

CREATURES OF CHAOS 1



**Scorpion Men
and
Broos**

RUNEQUEST! source pack beta

ray turney

CREATURES OF CHAOS 1

Scorpion Men and Broos

This is the second of a series of pre-rolled monster books, each monster different and each generated by computer to eliminate any conceivable bias. More such works, possibly presenting entire tribes of a specific monster, are planned. These books provide a quick way to use the variety inherent in the RUNEQUEST! system, in which each monster is an independent and unique individual, without the need for extensive preparation by the Referee.

Important: these monsters will be useless to you unless you have available a copy of the RUNEQUEST! rules.

A sample Scorpion Man is shown below, followed by a line-by-line explanation of the character.

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                                SCORPION MAN NUMBER 0
STR 17 INT 4 POW 9 CON 6 DEX 12 SIZ 20
Slins(1D8) 20% Stins(1D6+1D6) 20%
Club(1D10+1D6) 20% Club Parry 25%
Slins SR: 3 Stins SR: 8 Club SR: 7
Defence: 0% Move: 8 TF: 10
No Chaotic Feature
Climbing 30%
                                Right Arm(15-16): 3/2
                                Left Arm(17-18): 3/2
                                Head(19-20): 3/3
                                Right Leg(01): 3/1
                                Right Leg(02-03): 3/1
                                Right Leg(04): 3/1
                                Left Leg(05): 3/1
                                Left Leg(06-07): 3/1
                                Left Leg(08): 3/1
                                Tail(09-10): 3/3
                                Thorax(11-12): 3/3
                                Chest(13-14): 3/4
                                TOTAL.HPS: 8
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LEFT COLUMN

Line 1 - Gives the type of monster, followed by an identification number. Referees may wish to substitute names.

Line 2 - STR, INT, POW, CON, DEX, SIZ are explained in RUNEQUEST!

Line 3, Line 4 -The Attack or Parry percentage which the monster has with the given weapon.

Line 5 - The monster's Strike Rank with given weapons.

Line 6 - The monster's Defence percentage, followed by its Movement class and Treasure Factor, respectively

Line 7 - The monster's Chaotic Feature, if any.

Line 8 - The monster's skills, if any, and their percentage of effectiveness.

RIGHT AND CENTER COLUMNS

A hit distribution table by body area, followed by the monster's total hit points. Note that the listing for Scorpion Men breaks at 14 on the right column and continues 15-20 in the center column, then concludes with the hit point total again on the right: this has no game significance, and was done strictly to save space.

NOTES ON SCORPION MEN

The Scorpion Men are foul, partially human creatures spawned during the malignancies of the Great Darkness, when Chaos oozed into the world and corrupted all that it touched. At that time many creatures elected to join with the evil: the taint of Chaos has lingered upon them long after the Chaos Gods were slain. The Scorpion Men are such a breed.

Scorpion Men are relatively unintelligent, their war-bands reflect a consequent lack of social organization, usually grouping a few followers around one superior individual. Often the grouping is no more than a dominant father and his children.

Reflecting the facts known about Scorpion Men, this book presents them as three sets of characters.

The Scorpion Men on pages 2-3 typify the single or small Scorpion Men groups found wandering far and wide for food. None of these characters has distinct superiority as leader. Use these characters when adventurers encounter small, young, or weak enemies. Individually, they are suitable against beginning player characters, but en masse they might even tackle a Rune Lord group.

The Scorpion Men on pages 4-8 have a noticeable leader on each page, with better attack percentages and skills. There are at least four followers for each leader. I suggest you roll 1D4 to see how many of the group are accompanying the leader when encountered if you feel that five Scorpion Men will be too much.

The Scorpion Men on pages 9-10 are all "leader quality," with good attack percentages. Such individuals will be found in places where the food is plentiful, where someone has set them in ambush, or in whatever situation you may devise.

