

DIATRYMA

ST	22-24	IQ	5
DX	13	MA	22

A bright-feathered flightless bird about 9 feet tall. It is fierce and carnivorous; they are usually found in pairs. Kicks for **1d+1 damage**, or bites for **1d+1**, or does both in one turn at -4 DX for each.

Some nobles breed diatryma for intelligence, and ride them. An IQ 6 diatryma is a fearsome war-steed.



Forest Plains

GREAT APE

ST	20	IQ	7
DX	12	MA	10

The stats are for a big male. Usually found in small bands, the great ape is as big as a gorilla, but aggressive. In HTH or unarmed combat they do damage as though they were humans armed with daggers. They sometimes fight with clubs.



Jungle Forest

BABOON

ST	14	IQ	6
DX	12	MA	10

May be encountered in groups of up to 4d adults, plus juveniles. They may try to steal food or throw fruit, rocks, or dung. If attacked, they will mob their enemies, doing **1d+2 damage** in HTH combat.



Forest Plains

CHIMPANZEE

ST	14	IQ	7
DX	12	MA	10

Found in small groups. Young ones are in demand as pets, bringing up to \$2,000. However, an attempt to kidnap a baby chimpanzee will call down the wrath of the group – which may very well stalk you and attack you later. A chimpanzee does **1d+1 damage** in HTH combat.



Forest

MOB APE

ST	3	IQ	6
DX	16	MA	8/10

Cat-sized, long-limbed apes, dappled brown with a darker brown ruff around the neck. Found in bands of several dozen; they hunt by dropping from trees onto their prey. They can be very hard to see as they lie in wait. They bite for **1d-2 damage**. Swinging through the trees, a "mobber" has MA 10 or more; on the ground, MA 8.



Forest

CAVE BEAR

ST	30-40	IQ	5
DX	10	MA	8

This is a 2-hex creature. It does **3d-1 damage** in regular or HTH combat. Its dark brown fur stops 2 hits. Cave bears are bigger than modern Earth bears and have a notably shorter muzzle.

Bears may be found singly or, rarely, in pairs. In spring or summer, a mother may be encountered with her cubs, and she will be ferocious in their defense, getting a +1 DX bonus. In winter, bears hibernate.



Forest

Cavem

GRIZZLY BEAR

ST	20-30	IQ	6
DX	11	MA	10

This is a 2-hex creature. It does **2d+2 damage** in regular or HTH combat. Its brown fur, silver-tipped on big males, stops 2 hits.

Bears may be found singly or, rarely, in pairs. In spring or summer, a mother may be encountered with her cubs, and she will be ferocious in their defense, getting a +1 DX bonus. In winter, bears hibernate.



Forest

POLAR BEAR

ST	20-30	IQ	6
DX	12	MA	10

This is a 2-hex creature. It does **2d+2 damage** in regular or HTH combat. Its white fur makes it very hard to see in snow or ice, and stops 2 hits. A smart hunter, dangerous to humans! The stats above are for a male. Females are smaller (ST 15-25).

Usually found singly. In spring or summer, a mother may be encountered with her cubs, and she will be ferocious in their defense, getting a +1 DX bonus. Polar bears do not hibernate like most bears, though pregnant females dig dens and become somnolent.



Arctic

BLACK BEAR

ST	20	IQ	6
DX	11	MA	8

It does **2d damage** in regular or HTH combat. Its fur stops 2 hits.

Unlike larger bears, the black bear can and will climb trees.

Bears may be found singly or, rarely, in pairs. In spring or summer, a mother may be encountered with her cubs, and she will be ferocious in their defense, getting a +1 DX bonus. In winter, bears hibernate.



Forest



LION

ST	24	IQ	5
DX	14	MA	12

A 2-hex creature.

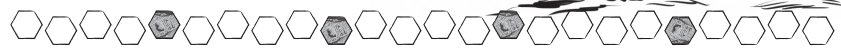
Lions are usually found in groups called prides: a male (who protects the pride from hyenas), 1d females (who do the hunting) and 1d cubs. A few lions, usually single males, become man-eaters and deliberately seek human prey.

It does **2d damage** in regular combat, **2d+1** in HTH. Its fur stops 1 hit.



Plains

Desert



TIGER

ST	24	IQ	6
DX	15	MA	12

A 2-hex creature.

Tigers are almost always encountered singly. Their bold stripes are good camouflage in their native forest and jungle. A tiger may become a man-eater and terrorize the local villages.

It does **2d damage** in regular combat, **2d+2** in HTH. Its fur stops 1 hit.



Jungle Forest



SABERTOOTH TIGER

ST	30	IQ	5
DX	13	MA	12

A 2-hex creature.

Sabertooths are almost always encountered singly. Their fur is golden with a faint darker striped pattern, perfect for hiding in long grass.

It does **2d+1 damage** in regular combat, and bites for **3d** in HTH. Its fur stops 1 hit.



Plains



MOUNTAIN LION

ST	18	IQ	6
DX	15	MA	12

Mountain lions, also called panthers, are almost always encountered singly. They are usually a creamy golden color. Their nighttime wowl is terrifying.

