Resilience 70%, Stealth 40%, Survival 40%, Track 40%

Combat Styles

Claw 70%, Gore 50%, Sting 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D12	As for Leg	
Gore (tusks)	M	T	1D8+1D12	As for Head	
Sting	M	VL	1D6+1D12+Posion	As for Tail	



In the Arena

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.

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.

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

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.



	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

Damage Modifier	+1D6
Magic Points	11
Movement	6m
Strike Rank	+3

Typical Armour: Bandages and toughened, wizened skin. No Armour Penalty

Traits: Disease Immunity, Poison 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.

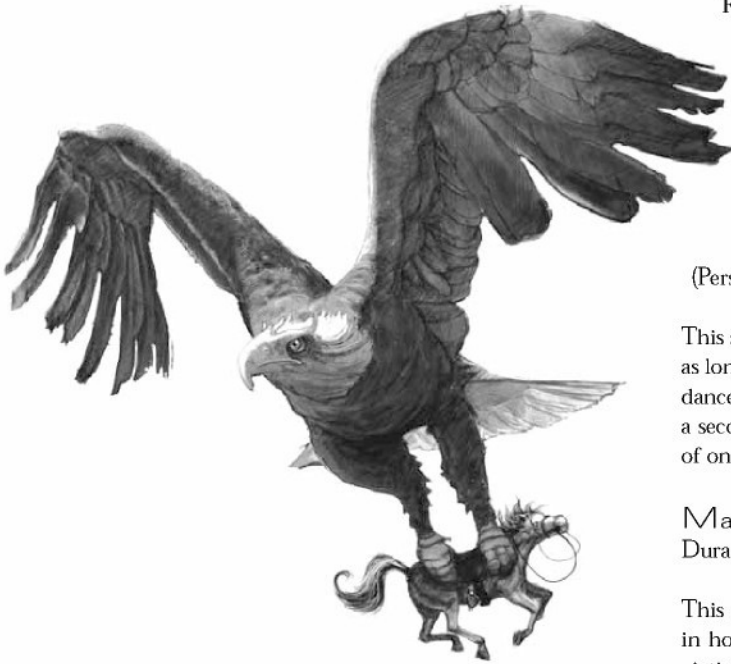
Combat Styles

Any used in life. Grasp 55%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Grasp	M	T	1D6+1D6	As for Arm	

Any weapon as used in life.



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.



	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	—	—	19–20	Head	6/4

Typical Armour: Ancient Bronze Plate (AP 6)

Damage Modifier +1D2

Magic Points 0

Movement 8m

Strike Rank +3

Traits: Dark Sight

Skills: Athletics 30%, Evade 45%, Persistence 0%, Resilience 22%

Combat Styles

Weapon 36%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Longspear	L	VL	36%	1D10+1+1D2	4/10
Shortsword	M	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.

	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

Damage Modifier	+1D6
Magic Points	14
Movement	10m
Strike Rank	+2

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

Traits: Blood/Soul Drain, Life Sense, Night Sight

Skills: Athletics 75%, Evade 60%, Insight 75%, Perception 80%, Persistence 60%*, Resilience 60%*, Stealth 80%, Survival 65%, Track 60%, Unarmed 80%

*Base values. Will change according 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	T	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.

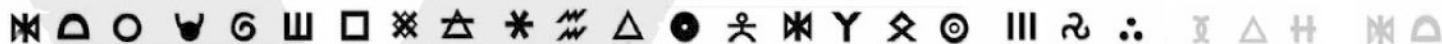
If the vampire feeds on souls, even POW dedicated to a Pact is consumed; and, in fact, this is consumed first. Thus, a soul-feeding vampire can effectively break the link a victim has with a god – and does so deliberately to prevent interferences from meddling deities.

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.