Remember: if these notes are of no use to you, throw them out! If the groups are too small, augment them with individuals from set one or three. If you want killers, add 20-30% to their attacks. This book is presented for your convenience, not ours!

POISON AND SCORPION MEN

All Scorpion Men inject a systemic poison equal to their CON if they strike with their tail sting and penetrate armor. If it does penetrate, then the poison will take effect two melee rounds following the injection.

Poison attacks a character's CON the same way a POW versus-POW takes effect in a magical attack. Compare the CON of the victim with the Potency level of the poison (in this case, equal to the CON of the Scorpion Man). Check the Resistancy Table to find the percentage (RUNEQUEST! pull-out D).

If the poison overcomes the victim (i.e., if the Scorpion Man makes a successful percentage roll for the poison attack), then the victim takes as many points of damage as the poison has potency, directly to his hit points. If the victim resists the poison, he takes one-half the damage to his CON.

Magic cannot heal these wounds. For details, see RUNEQUEST, p. 48.

--Greg Stafford

SCORPION MAN NUMBER 1

STR 20 INT 7 POW 9 CON 7 DEX 8 SIZ 17
 Slings(1D6+1D6) 20%
 Club(1D10+1D6) 20% Club Parry 20%
 Slings SR: 9 Club SR: 8
 Defence: 0% Move: 8 TF: 11
 Absorbs 1 Point Spells, Adds 1 Point to its POW
 Climbing 30%

Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03): 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 9

SCORPION MAN NUMBER 2

STR 22 INT 9 POW 4 CON 8 DEX 15 SIZ 23
 Slings(1D8) 35% Slings(1D6+2D6) 35%
 Club(1D10+2D6) 35% Club Parry 25%
 Slings SR: 2 Slings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 50%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 10

SCORPION MAN NUMBER 3

STR 23 INT 6 POW 9 CON 11 DEX 13 SIZ 16
 Slings(1D8) 35% Slings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 40%
 Slings SR: 2 Slings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 45%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 4

STR 16 INT 4 POW 7 CON 11 DEX 9 SIZ 19
 Slings(1D6+1D6) 15%
 Club(1D10+1D6) 20% Club Parry 20%
 Slings SR: 8 Club SR: 7
 Defence: 20% Move: 8 TF: 13
 Appearance Confusing, +20% to Defence
 Climbing 35%

Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 5

STR 19 INT 8 POW 7 CON 8 DEX 14 SIZ 21
 Slings(1D8) 35% Slings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 25%
 Slings SR: 2 Slings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 55%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 11

SCORPION MAN NUMBER 6

STR 21 INT 6 POW 8 CON 11 DEX 19 SIZ 21
 Slings(1D8) 70% Stings(1D6+2D6) 65%
 Club(1D10+2D6) 65% Club Parry 60%
 Slings SR: 0 Stings SR: 5 Club SR: 4
 Defence: 20% Move: 8 TF: 16
 Appearance Confusing, +20% to Defence
 Climbing 55% Tracking 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 7

STR 19 INT 8 POW 6 CON 13 DEX 17 SIZ 17
 Slings(1D8) 35% Stings(1D6+1D6) 40%
 Club(1D10+1D6) 40% Club Parry 35%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 8

STR 18 INT 3 POW 8 CON 10 DEX 16 SIZ 20
 Slings(1D8) 30% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 9

STR 19 INT 7 POW 4 CON 10 DEX 13 SIZ 16
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 10
 No Chaotic Feature
 Climbing 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 10

SCORPION MAN NUMBER 10

STR 23 INT 7 POW 5 CON 14 DEX 12 SIZ 23
 Slings(1D8) 30% Stings(1D6+2D6) 30%
 Club(1D10+2D6) 30% Club Parry 25%
 Slings SR: 3 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 17