It does **2d-2 damage** in regular combat, and bites for **2d** in HTH. Its fur stops 1 hit.



Plains
Forest



JAGUAR

ST	12	IQ	6
DX	14	MA	12

Found alone or in pairs. Most jaguars are golden, spotted with black, but some are solid black. The fur stops 1 hit. Bites for **1d+1 damage**, or **1d+3** in HTH.

A jaguar may ambush a traveler by springing from a tree. Only a Naturalist has a chance to see a lurking jaguar before it's too late.



Jungle



CHUPACABRA

ST	5	IQ	12
DX	12	MA	12

The "goatsucker" is a medium-sized canine. They have been described as "mangy, red-eyed coyotes." They are very smart – smarter than most humans! – but it is an animal intelligence. They are crafty and malicious.

The chupacabra feeds on mammalian blood. It bites a sleeping victim, then licks the wound to keep the blood flowing. Make a 4/IQ roll to realize you are being bitten in your sleep, and wake up.

It will not fight except as a last resort. Its weak jaws do **1d-2 damage** and its fur is too thin to act as armor. Encountered singly.



Plains

Cavern

Desert



WOLF

ST	10	IQ	6
DX	14	MA	12

Wolves normally avoid humans; in nature, their prey is deer and small game. But a hungry or frightened wolf may attack, and of course a wolf is a standard illusion for wizards.

Wolves may be found singly or in packs of 2d adults and 1d cubs.

Its bite does **1d+1 damage** and its fur stops 1 hit/attack.



Plains

Forest

Arctic



GIANT SNAKE

ST	12+	IQ	4
DX	12	MA	6

Snakes come in all sizes; these are stats for the largest snake that could reasonably be called a one-hex creature. Does **1d+1 damage** with its bite; some snakes are venomous and do extra harm with their poison.

All snakes are -3 to hit due to their quick, distracting movement. The side hexes of a one-hex snake are considered front hexes. Encountered singly.



Forest
Jungle
Cavem

Swamp



SPITTING COBRA

ST	10	IQ	4
DX	13	MA	8

Can be over seven feet long. Will rise upright to confront a foe, opening its hood. Spits its venom (treat as a thrown weapon), aiming for your eyes. If it hits, roll 3/DX to avoid a direct hit, or take **2d damage** and be blinded for weeks.

The spitting cobra can also bite. It does **1d-1 damage**, plus an extra die of venom damage if the bite damage penetrates armor.

All snakes are -3 to hit due to their quick, distracting movement. The side hexes of a one-hex snake are considered front hexes.

Encountered singly or in pairs.



Forest
Jungle
Cavem

Swamp



GLYPTODONT

ST	30+	IQ	5
DX	10	MA	4*

A 4-hex creature like a huge armadillo with a heavy club tail. The shell stops 4 hits. Does **1d+3 damage** by swinging its tail (use dragon rules).

Not dangerous unless attacked, except during the mating season, when males are bad-tempered and have MA 6. Anything with a hard shell (including armored knights and warhorses) might be seen as competition or, worse, as a love interest.

Encountered singly.



Plains



PLOCKER

ST	4	IQ	5
DX	11	MA	6

A creature of night and darkness which finds its way by echolocation, going "plock, plock" by clicking its forked tongue. Looks like a small black or brown bear with a wide head and a bushy tail. Not dangerous and definitely not good to eat, but since plockers require clean water and eat only wholesome food like fruit and mushrooms, they are a sign of an environment where humans can live.

Encountered singly.



Forest

Cavem



MAULER

ST	16	IQ	6
DX	13	MA	4

A dirty-white, human-tall cylinder with three "arms" that end in hard, fingerless "fists." It can strike with two arms a turn at no DX penalty; each strike does **1d-1 damage**. All their hexes count as front. They do not fall over in combat.

The weak point is the huge multi-pupiled eye at the top of the head. Strike at it at a -3 to hit. Do more than 3 points of damage to the eye, and all the mauler's attacks become unaimed (-4 DX).

They are hostile and carnivorous, and have no treasure unless a recent victim did.

Encountered in small (1d) groups.



Cavern

SCUM BUNNY

ST	2	IQ	4
DX	12	MA	12

Rabbit-sized swamp dwellers with brindled green-and-brown fur which makes them -2 to see, even in the open. They eat plants and carrion, and a hungry mob might attack a weak person, doing **1d-3 damage** with blunt teeth in strong jaws. Wildcats and Uncle Teeth love to eat them. Humans can eat them, too, but they taste like swamp.

Usually encountered singly, but many more will be nearby.



Swamp

SLINKER

ST	2	IQ	6
DX	14	MA	14

Small creatures like a cross between a rat and a monkey. Found in the wild in gangs of 4d or more. Attracted to bright things and will try to steal them – a slinker nest might contain treasure. -3 to strike at a slinker. Bites and claws in HTH for **1d-2 damage**.