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	1D20	Hit Location	AP/HP
STR	3D6 x2	22	1-2	Right Hind Leg	1/5
CON	3D6	11	3-4	Left Hind Leg	1/5
SIZ	2D6+6	13	5-7	Hindquarters	1/6
INT	(2D6+6)/2	7	8-10	Forequarters	1/7
POW	3D6	11	11-13	Right Front Leg	1/5
DEX	3D6+3	14	14-16	Left Front Leg	1/5
APP	3D6	11	17-20	Head	1/5

<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+2

Typical Armour: Tough hide. No Armour Penalty. Note resistance to mundane damage.

Traits: Night Sight

Skills: Athletics 80%, Evade 55%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 50%

Combat Styles

Bite 55%, Claw 60%

Weapons

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



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.



Wyrms

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.

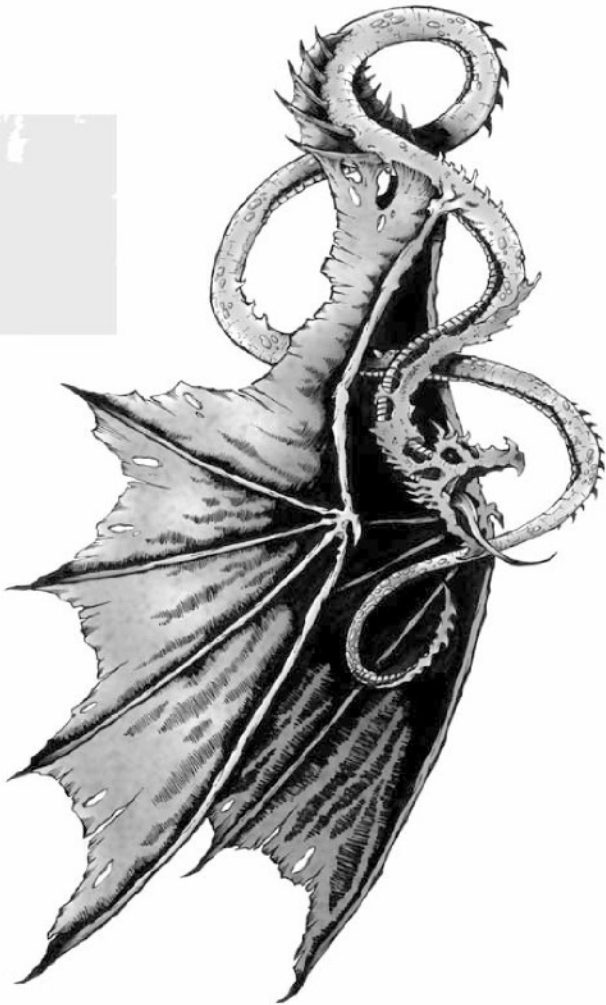
The Characteristics given below are for a wyrm between 35 and 85 years old.

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 fierce, 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			

Damage Modifier	+1D10
Magic Points	17
Movement	6m/12m
Strike Rank	+3

Typical Armour: Tough hide. No Armour Penalty

Traits: Dark Sight, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Brawn 75%, Evade 65%, Influence 60%, Perception 45%, Persistence 61%, Resilience 52%

Combat Styles

Bite 85%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+1D10	As for Head
Tail	H	VL	1D20+1D10	As for Tail

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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Right Leg	5/9
CON	2D6+12	19	4-6	Left Leg	5/9
SIZ	4D6+12	26	7-8	Abdomen	5/10
INT	7	7	9-11	Chest	5/11
POW	3D6	11	12	Tail	5/9
DEX	2D6+6	14	13-14	Right Wing	5/8
			15-16	Left Wing	5/8
			17-20	Head	5/9

Damage Modifier	+1D12
Magic Points	11
Movement	8m/16m
Strike Rank	+3

Typical Armour: Scales. No Armour Penalty.

Traits: Dark Sight, Night Sight, Poison Sting

Skills: Athletics 60%, Brawn 80%, Perception 35%, Resilience 67%, Persistence 61%, Survival 40%

Combat Styles

Bite 55%, Sting 70%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+1D12	As for Head
Sting	H	VL	1D6+1D12+ Poison	As for Tail

Mammals

This 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.