SCORPION MAN NUMBER 11

STR 18 INT 5 POW 10 CON 13 DEX 15 SIZ 21
 Slings(1D8) 55% Stings(1D6+1D6) 55%
 Club(1D10+1D6) 55% Club Parry 50%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 17
 Reflects up to 3 Pt. Spells Back at Caster
 Climbing 55% Ambush 50%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 12

STR 17 INT 9 POW 2 CON 7 DEX 14 SIZ 18
 Slings(1D8) 30% Stings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 25%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 Reflects One Point Spells Back at Caster
 Climbing 50%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 8

SCORPION MAN NUMBER 13

STR 18 INT 4 POW 5 CON 12 DEX 16 SIZ 18
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 14

STR 19 INT 4 POW 10 CON 5 DEX 15 SIZ 17
 Slings(1D8) 30% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 20% Move: 8 TF: 11
 Appearance Confusing, +20% to Defence
 Climbing 65%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 7

SCORPION MAN NUMBER 15

STR 17 INT 8 POW 6 CON 5 DEX 18 SIZ 18
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 35%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 13
 6 Point Skin(treat as armour)
 Climbing 55%
 Right Arm(15-16): 6/2
 Left Arm(17-18): 6/2
 Head(19-20): 6/3

Right Leg(01): 6/1
 Right Leg(02-03) 6/1
 Right Leg(04): 6/1
 Left Leg(05): 6/1
 Left Leg(06-07): 6/1
 Left Leg(08): 6/1
 Tail(09-10): 6/3
 Thorax(11-12): 6/3
 Chest(13-14): 6/4
 TOTAL HPS: 7

SCORPION MAN NUMBER 16

STR 23 INT 8 POW 11 CON 14 DEX 10 SIZ 20
 Slings(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 55%
 Slings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 18
 Reflects up to 3 Pt. Spells Back at Caster
 Climbing 75% Camouflage 75%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 17

STR 19 INT 6 POW 9 CON 12 DEX 16 SIZ 14
 Slings(1D8) 30% Slings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 35%
 Slings SR: 1 Slings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 18

STR 24 INT 7 POW 6 CON 16 DEX 15 SIZ 20
 Slings(1D8) 35% Slings(1D6+2D6) 35%
 Club(1D10+2D6) 35% Club Parry 35%
 Slings SR: 2 Slings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 16
 No Chaotic Feature
 Climbing 60%
 Right Arm(15-16): 3/6
 Left Arm(17-18): 3/6
 Head(19-20): 3/7

Right Leg(01): 3/5
 Right Leg(02-03): 3/5
 Right Leg(04): 3/5
 Left Leg(05): 3/5
 Left Leg(06-07): 3/5
 Left Leg(08): 3/5
 Tail(09-10): 3/7
 Thorax(11-12): 3/7
 Chest(13-14): 3/8
 TOTAL HPS: 18

SCORPION MAN NUMBER 19

STR 22 INT 9 POW 11 CON 11 DEX 15 SIZ 23
 Slings(1D8) 65% Slings(1D6+2D6) 70%
 Club(1D10+2D6) 65% Club Parry 55%
 Slings SR: 2 Slings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 17
 Can Go Invisible at Will
 Climbing 55% Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 20

STR 19 INT 4 POW 8 CON 11 DEX 18 SIZ 17
 Slings(1D8) 30% Slings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 35%
 Slings SR: 1 Slings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 21

STR 22 INT 8 POW 12 CON 13 DEX 14 SIZ 16
 Slings(1D8) 60% Stings(1D6+1D6) 60%
 Club(1D10+1D6) 60% Club Parry 65%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 16
 Spits Potentoy 16 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Tracking 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 22

STR 20 INT 2 POW 2 CON 12 DEX 14 SIZ 17
 Slings(1D8) 25% Stings(1D6+1D6) 20%
 Club(1D10+1D6) 20% Club Parry 25%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 20% Move: 8 TF: 13
 Appearance Confusing, +20% to Defence
 Climbing 65%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 23