Forest

Cavern

Special

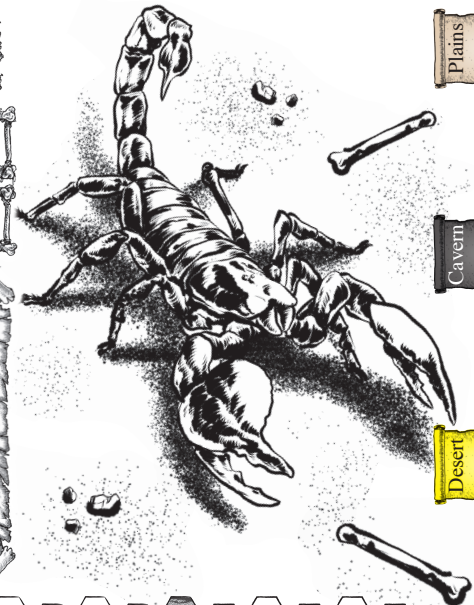
GIANT SCORPION

ST	20+	IQ	2
DX	12	MA	12

Attacks with both claws at once; if they hit, they do **1d damage** and grab you. Your DX is -4 while held. To break away, kill the scorpion or roll ST/4. If you do not break away, the scorpion will attempt to sting you next turn and every turn thereafter until one or the other is dead. Its sting will pierce any armor that stops 2 hits or less. The sting does only **1 damage**, but you must make a 4/ST roll or suffer 2d from the poison.

The chitin of the giant scorpion stops 2 hits.

Encountered singly, but where there is one there will be more.



Plains

Cavern

Desert

GIANT SPIDER

ST	16+	IQ	2
DX	10	MA	12

A man-sized spider. Its bite will penetrate any armor that stops 2 hits or less. The bite itself does only **1 damage**, but the victim must make a 4/ST roll or suffer **2d damage** from the poison.

If you run into a giant spider's web (3/IQ to see it in shadows) you may try to break free (4/ST). Or an edged weapon strike doing 5 damage will cut it. Multiple webs are possible! Encountered singly.



Forest
Jungle
Cavern

GOO

ST	100+	IQ	1
DX	*	MA	1-4

An amoeba the size of an elephant ... Goo has almost infinite ST and no DX (figure initiative as for a slime). A 1- or 2-hex Goo has MA 4, a 3- or 4-hex one has MA 3, a larger one has MA 2. Goo attacks by flowing onto a victim and suffocating it. You can live for two turns under a 1- or 2-hex Goo. Under a larger one you will die at the end of the turn you are engulfed unless the Goo is killed that turn.

Goo is immune to almost everything; it dislikes fire but is not really injured by it. Magic affects it but cannot be expected to kill it. The only way to kill Goo is to hit its nucleus. Any weapon, or a missile spell, will do. Make a 5/DX roll for a small Goo, a 6/DX roll for a medium one, and a 7/DX roll for a larger one.

Encountered singly.



Forest
Jungle
Cavern

GIANT MONITOR LIZARD

ST	20+	IQ	5
DX	13	MA	10

Like a Komodo dragon but bigger. A 2-hex creature. Bites for **2d damage**; hide stops 1 hit. At GM's discretion, bite may be poisoned or cause infection.

Will avoid humans unless hungry. Its natural prey is slightly smaller than human-sized, but dogs and halflings are just the right size for it.

Encountered singly.



Plains
Forest
Jungle
Cavern

ARMORED LIZARD

ST	16	IQ	4
DX	11	MA	10

A man-sized lizard with heavy, colorful scales. Bites for **2d-1 damage**; hide stops 2 hits. More of a carrion eater than a hunter. Its bite may become infected because its mouth is especially filthy with shreds of rotting meat.

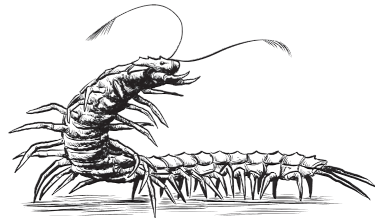
Encountered singly, or in groups around a carcass.



Plains
Forest
Jungle
Cavern

SCOLOPENDRA

ST	*	IQ	2
DX	13	MA	*



A giant centipede. A fast-running predator, at home on the ground, in the trees, and (for at least one species) in the water. Most types hunt by night and hide in a crevice during the day. Only a giant is likely to attack, but one of any size would bite if molested or just surprised.

Size	ST	MA	Bite damage
Baby (6")	ST 1	MA 4	Intense pain
Small (1 foot)	ST 2	MA 8	1 hit, -2 DX
Big (2 feet)	ST 4	MA 12	2 hits, -2 DX
Giant (3 feet)	ST 6	MA 12	3 hits, -2 DX

Even the largest Scolopendra cannot bite through cloth armor, but woe betide you if one finds unprotected clothing or flesh. The damage is from the poison, not the tiny fangs. They are rumored to have poison in their legs as well as their fangs, and if one bigger than a baby simply runs across bare flesh, you will feel intense pain and lose 2 DX for an hour.

Fortunately, they are lone hunters, not swarm creatures.