Bear, Brown

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+15	26	1-3	Right Hind Leg	3/8
CON	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
			19-20	Head	3/8

Typical Armour: Fur, 3 Armour Points

Damage Modifier +1D12

Magic Points 11

Movement 24m

Strike Rank +3

Traits: Formidable Natural Weapons

Skills: Athletics 60%, Perception 50%, Persistence 43%, Resilience 49%, Stealth 15%, Survival 60%, Swim 45%, Track 25%

Combat Styles

Bite 60%, Claw 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D8+1D12	As for Head
Claw	M	S	1D6+1D12	As for Leg

Bear, Polar

	Dice	Average	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
			19-20	Head	3/9

Typical Armour: Fur, 3 Armour Points

Damage Modifier +2D6

Magic Points 11

Movement 24m

Strike Rank +3

Traits: Formidable Natural Weapons

Skills: Athletics 25%, Brawn 50%, Perception 50%, Persistence 43%, Resilience 55%, Stealth 25%, Survival 60%, Swim 80%, Track 35%

Combat Styles

Bite 65%, Claw 55%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D8+2D6	As for Head
Claw	M	S	1D6+2D6	As for 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.

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.

	Dice	Average	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

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

Typical Armour: Tough Hide. No Armour Penalty

Traits: None

Skills: Athletics 25%, Evade 55%, Perception 50%, Persistence 43%, Resilience 58%, Stealth 55%, Survival 50%, Track 25%

Combat Styles

Tusk 65%

Weapons

Type	Size	Reach	Damage	AP/HP
Tusk	M	T	1D8+1D2	As for Head

Combat Notes

As per Brown Bear

In the Arena

As per Brown Bear

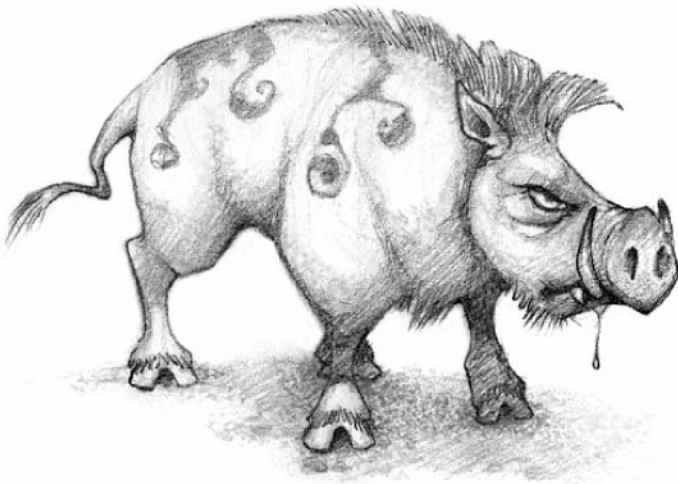
Boar

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.

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.



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

Damage Modifier	+1D6
Magic Points	7
Movement	10m
Strike Rank	+4

Typical Armour: Tough Hide. No Armour Penalty

Traits: Trample

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	T	1D8+1D6	—
Trample	VL	T	1D8+1D6	—
Gore	L	S	1D6+1D6	As for Head



Chimpanzee

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.

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.