STR 17 INT 5 POW 7 CON 11 DEX 17 SIZ 21
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 30%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 30%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 24

STR 20 INT 7 POW 8 CON 14 DEX 12 SIZ 19
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 25%
 Slings SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 25

STR 20 INT 7 POW 7 CON 10 DEX 10 SIZ 21
 Slings(1D6+2D6) 25%
 Club(1D10+2D6) 25% Club Parry 20%
 Slings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 Absorbs 1 Point Spells, Adding 1 Point to its POW
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 26

STR 20 INT 7 POW 8 CON 9 DEX 15 SIZ 23
 Sling(1D8) 60% Sting(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 50%
 Sling SR: 2 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 15
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 55%, Evaluate Treasure 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 27

STR 17 INT 6 POW 6 CON 12 DEX 12 SIZ 21
 Sling(1D8) 25% Sting(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 20%
 Sling SR: 3 Sting SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 Reflects One Point Spells Back at Caster
 Climbing 50%, Ambush 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 28

STR 19 INT 9 POW 10 CON 14 DEX 16 SIZ 19
 Sling(1D8) 40% Sting(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 30%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 15
 Absorbs 1 Point Spells, Adding 1 Point to its POW
 Climbing 45%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 29

STR 23 INT 3 POW 3 CON 11 DEX 8 SIZ 18
 Sling(1D6+2D6) 15%
 Club(1D10+2D6) 15% Club Parry 20%
 Sling SR: 9 Club SR: 8
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 30

STR 18 INT 6 POW 7 CON 12 DEX 16 SIZ 19
 Sling(1D8) 30% Sting(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 30%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 60%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 31

STR 16 INT 6 POW 10 CON 10 DEX 11 SIZ 22
 Slings(1D8) 45% Stings(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 40%
 Slings SR: 3 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Regenerates 3 HPs per melee round, until dead
 Climbing 75% Evaluate Treasure 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 32

STR 23 INT 7 POW 3 CON 8 DEX 14 SIZ 20
 Slings(1D8) 35% Stings(1D6+2D6) 30%
 Club(1D10+2D6) 30% Club Parry 30%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 9

SCORPION MAN NUMBER 33

STR 19 INT 5 POW 8 CON 13 DEX 12 SIZ 17
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 25%
 Slings SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 34

STR 21 INT 6 POW 5 CON 7 DEX 13 SIZ 19
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 35%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 11
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 9

SCORPION MAN NUMBER 35

STR 20 INT 9 POW 8 CON 13 DEX 20 SIZ 18
 Slings(1D8) 40% Stings(1D6+1D6) 40%
 Club(1D10+1D6) 40% Club Parry 35%
 Slings SR: 0 Stings SR: 5 Club SR: 4
 Defence: 5% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 36

STR 19 INT 7 POW 7 CON 10 DEX 13 SIZ 18
 Sling(1D8) 55% Sting(1D6+1D6) 55%
 Club(1D10+1D6) 55% Club Parry 55%
 Sling SR: 2 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Spot Hidden 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 37

STR 21 INT 8 POW 7 CON 10 DEX 13 SIZ 20
 Sling(1D8) 60% Sting(1D6+2D6) 60%
 Club(1D10+2D6) 60% Club Parry 60%
 Sling SR: 2 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 17
 Regenerates 3 HPS per melee round, until dead
 Climbing 55% Tracking 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 38

STR 16 INT 6 POW 7 CON 11 DEX 12 SIZ 17
 Sling(1D8) 45% Sting(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 45%
 Sling SR: 3 Sting SR: 8 Club SR: 7
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 39

STR 19 INT 7 POW 10 CON 12 DEX 14 SIZ 20
 Sling(1D8) 55% Sting(1D6+1D6) 60%
 Club(1D10+1D6) 55% Club Parry 55%
 Sling SR: 2 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Reflects One Point Spells Back at Caster
 Climbing 75% Tracking 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 40