STONE BEETLE

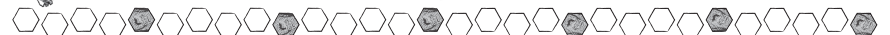
ST	30	IQ	2
DX	10	MA	4



A 3- to 6-foot beetle with a stony metabolism, like a Gargoyle. They are carnivorous, feeding on both carrion and live prey. They like to live near Am Bushes.

Bites for **2d-1 damage**. The rocklike carapace stops 5 hits of damage.

Found singly or in small (1d) groups.



CRABMAN

ST	3-12	IQ	3
DX	10	MA	8



A huge crustacean with two big walking legs and two huge claws. The effect is of an armored humanoid, ranging from child-size to bigger than most humans. But they are just crabs. A small one might have armor that stops 1 hit, and do **1d-1 damage** with each claw (and each claw can make a separate attack). A big one might stop 2 or even 3 hits and do **1d+2 damage** with each claw.

Crabmen forage along the shore in small (1d+2) groups, eating whatever they can find, which will include you if you can't escape or defend yourself. But crabmen are delicious, too.



CROCODILE or ALLIGATOR

ST	20+	IQ	5
DX	12	MA	10



A 2- or 3-hex creature. Never found far from water, but moves its full MA on land (and yes, they are faster than they look!) They are carnivores, eating whatever they can find and catch.

Armored scales stop 3 hits/attack. Bite does **2d damage**, give or take a bit depending on the size of the croc. It has a tail attack like that of a dragon, and its front and side hexes are figured the same way.

Encountered singly. A female might be protecting a nest with dozens of foot-long young, and she will be especially fierce.



AM BUSH

ST	6-10	IQ	1
DX	12	MA	0

An ordinary-looking bush that fires pods full of poisonous gas. It has at least 100 pods, and fires 10/turn at any movement within 3 MH (treat as a thrown weapon attack). The bush may hold its fire until victims are really close; they're better fertilizer that way. Each pod that strikes does **1d-2 damage**; breath-holding and armor do not help. If the bush is killed, its remaining pods lose their potency almost immediately.

Might be found singly or in groups of 1d+1 plants.



Plains
Forest

Cavern

BLOODTREE

ST	10	IQ	1
DX	*	MA	0

To push through hanging branches, or roots that have penetrated a tunnel roof and grown spines, roll 3/ST. If you fail to push through, you are trapped, and hundreds of spines draw your blood at 1 ST per turn. Armor protects for one turn only.

Once trapped, the roll to escape is 4/ST, on current ST – which is constantly being sapped by the tree!

Each hex of root or branches has a ST of 10; when this is reduced to 0 by swords or axes, the hex is cleared. Fire does not harm Bloodtrees, though lightning does.

May be found singly or in groups of 1d-1 plants. They are predators, so they are not common in any one place.



Forest

Cavern

MOOSE

ST	24	IQ	5
DX	11	MA	14

The moose is a large, heavy-bodied deer with palmate antlers. It is native to cold forests. Moose are strong and bad-tempered, and dangerous to approach. They are slow-moving by habit but can easily outrun you. A moose is a 2-hex creature. It can kick or stamp for **1d+2 damage**, and can easily kick into any adjacent hex.

Moose are most likely to be found singly, but sometimes gather in small (2d) herds, and a mother may be found with her calf.



Forest

DEER and ANTELOPE

ST	2-24	IQ	5
DX	11-12	MA	8-20+

Deer and antelope of all sizes are plentiful on Cidri, ranging from tiny (a couple of pounds) to giants weighing a ton. Most deer are one-hex creatures weighing 100-200 lbs. They graze and browse. Depending on the type, they may be found singly, in small groups (1d) or in huge herds of 1d x 100 or more.

Male deer may be aggressive during mating season, and female deer may be protective of fawns, but in general they will flee if they see humans. If a deer attacks, it may bite (up to **1d damage** for a big deer) or kick/stamp (up to **1d+2**).



Plains

Forest

Jungle

SIDEWAYS DEER

ST	12?	IQ	5
DX	12?	MA	16

These creatures are a mystery. Seen from the side, they are medium-sized deer with faint brown stripes. If they see you, they turn to face you . . . and from front or rear, they vanish!

Some hunters report that they can be slain by arrows and make a nourishing meal; others insist that accurate shots pass through them without effect.

Encountered in small herds (2d).



Forest



DRAGONET

ST	4	IQ	6
DX	14	MA	14

A dragonet looks and acts like a foot-long dragon. They fly, breathe fire, and like treasure, though they are only as smart as a dog. Adults cannot be tamed, but an egg is worth \$1,500.

Encountered singly or in groups of 1d+2. They will attack a weak party to steal treasure; they might be appeased if you leave something and run.

A dragon will kill or drive away dragonets, since they would rob from him.

In combat, a dragonet will stay airborne (the 14 MA is for flight). It will bite, breathe fire, or both against the same foe. The dragonet must be in your hex to attack you, so if someone else attacks it and misses, they must roll to miss you. If it hits with its bite, it does **1d damage**; its fire-breath also does **1d**, at a cost of 1 ST to the dragonet.