	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

<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+3

Typical Armour: None

Traits: None

Skills: Athletics 95%, Evade 45%, Perception 30%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 45%, Track 40%

Combat Styles

Bite 35%, Unarmed 45%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	S	T	1D6+1D2	As for Head
Unarmed	M	M	1D3+1D2	As for Arm

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.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1	Right Rear Leg	8/8
CON	3D6+6	17	2	Left Rear Leg	8/8
SIZ	3D6+24	35	3	Right Hind Leg	8/8
INT	2	2	4	Left Hind Leg	8/8
POW	3D6	11	5-8	Body	8/13
DEX	2D6	7	9	Right Centre Leg	8/8
			10	Left Centre Leg	8/8
			11	Right Front Leg	8/8
			12	Left Front Leg	8/8
			13-14	Right Claw	8/9
			15-16	Left Claw	8/9
			17-20	Head	8/10

Damage Modifier	+2D6
Magic Points	11
Movement	10m
Strike Rank	+3

Typical Armour: Carapace. No Armour Penalty

Traits: Formidable Natural Weapons

Skills: Athletics 75%, Brawn 75%, Perception 40%, Persistence 43%, Resilience 61%, Stealth 55%, Track 20%

Combat Styles
Claw 50%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Claw	E	VL	1D10+2D6	As for Claw

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.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Right Hind Leg	1/7
CON	3D6	11	3-4	Left Hind Leg	1/7
SIZ	3D6+12	23	5-7	Hindquarters	1/8
INT	4	4	8-10	Forequarters	1/9
POW	2D6	7	11-13	Right Front Leg	1/6
DEX	3D6+6	17	14-16	Left Front Leg	1/6
			17-20	Head	1/7

Typical Armour: Hide. No Armour Penalty

Damage Modifier	+1D6
Magic Points	7
Movement	12m
Strike Rank	+2

Traits: None

Skills: Athletics 75%, Evade 70%, Perception 95%, Persistence 31%, Resilience 58%, Stealth 25%

Combat Styles

Head Butt 35%

Weapons

Type	Size	Reach	Damage	AP/HP
Head Butt	L	S	1D6+1D6	As for Head

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.

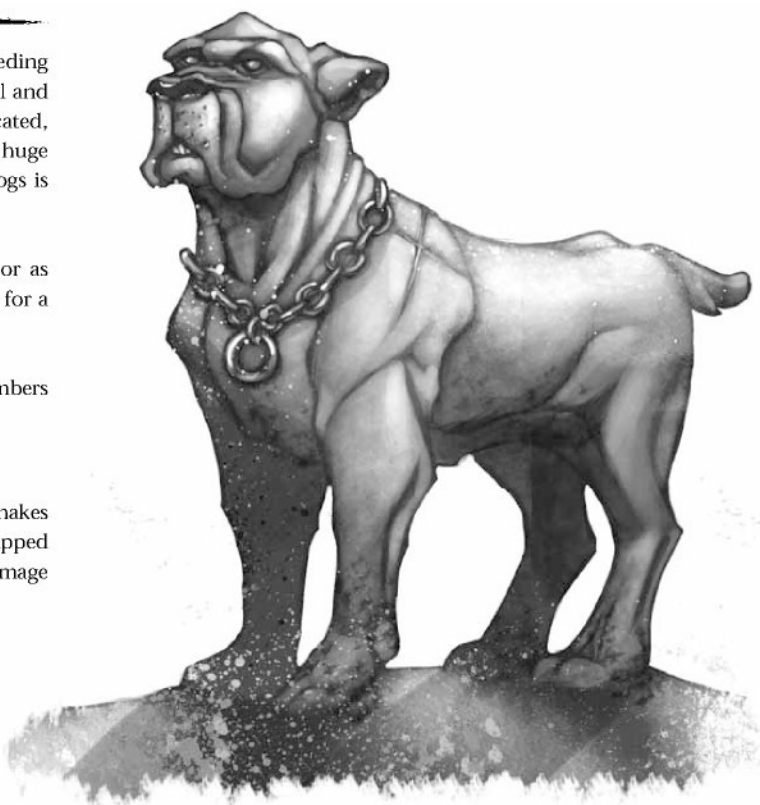
Left to their own devices, dogs hunt in packs composed of members of both sexes, led by a single dominant individual.