STR 19 INT 6 POW 8 CON 9 DEX 20 SIZ 20
 Sling(1D8) 60% Sting(1D6+1D6) 65%
 Club(1D10+1D6) 65% Club Parry 60%
 Sling SR: 0 Sting SR: 5 Club SR: 4
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Evaluate Treasure 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 11

SCORPION MAN NUMBER 41

STR 20 INT 5 POW 7 CON 12 DEX 12 SIZ 24
 Slings(1D8) 50% Stings(1D6+2D6) 50%
 Club(1D10+2D6) 50% Club Parry 45%
 Slings SR: 3 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 55%, Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 42

STR 17 INT 6 POW 9 CON 12 DEX 9 SIZ 19
 Stings(1D6+1D6) 50%
 Club(1D10+1D6) 50% Club Parry 50%
 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 14
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Evaluate Treasure 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 43

STR 22 INT 7 POW 7 CON 12 DEX 11 SIZ 19
 Slings(1D8) 55% Stings(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 55%
 Slings SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 16
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Ambush 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 44

STR 19 INT 8 POW 7 CON 13 DEX 8 SIZ 20
 Stings(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 45%
 Stings SR: 9 Club SR: 8
 Defence: 20% Move: 8 TF: 14
 Appearance Confusing, +20% to Defence
 Climbing 55%, Ambush 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 45

STR 19 INT 9 POW 7 CON 15 DEX 17 SIZ 18
 Slings(1D8) 65% Stings(1D6+1D6) 70%
 Club(1D10+1D6) 65% Club Parry 60%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 5% Move: 8 TF: 17
 Reflects up to 3 Pt. Spells Back at Caster
 Climbing 75%, Evaluate Treasure 75%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 17

ABOUT BROOS

The Broos are a scar upon the face of the cosmos, a bruise upon the body of the world. They were born when their mother goddess consorted with the Devil, chief among the Chaos Gods, to further her vengeance against the world. The spawn of their union littered the world during the war with chaos, and after a millenia of fighting the Broos still scourge the earth with their miserable lives.

They are intelligent creatures which, in combination with other predilections, only makes them more loathsome. Unlike some other Chaotic creatures, they gladly work together, even though they respect only strength. They have no magic, nor is anyone willing to teach it to them. Like all true followers of chaos, they do have Chaotic Features (for details, see page 115 of RUNEQUEST!).

The following war-bands allow a Referee to set down one or another group as an encounter, though Referees are urged to tailor the band to suit the needs of the scenario, perhaps by rolling 1D6 for each group of Broos encountered.

As an aid in such tailoring, the pages which follow have been divided into groupings of variable strength. Broos from pages 12-13 are random, created for those times when one, two, or three individuals are met. They can also be used to fill in holes left by casualties in bands which might survive one encounter with adventurers.

On pages 14-18 are common bands of Broos with varying individual and band characteristics.

Pages 19-20 all consist of very tough members, with good fighting skills. These should be used for Rune Lord expeditions, or to allow the Broos to mount a strong raid.

--Greg Stafford

BROOD NUMBER 1
STR 13 INT 11 POW 13 CON 16 DEX 11 SIZ 15
Javelin(1D10) 30% Large Club(1D12+1D4) 25%
Butt(1D6+1D4) 35% Club Parry(20) 25%
Javelin STR 3 Mace STR 7 Butt STR 8
Defence 000% Move: 9 T. F. 10
Reflects One Point Spells Back at Caster
Tracking 40%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:17

BROOD NUMBER 2
STR 15 INT 8 POW 12 CON 17 DEX 11 SIZ 12
Javelin(1D10) 20% Large Club(1D12+1D4) 25%
Butt(1D6+1D4) 30% Club Parry(20) 25%
Javelin STR 3 Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 10
Reflects One Point Spells Back at Caster
Tracking 40%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:17