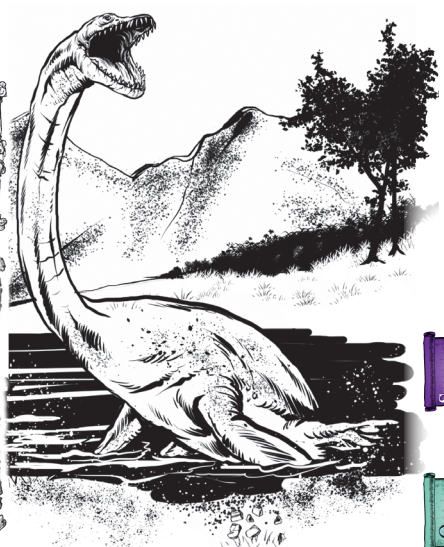
UNCLE TEETH

ST	50+	IQ	6-7
DX	13	MA	10

A long-necked plesiosaur found throughout Cidri. Its normal prey is fish; in swamps, it loves scum bunnies. Near human haunts, they become accustomed to man and are not dangerous when treated with respect (hence the name). Big wild ones can be a menace.

A full-grown one has a rounded body 4 hexes in size, four flippers, and a stubby tail. Its long neck can strike, snake-fast, three hexes away, and its long snout is full of sharp teeth that do **2d damage**.

Reptile men, and occasional others, have tamed Uncle Teeth as guards and war-mounts.



Swamp

Ocean



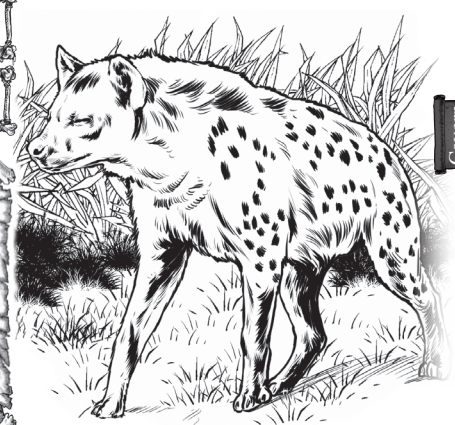
HYENA

ST	14	IQ	6
DX	10	MA	12

A hyena looks like a burly, short-faced wolf with longer front legs than rear. In fact, they are closer to cats than to dogs. Hyenas can hunt for themselves, but also eat carrion, and they will try to drive weaker hunters away from a fresh kill. They can be very vocal, and their calls include a creepy yipping "laugh."

The bone-crushing bite does **1d+2 damage**. The fur stops 1 hit.

Found singly or in roving packs of 2d hunters. The den may have 1d young.



Plains

Cavern

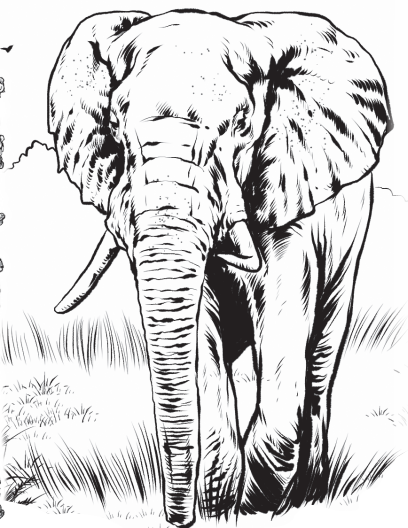


ELEPHANT					
ST	50+	IQ	6-7		
DX	13	MA	14-16		

An adult elephant is a 10-hex creature. It can stomp for **3d damage** or strike with its trunk (range 2 hexes) for **2d**. Its heavy skin stops 2 hits.

There are many species of elephant and mammoth. Most are large; all are smart. Elephants have been tamed and used both as beasts of burden and as war animals.

In most elephant species, adult males are found singly, and females and young gather in herds of 3d or larger.



RHINOCEROS					
ST	40	IQ	6		
DX	12	MA	14		

A heavy-bodied herbivore, usually with one or two nose horns. A rhino is a 10-hex creature. It can stomp and gore for **3d damage**. Its heavy, fibrous skin stops 3 hits.

Rhinos are best avoided. They will sometimes ignore humans, but sometimes they will charge.

Found singly or in herds of 2d rhinos.



HIPPOPOTAMUS					
ST	40	IQ	6		
DX	11	MA	12		

Large water-living mammals with thick hide and huge teeth.

Hippos are very dangerous. They are unpredictable and often aggressive toward walkers and even small boats. They stomp and bite for **3d damage**; their hide stops 2 hits.

They live in rivers and go inland to feed on grass. A river area may contain dozens or hundreds of hippos; when inland they may be found singly.



ZOMBIE					
ST	*	IQ	0		
DX	*	MA	*		

An undead humanoid corpse animated by a wizard, using the Zombie spell. Its ST is what the wizard gave it when the spell was cast, and its DX is 2 less than it had when living. Its MA depends on its armor, and its weapons (if any) determine its **damage**.

