

CREATURE COMFORTS



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A collection of creatures to use in Worlds Without Number for those who want a more classical setting it includes some standard stuff from various RPG's and mythology as well as a few more unusual creatures.

CONTENTS

3	Animals
4	Giant Animals
6	Trolls
7	Orcs
8	Dragons
9	Mythological Creatures
10	Other Stuff

ANIMALS

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Bear	5	14	+5	1D8	1/13	40	8	7	+1	13+
Buffalo	4	13	+2	1D8	1/14	40	8	6	+1	14+
Cobra	1	11	+3	1	0	5	5	7	+1	15+
Crocodile	4	14	+4	1D8	1/14	30	8	6	+1	13+
Python	3	13	+2	1D8	1/14	5	6	7	+1	14+
Rhino	5	15	+4	1D10	1/15	40	8	7	+1	13+
Tiger	3	13	+5	1D8	1/13	40	8	6	+1	13+
Wild Boar	1	13	+2	1D6	1/12	30	6	7	+1	15+
Wolf	2	13	+4	1D6	1/12	40	8	6	+2	14+

Bear	Will normally avoid people unless food is in short supply when they may enter human communities looking for food will only attack if threatened though will chase anyone that runs away from it, those in areas with few humans may be more aggressive.
Buffalo	Aggressive herbivore usually found in large herds will often attack if approached more so than most herbivores.
Cobra	Represents any venomous snake will generally avoid people and only bite if someone gets too close to it, venom will rarely cause serious injury normally the only snakes with very harmful venom are found in deserts and other places with limited amounts of prey.
Crocodile	An ambush predator a 15 foot long crocodile can hide in water a foot deep they will often try to drag their target into the water and drown it. If they succeed in hitting an opponent the target must roll a physical saving throw to avoid being dragged into the water they can then make a saving throw each round to get free but these are at -2. On land they are far less aggressive and will normally retreat to the water if threatened.

Python	Not normally large enough to threaten a human they constrict their prey once they have scored a hit they will hit automatically on each subsequent round.
Rhino	Some are more aggressive than others but will normally ignore humans unless attacked or surprised at which point they may either charge or flee.
Tiger	A solitary ambush predator will normally avoid humans unless food is in short supply if encountered they will retreat into cover rather than attack.
Wild Boar	Will avoid conflict unless protecting their young though they may turn and fight if pursued normally found in small family groups.
Wolf	Found in family groups of up to 30 individuals will normally avoid people unless food is scarce when they may move into civilised areas looking for an easy meal. They hunt as a group surrounding their prey and attacking in unison if the leader decides to flee then they all will.

Most animals unless in very remote areas will avoid people herbivores may attack if you get too close to them but will not continue the attack if you retreat carnivores however will normally pursue anyone that runs away from them.

GIANT ANIMALS

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Giant Ant	3	15	+2	1D6	1/12	30	10	4	+2	14+
Giant Bats	1	13	+1	1D4	-	50	6	8	+1	15+
Giant Beetles	3	15	+1	1D6	1/12	30	8	7	+1	14+
Giant Scorpion	3	15	+2	1D6	1/13	30	9	7	+1	14+
Giant Spider	2	14	+2	1D6	1/12	40	8	6	+2	14+
Giant Rat	1	13	+1	1D4	-	30	5	8	+1	15+
Giant Wasp	2	13	+2	1D6	1/12	40	6	6	+1	15+