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.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+1	4	1-2	Right Hind Leg	-/3
CON	3D6	11	3-4	Left Hind Leg	-/3
SIZ	1D6	3	5-7	Hindquarters	-/4
INT	5	5	8-10	Forequarters	-/5
POW	1D6+6	9	11-13	Right Front Leg	-/2
DEX	2D6+6	13	14-16	Left Front Leg	-/2
			17-20	Head	-/3

Damage Modifier	-1D6
Magic Points	9
Movement	12m
Strike Rank	+3

Typical Armour: None

Traits: Night Sight

Skills: Athletics 60%, Evade 30%, Persistence 37%, Perception 85%, Resilience 43%, Stealth 45%, Survival 30%, Track 85%

Combat Styles

Bite 35%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6-1D6	As for Head

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	Average	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
			19-20	Head	2/8

Damage Modifier	+2D6
Magic Points	11
Movement	8m
Strike Rank	+3

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 70%, Evade 40%, Perception 40%, Persistence 43%, Resilience 49%, Stealth 30%, Survival 40%

Combat Styles
Bite 35%, Unarmed 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	M	T	1D8+2D6	As for Head
Unarmed	M	L	1D6+2D6	As for Arm

Large Hawk

	Dice	Average	1D20	Hit Location	AP/HP
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			

Typical Armour: None

Damage Modifier -1D8

Magic Points 7

Movement 16m flying

Strike Rank +3

Traits: Flying

Skills: Athletics 90%, Evade 90%, Perception 110%, Persistence 31%, Resilience 22%, Stealth 100%, Survival 40%

Combat Styles

Bite 35%, Claw 50%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	S	T	1D4-1D8	As for Head
Claw	S	T	1D6-1D8	-/2

Giant Hawk

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+21	42	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
			18-20	Head	3/15

Typical Armour: Feathers. No Armour Penalty

Damage Modifier +2D10

Magic Points 11

Movement 20m flying

Strike Rank +3

Traits: Flying, Formidable Natural Weapons

Skills: Athletics 90%, Evade 90%, Perception 110%, Persistence 43%, Resilience 95%, Stealth 75%, Survival 40%

Combat Styles

Bite 65%, Claw 80%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	H	L	1D8+2D10	As for Head
Claw	H	VL	1D6+2D10	As for Claw

Horse

	Dice	Average	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

Damage Modifier

+1D10

Magic Points

11

Movement

16m

Strike Rank

+2

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 60%, Persistence 43%, Resilience 61%, Survival 20%

Combat Styles

Kick 40%

Weapons

Type	Size	Reach	Damage	AP/HP
Kick	M	M	1D6+1D10	As for Leg

Combat Notes

Horses can kick with their hind legs and rear and bash with their 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.

and it suffers falling damage as though falling from 3 metres before the lioness then inflicts a killing bite.

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.