A zombie under its master's control will disbelieve illusions with the master's IQ. An uncontrolled zombie will not even perceive the illusion.

Zombies decay at 1 ST per day unless they wear a Zombie Ring; with such a ring they can last indefinitely. A zombie with no flesh is a Skeleton.



SKELETON

ST	*	IQ	2
DX	*	MA	*



An undead humanoid skeleton animated by a wizard, using the Zombie spell. Its ST is what the wizard gave it when the spell was cast, and its DX is 2 less than it had when living. Its MA depends on its armor, and its weapons (if any) determine its damage.

A skeleton under its master's control will disbelieve illusions with the master's IQ. An uncontrolled skeleton will not even perceive the illusion.

Skeletons decay at 1 ST per day unless they wear a Zombie Ring; with such a ring they can last indefinitely. Skeletons are immune to arrows (which pass right through) but any single hit doing 8 or more points of damage will totally shatter and destroy a skeleton.

Cavern

EARTH ELEMENTAL (GNOME)

ST	*	IQ	8
DX	11	MA	8



Usually looks like an animated statue. May be made of earth, stone, or even metal. Endlessly patient, earth elementals are often left as guardians.

Immune to fire attacks.

An elemental has the ST its creator gave it. For a randomly encountered elemental, roll 3d for ST for a larger elemental, 2d for a smaller one.

See *ITL* p. 86 for combat rules.

Found singly.

Cavern

AIR ELEMENTAL (SYLPH)

ST	*	IQ	8
DX	12	MA	20



An intelligent magical whirlwind. Rare and often not hostile, though only rarely will it actually be friendly.

Immune to fire, lightning, and physical weapons.

An elemental has the ST its creator gave it. For a randomly encountered elemental, roll 3d for ST for a larger elemental, 2d for a smaller one.

See *ITL* p. 87 for combat rules.

Found singly.

Plains

FIRE ELEMENTAL (SALAMANDER)

ST	*	IQ	8
DX	13	MA	10



A being of pure flame – showy, fickle, and dangerous. May be found in any terrain with lava pits, forest fires, or great fireplaces.

Immune to fire, lightning, and ordinary weapons. Enchanted weapons do half damage (round down). Attacks by water elementals do double damage.

An elemental has the ST its creator gave it. For a randomly encountered elemental, roll 3d for ST for a larger elemental, 2d for a smaller one.

See *ITL* p. 87 for combat rules.

Found singly.

Special

WATER ELEMENTAL (UNDINE)

ST	*	IQ	8
DX	12	MA	10*



Found only in wet places. May appear in a form of pure water, of live steam, or of ice. May have a neutral attitude, or may be maliciously murderous.

An elemental has the ST its creator gave it. For a randomly encountered elemental, roll 3d for ST for a larger elemental, 2d for a smaller one.

Water elementals have MA 16 in water. Only in icy form is the Undine affected by non-magical weapons. Magic weapons do only half damage to steam or water forms. Fire and lightning do double damage to all forms..

See *ITL* p. 87 for combat rules.
Found singly.



Swamp

Ocean

Special

BARE OWL

ST	2	IQ	6
DX	13	MA	20



A large owl with big yellow eyes and huge yellow feet. Its pink body is covered only with a gray-white down, except for long black flight feathers on the wings and tail and an unkempt brush around the ears. It is hideous!

If a weak party of travelers enters its woods, it will follow them silently until they sleep. Then it will hoot to call predators and – it hopes – feast on the leftovers.

They can be tamed, but they are so ugly that nobody would keep one except as a deliberate tool of intimidation. They will not attack humans.

Encountered singly.

Forest

GIANT WOLVERINE

ST	50+	IQ	6
DX	13	MA	12



A regular 50-pound wolverine can make a bear back away from its kill. A giant wolverine can make a bear *run*. Its talons are fierce, but its main attack is its bite, doing **2d-1 damage**. It is a four-hex creature. Its pelt stops 2 hits (and is warm and sheds frost, for those who are tough or lucky enough to wear it).

If tracked by a giant wolverine, good luck. It handles rough terrain with ease, climbs any tree that will hold it, and even swims if it's really hungry.

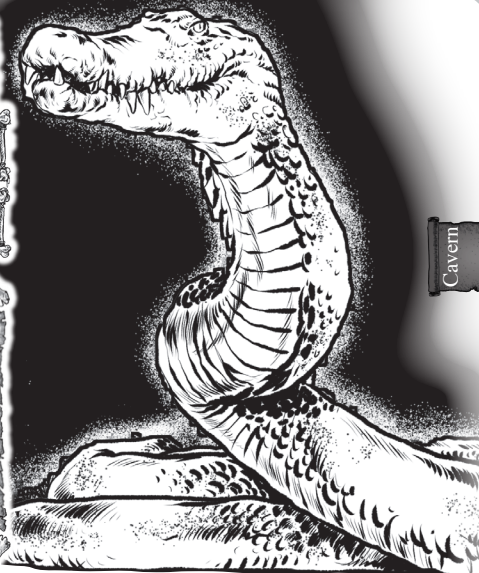
Found singly, and a good thing, too!