- Giant Ant** Potentially contacted in huge numbers but usually a few individuals when defending a nest they will fight to the death never retreating. Hunting parties have occasionally attacked human settlements causing great devastation.
- Giant Bats** Fast moving though normally not aggressive unless vampire bats 10% of them carry diseases that can be transmitted to those they bite. Missile attacks against them are at -2 because of their small size and high manoeuvrability.
- Giant Beetles** Very variable in size some can squirt foul smelling goo up to 30 feet that causes severe nausea for 20-CON combat rounds, some are hunted for their brightly coloured shells which are used for decoration and sometimes worn as armour.
- Giant Scorpion** Dangerous predator if it scores a hit its victim must roll a physical save or be caught in its pincers it will then make a free attack with its stinger getting an extra +1 to hit its venom causes paralysis for 20-CON minutes unless the victim makes a physical saving throw.
- Giant Spider** Some chase their prey other use webs if caught in a web then roll a physical save to extract yourself can try again in subsequent rounds but with -1/round modifier to the roll webs are very flammable though possibly not the best way to free yourself from a web. Their bite is venomous they victim must make a physical save or be paralysed for 20-CON minutes. The stats are for a wolf sized spider there are rumours of huge creatures larger than an elephant which are quite intelligent.
- Giant Rats** Not very dangerous unless encountered in huge swarms 10% of then carry diseases they are quite common in many cities. They will normally avoid humans unless in a large swarm which will attack anything it encounters.
- Giant Wasp** An aggressive predator its sting causes paralysis for 20-CON minutes they are capable of carrying a normal sized human away to their nest, they will fight to the death in defence of their home.

This covers a few basic examples venom is very variable and saves should be adjusted depending on its potency.

TROLLS

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Cave Troll	4	14	+3	1D8	1/14	30	9	8	+1	13+
Great Troll	5	15	+4	Wpn	Wpn	30	9	5	+2	12+
Hill Troll	3	14	+2	Wpn	Wpn	30	8	6	+1	14+
Ice Troll	3	14	+2	1D6	1/13	30	9	7	+1	14+
Water Troll	3	14	+2	1D6	1/13	30	8	8	+1	14+

Cave Troll	The traditional troll solitary and aggressive they can regenerate 1pt of damage each turn and get +2 on all physical saving throws.
Great Troll	A very secretive race of highly intelligent trolls they can learn magic and skills like other races which they tend to avoid they are not necessarily aggressive if encountered, they are sometimes found leading groups of hill trolls. They have the ability to make most types of armour and weapons as well as other items that they might need. They regenerate like most other trolls and get +1 on physical saving throws.
Hill Troll	Living in large family groups they are more intelligent than other trolls using crude weapons such as clubs, spears and slings they also have a few shamans with basic magical abilities they regenerate like cave trolls and get +1 on physical saving throws.
Ice Troll	They live in small groups in cold climate areas -1 on roll's to spot them in snow like cave trolls they regenerate and get +2 on physical saving throws.
Water Troll	An aquatic form of troll living in small groups they will try to drag victims into the water and drown them. If they hit an opponent the opponent must make a physical saving throw or be dragged into the water once in the water further saving throws are at -1. They get the +2 on physical saving throws but do not regenerate.

ORCS

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Assassin	2	13	+2	Wpn	Wpn	30	8	5	+3	14+
Chieftain	5	15	+4	Wpn	Wpn	30	8	6	+2	13+
Shaman	2	13	+2	Wpn	Wpn	30	7	5	+3	13+
Veterans	3	14	+3	Wpn	Wpn	30	8	6	+1	13+
Warrior	2	13	+2	Wpn	Wpn	30	7	7	+1	14+

Assassin	Armed with poisoned weapons they are often sent to attack enemy leaders they have the Assassin focus.
Chieftain	The leader of an orcish clan bigger and meaner than other orcs will have the best equipment available may have acquired some magic items.
Shaman	An orc that can caste spells quite rare but highly prized by those clans that have them.
Veterans	Like the warriors but more experienced often with better quality equipment a chieftain would have some of these as his bodyguard.
Warriors	Standard orcish troops weapons and armour are normally crude but effective they will generally attack anything that gets in their way.

While not noted for their intelligence some orcs notably the assassins and shamans can show much subtlety and no chieftain would survive long without some degree of intelligence, progression in orcish society largely comes from killing your superiors so only the strong ever live for long.

Orcs normally favour swords, spears, bows and leather armour assassins favour poisoned daggers and throwing knives. Orcs will often loot their victims so the available equipment can vary a lot depending on how successful they have been.

Occasionally a chieftain will unite several clans under their leadership these chieftains would be bigger and tougher than normal.

Orcs are often found serving assorted evil forces as all they really want in life is the chance to cause mayhem and chaos.