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

Mammoth

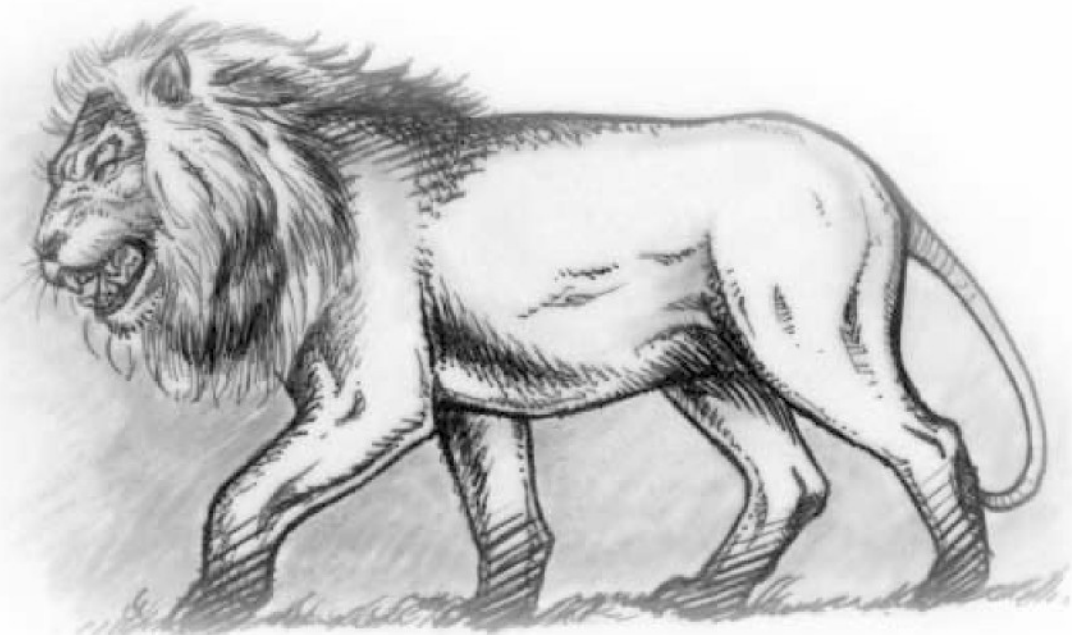
Mammoths are closely related to elephants and far less common. They are built much like elephants, save that they have larger heads and tusks, smaller ears and a coat of thick fur. They usually travel in herds and live in arctic and sub-arctic steppes. A mammoth stands a little more than four metres 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.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Hind Leg	2/6
CON	3D6	11	4-6	Left Hind Leg	2/6
SIZ	2D6+12	19	7-9	Abdomen	2/7
INT	5	5	10-12	Chest	2/7
POW	3D6	11	13-15	Right Front Leg	2/6
DEX	3D6+6	17	16-18	Left Front Leg	2/6
	—	—	19-20	Head	2/6

Damage Modifier	+1D8
Magic Points	11
Movement	12m
Strike Rank	+2

Combat Styles
 Bite 60%, Claw 60%

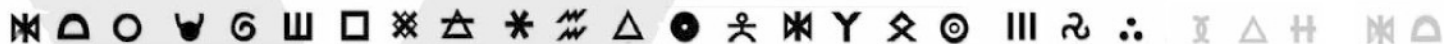
Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8+1D8	As for Head
Claw	M	M	1D6+1D8	As for Leg

Typical Armour: Fur, (AP 2)

Traits: Night Sight

Skills: Athletics 70%, Evade 45%, Perception 55%, Persistence 43%, Resilience 43%, Stealth 50%, Survival 40%



	Dice	Average	1D20	Hit Location	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