Forest

APEP

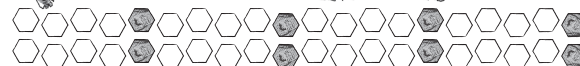
ST	40	IQ	8
DX	11	MA	6



A magical creature, reptilian in nature; it was known to the Egyptians. It looks like an enormous snake, six hexes long and one wide, with the head of a crocodile. However, only those with Mage Sight will ever see Apep alive. Its hexes, plus one hex in every direction, are in permanent magical shadow.

Its bite does **2d damage**, and it is -7 to hit (3 for its snaky nature, 4 for being in darkness). It will not communicate or deal with travelers. It's just hungry.

Found singly, and quite rare.



Cavern

HORSE

ST	14-26	IQ	5-6
DX	11-14	MA	20-24+

Horses are the favorite riding beast of humans and most related races. Stats are highly variable. Horses are not terribly smart, and most are sometimes panicked by things as trivial as fluttering leaves, but they are willing steeds and fond of people.

Large herds of wild horses are found on the plains – typically one adult stallion and 2d mares and young. The quality of a wild-caught horse is highly variable, but a good one might be ST 20-22, DX 13 IQ 5 MA 24, kicking for **1d+1 damage**.



Plains

Special

WARHORSE

ST	28	IQ	6
DX	13	MA	24



The great warhorse of the chivalry is so different from a common riding beast that it is almost a different species. The stats given above are minimums; no creature of lesser quality is worth the training. An IQ 7 warhorse is a pearl beyond price.

See *ITL* p. 88 for much more about warhorses. The important points are that they are loyal to their masters and vicious to others; that they are not easily frightened; and that the rider must give a lot of time to the horse to keep it well trained and loyal.

A warhorse can kick for **2d+1 damage**, bite for **1d+1 damage**, or both in one turn at -4 DX, while leaving the rider free to use lance, sword, or mace at will.

Special

MULE

ST	22-28	IQ	6
DX	14	MA	20

A mule is the offspring of a horse and a donkey. They are better pack animals than horses, due to their surefootedness and calm temper. Mules can be led underground, where horses cannot. If angered, though, a mule can kick like a horse for **1d+1 damage**.

Mules are not found in the wild. If you encounter a mule, either it has wandered away or some mishap has befallen the owner.



Special

COLD HORSE

ST	20-24	IQ	5-6
DX	12-13	MA	24

If you encounter a strong, healthy horse that is cold to the touch, you have found a Cold Horse. There are many stories about Cold Horses (see *ITL* p. 88), and the GM will decide which ones, if any, are true – but certainly they are magic in some way.

Cold Horses are found singly, if at all.



Special

INDRI (*Indricotherium*)

ST	40-60	IQ	5
DX	12	MA	12

A member of the rhino family, now extinct on Earth. It looks something like a big, heavy-headed horse – 30 or more feet long, and 12 feet or more at the shoulder. They require a lot of grazing territory, and are rare and slow to breed. Adults have no natural enemies, and guard their calves protectively.

They are sometimes ridden by giants. They can stamp and kick for **3d damage**, and their hide stops 2 hits. An 8- to 10-hex creature.

Encountered in small groups (1d).



Plains

WILD BOAR

ST	30	IQ	6
DX	12	MA	14

Wild pigs can vary greatly in size. This is a ferocious adult male.

They are omnivores, and dig very destructively for roots, bulbs, and small burrowing prey; they also enjoy berries, fruit, carrion, and human garbage.

A 2-hex creature. Bites, slashes with tusks, and stamps for **2d damage**.

Big males are encountered singly. Herds of females and piglets may number 3d.



Forest

MINIPUS

ST	4-6	IQ	6
DX	13	MA	8

Is this the young of the intelligent octopus, or a separate species? No one knows. They have fist-sized bodies and a tentacle reach of about 18 inches. They change color rapidly.

A gang of minipus may be fearful, curious, or hostile; make a regular reaction roll. If they are hostile, they will try to enter HTH combat (and many can do so at once). They bite for **1d-1 damage**.

Found in gangs of 2d+2, never far from water.



Swamp

OGRE

ST	25-40	IQ	6
DX	9-10	MA	10

The forebears of the Giants. For game purposes, they are stupid, vicious giants. They fight only with huge clubs, and wear little or no armor. They attack anything they think they can kill; they eat their victims and keep anything of obvious value.

Usually found alone; sometimes a group of 1d might be encountered.



Forest

Cavern

SASQUATCH

ST	18	IQ	10
DX	14	MA	12

A large, shy, hairy humanoid. They have nothing of value and wish only to be let alone. They have the Talents of Acute Hearing, Naturalist, Silent Movement, Tactics, and Tracking, so they are very hard to locate! They may be curious about strangers and follow them to see what they are up to, but if molested, they can conduct guerrilla warfare on their foes, often in a very nasty way. They fight bare-handed or with a club.