DRAGONS

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Fire	8	18	+5	2D6	2/16	30	8	2	+4	12+
Oriental	8	18	+4	2D6	2/16	30	9	2	+5	12+
Water	7	17	+4	1D10	1/16	30	8	2	+4	12+
Wyvern	5	16	+3	1D8	1/14	20	6	8	+2	13+

Fire The classic western dragon they can breathe fire in a cone 50 feet long and 10 feet wide at the end anything within the area takes 3D6 damage -1 for every 5pts of AC the target has and halved if they can make an evasion saving throw. Dragons will often have access to spells and some older dragons could be much more powerful than the given stats.

Oriental These are powerful magic using dragons that can take on human form unlike other dragons they are a force for good in the world.

Water An amphibious dragon that breaths steam instead of fire they do not fly but are otherwise treated as a smaller version of the fire dragon.

Wyvern Not really a dragon but it looks like a small dragon an aggressive predator often encountered in small groups.

All of these that can fly do so at twice their normal movement rate and all except the wyvern are solitary, there are various other types of dragons that breathe acid, poisonous gas and various other stuff these would have stats similar to the water dragon but with the ability to fly.

Fire dragons are well known for their hoards of treasure which can contains vast piles of coins and other items a dragon will defend its treasure to the death.

MYTHOLOGICAL CREATURES

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Centaur	4	13	+3	Wpn	Wpn	40	8	6	+2	14+
Cyclops	7	14	+2	1D10	1/15	30	7	7	+1	14+
Giant	10	15	+4	2D10	2/16	25	7	6	+1	13+
Harpy	2	14	+1	1D6	1/12	30	5	8	+1	14+
Hydra	5	14	+1x6	1D6	1/12	30	8	6	+1	13+
Minotaur	4	14	+3	Wpn	Wpn	30	9	4	+1	13+
Pixie	1	14	+1	Wpn	Wpn	30	6	7	+2	14+
Unicorn	4	13	+2	1D8	1/14	40	9	5	+2	12+

Centaur	Famed archers they get an additional +1 to hit and for damage when using a bow some may have limited magical abilities or access to armour.
Cyclops	A one eyed giant an aggressive creature will attack anything it encounters often have treasure taken from their victim.
Giant	Huge humanoids extremely dangerous and best avoided some are much bigger just add extra dice, a few have magical abilities.
Harpy	Usually encountered in small groups they are very cowardly and will retreat from any foe that stands up to them.
Hydra	A multi headed creature each head can make a separate attack it gets +1 on saving throws vs physical attacks.
Minotaur	Usually armed with a large axe getting +1 to damage roll's due to its strength they also get +1 on saving throws vs magic.
Pixie	Very small winged humanoids they are quite accomplished at magic and like to play tricks on those they meet though are rarely dangerous unless attacked.
Unicorn	Will avoid people except for virgins their horns have the ability to heal 1D6 damage once/turn, they get +2 on saving throws vs magic.

OTHER STUFF

	HD	AC	Atk	Dmg	Shock	Move	ML	Inst	Skill	Save
Dire Wolf	3	14	+4	1D8	1/13	40	9	5	+2	13+
Djinni	4	14	+2	1D6	1/12	40	6	3	+2	12+
Gargoyle	3	16	+1	1D8	1/13	25	10	2	+1	12+
Ogre	4	14	+2	1D10	1/14	30	8	7	+2	13+
Yeti	3	14	+2	1D8	1/12	30	6	7	+1	14+

Dire Wolf A large wolf that has an evil soul will cause as much trouble and harm as it can.

Djinni Can grant wishes though the effects can be hard to predict they are immune to all none magical attacks and can do pretty much anything they want.

Gargoyle Stone statues that can come to life usually used to guard important places or treasure they can fly but with limited manoeuvrability.

Ogre Large solitary and always hungry if they hit someone that person must make a physical saving throw or be knocked over, ogres get +2 on physical saving throws.

Yeti A very elusive creature hard to spot -1 on Notice roll's will normally avoid contact with people.

Hope you can find a use for some of these terrycatton@yahoo.co.uk