Damage Modifier	+4D12
Magic Points	13
Movement	10m
Strike Rank	+2

Typical Armour: Hide and fur. No Armour Penalty

Traits: Trample

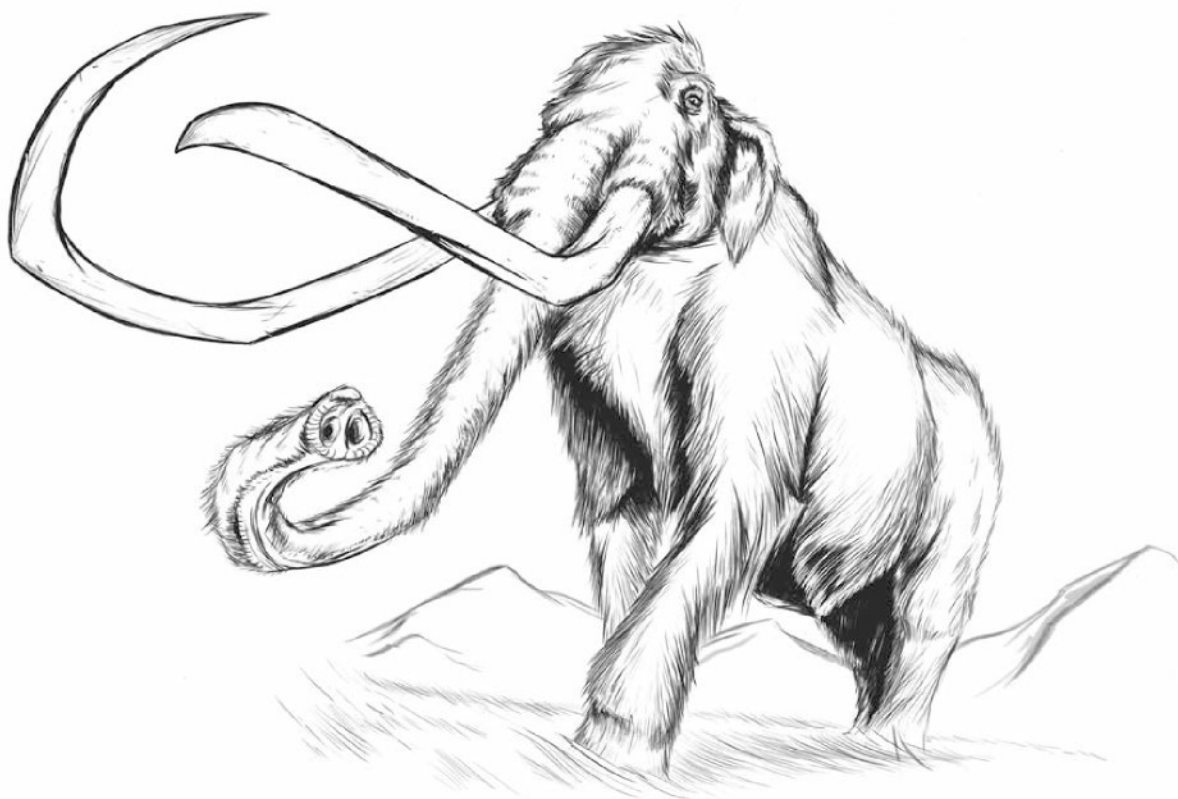
Skills: Athletics 60%, Brawn 90%, Perception 65%, Persistence 49%, Resilience 99%

Combat Styles

Trunk 55%, Trample 50%, Gore 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Trunk	H	VL	Special	As for Trunk
Trample	E	S	4D12	—
Gore	H	L	1D10+4D12	As for Head



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

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Tail	4/8
CON	2D6+9	16	4-8	Hindbody	4/9
SIZ	3D6+12	23	9-13	Forebody	4/10
INT	2	2	14	Right Fin	4/5
POW	3D6	11	15	Left Fin	4/5
DEX	2D6+3	10	16-20	Head	4/8

Damage Modifier	+1D10
Magic Points	11
Movement	14m
Strike Rank	+3

Typical Armour: Hide. No Armour Penalty.

Traits: None

Skills: Athletics 60%, Brawn 40%, Perception 75%, Persistence 43%, Resilience 58%, Swim 100%

Combat Styles

Bite 70%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	L	T	1D10+1D10	As for Head

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
	—	—	19-20	Head	2/9

Typical Armour: Fur. No Armour Penalty.

<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	13
<i>Movement</i>	12m
<i>Strike Rank</i>	+2

Traits: Night Sight

Skills: Athletics 70%, Evade 40%, Perception 60%, Persistence 49%, Resilience 52%, Stealth 80%, Survival 40%

Combat Styles

Bite 55%, Claw 65%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8+1D12	As for Head
Claw	M	M	1D10+1D12	As for Leg

Tiger, Sabre Tooth

	Dice	Average	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 Armour: Fur. No Armour Penalty.

<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+2

Traits: Night Sight

Skills: Athletics 75%, Evade 40%, Perception 60%, Persistence 43%, Resilience 67%, Stealth 80%, Survival 60%, Track 60%

Combat Styles

Bite 55%, Claw 65%, Stab 75%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8+1D12	As for Head
Claw	M	M	1D10+1D12	As for Leg
Stab	M	M	1D10+1D12	As for Head