In arctic climes live the Yeti: similar, but bigger, and with a mean streak. Don't mess with the Yeti.

Either might be found singly or in small (1d) groups.



Forest

Arctic

LONG LANKIN

ST	16	IQ	9
DX	14	MA	12

This striding horror is found in dark, wet places. It moves silently and climbs with speed and skill.

Its ripping claws do **1d+3 damage** in regular or HTH combat; its horned scutes stop 2 hits. Long Lankin does not perceive illusions at all, can see perfectly in darkness, and can see invisible things and creatures.

It fears flame; fire does no special damage to it, but Long Lankin might retreat from a torch even in a child's hands.

Found singly.



Cavern

Swamp

GHOUL

ST	10-20	IQ	8
DX	10-11	MA	10

Loathsome humanoids which feast obscenely on the dead – and not just the freshly dead. They sometimes use weapons, but enjoy killing with their clawed hands (treat as a dagger in regular or HTH combat). They hate and fear light but react to it with anger, not terror. Their other habits are too disgusting to mention.

Encountered in groups of 2d adults. Their offspring are a mystery.



Cavern

Special

BASILISK

ST	10	IQ	8
DX	8	MA	12

A typical Basilisk looks like a fat, ugly lizard a yard long. Its bite does **1d damage**, but its real danger lies in its psychic powers. Each turn that it stands still or moves only 1 hex, a basilisk may attempt to "freeze" any one being within 5 MH and line of sight. This ability works like the Freeze spell but at no ST cost. It works automatically unless the victim makes a 4/IQ saving roll. Frozen victims remain so unless freed by the basilisk's will, by its death, or by Remove Thrown Spell.

In nature they use this ability to capture prey. Being intelligent, they may ally with other beings. A basilisk does not object to power and wealth, but its main desire is comfort and seven square meals a day.



Forest

Cavern

HYDRA

ST 30 DX 12 IQ 8 MA 8

ST 60 DX 13 IQ 10 MA 8

A reptilian monstrosity. A Hydra has 1d+1 heads, some or all of which may have poison fangs. Each head may attack a different figure each turn, or try to disbelieve one illusion. It's only a traveler's story that the Hydra grows new heads to replace those cut off, but it is dangerous enough anyhow.

The first stats above are for a "small" hydra, represented by a 4-hex dragon counter. Each head bites for 1d+1 damage plus poison if any.

The second stats above are for a larger hydra, represented by a 7-hex dragon counter. Each head bites for 1d+3 damage plus poison if any.



Forest

Cavern

VAMPIRE

ST 14-20* IQ 8-14*

DX 8-14* MA *



Vampirism is caused by a contagious virus. The stats of the vampire are the same as before infection, except for ST, which is increased by 6! They are dangerous because they need humanoid blood at least every week.

Vampires can levitate – an automatically successful Flight spell with no ST cost. This does not work in daylight, and vampires have -4 DX by daylight.

Vampires heal a hit of physical damage every other turn unless the wound was made by a silver weapon. If a vampire is not staked through the heart when killed, it has a 4/ST roll (on original human ST) to rise again the next day. It *does* lose 5 attribute points for dying.

See *ITL* p. 83 for more about vampires.

WEREWOLF

ST 16-28* IQ 6+

DX 5-11* MA *



Lycanthropy is caused by a contagious virus. The werewolf occasionally changes into a hairy, bestial form. ST doubles while in were-form, DX is -3, and IQ is halved or reduced to 6, whichever is greater.

A werewolf will go into were-form every four weeks, involuntarily. This lasts a full day. If, *in the GM's opinion*, the werewolf is a "good" person, they will be able to control their bestial desires. An evil or indifferent person *must* attempt to commit at least one murder.

Werewolves in were-form heal a hit of physical damage every other turn unless the wound was made by a silver weapon.

See *ITL* p. 83 for more about werewolves.

CAMEL

ST 24-28 IQ 5

DX 12 MA 20



The riding beast of choice in dry areas. They are less reliable than horses, and less easy to get along with, but they need much less water! Plainsmen breed them as others do horses; there are racing camels, war camels, beasts of burden, and so on.

In the wild, they may be found in small groups (2d) or, occasionally, great herds.

Kicks for 1d+1 damage. Will not bite in combat, but may do so as a surprise attack (1d) if displeased with its rider. They also spit, foully.

Plains

Desert

TROLL

ST	30-60	IQ	8
DX	10-11	MA	8

No weapons. Strikes with its hands for **2d damage** in regular or HTH combat.

Any damage done to a troll by a torch or flaming weapon is permanent, but all other damage heals at 1 hit per turn. The only way to kill a troll permanently is to burn its body after it dies.

Trolls are usually found singly, or sometimes in pairs.



Cave

DIRE WOLF

ST	16	IQ	5
DX	12	MA	12

Bite does **2d damage**.

Dire wolves may be encountered singly or in packs of 2d adults. If a den is found, there may be 1d+1 cubs present.



Forest

Arctic

The Fantasy Trip™

Notes