BROOD NUMBER 3
STR 16 INT 9 POW 11 CON 16 DEX 9 SIZ 8
Large Club(1D12----) 25%
Butt(1D6----) 35% L. Club Parry(20) 25%
Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 8
Capable of Leaping Up to 10 Meters
Tracking 40%

Right Leg(01-04): 2/5
Left Leg(05-08): 2/5
Abdomen(09-11): 3/5
Chest(12): 3/6
Right Arm(13-15): 2/4
Left Arm(16-18): 2/4
Head(19-20): 3/5

TOTAL HIT POINTS:15

BROOD NUMBER 4
STR 12 INT 14 POW 13 CON 17 DEX 12 SIZ 9
Javelin(1D10) 55% Large Club(1D12----) 55%
Butt(1D6----) 60% Club Parry(20) 50%
Javelin STR 3 Mace STR 8 Butt STR 9
Defence 5% Move: 9 T. F. 12
Spits Potency 16 Acid, 3 Times/Day, 3 Meters Range
Spot Hidden 50%, Tracking 50%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:17

BROOD NUMBER 5
STR 12 INT 13 POW 11 CON 17 DEX 11 SIZ 15
Javelin(1D10) 30% Large Club(1D12+1D4) 35%
Butt(1D6+1D4) 40% Club Parry(20) 25%
Javelin STR 3 Mace STR 7 Butt STR 8
Defence 5% Move: 9 T. F. 9
No Chaotic Feature
No Relevant Skills

Right Leg(01-04): 2/7
Left Leg(05-08): 2/7
Abdomen(09-11): 3/7
Chest(12): 3/8
Right Arm(13-15): 2/6
Left Arm(16-18): 2/6
Head(19-20): 3/7

TOTAL HIT POINTS:18

BROOD NUMBER 6
STR 10 INT 9 POW 12 CON 15 DEX 14 SIZ 10
Javelin(1D10) 55% Large Club(1D12----) 55%
Butt(1D6----) 65% Club Parry(20) 55%
Javelin STR 2 Mace STR 7 Butt STR 8
Defence 5% Move: 9 T. F. 10
Can Go Invisible at Will
Spot Hidden 80%, Hide in Cover 65%

Right Leg(01-04): 2/5
Left Leg(05-08): 2/5
Abdomen(09-11): 3/5
Chest(12): 3/6
Right Arm(13-15): 2/4
Left Arm(16-18): 2/4
Head(19-20): 3/5

TOTAL HIT POINTS:15

BROO NUMBER 7
STR 15 INT 11 POW 12 CON 17 DEX 14 SIZ 12
Javelin(1D10) 55% Large Club(1D12+1D4) 60%
Butt(1D6+1D4) 60% Club Parry(20) 55%
Javelin STR 2 Mace STR 7 Butt STR 8
Defence 5% Move: 9 T. F. 11
Capable of Leaping Up to 10 Meters
Spot Hidden 80% Tracking 80%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:17

BROO NUMBER 8
STR 14 INT 11 POW 12 CON 14 DEX 9 SIZ 13
Large Club(1D12+1D4) 50%
Butt(1D6+1D4) 55% L. Club Parry(20) 50%
Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 13
6 Point Skin(treat as armour)
Spot Hidden 50%

Right Leg(01-04): 8/5
Left Leg(05-08): 8/5
Abdomen(09-11): 9/5
Chest(12): 9/6
Right Arm(13-15): 8/4
Left Arm(16-18): 8/4
Head(19-20): 6/5

TOTAL HIT POINTS:15

BROO NUMBER 9
STR 16 INT 11 POW 15 CON 15 DEX 17 SIZ 14
Javelin(1D10) 40% Large Club(1D12+1D4) 35%
Butt(1D6+1D4) 45% Club Parry(20) 35%
Javelin STR 1 Mace STR 6 Butt STR 7
Defence 10% Move: 9 T. F. 11
Can Go Invisible at Will
Tracking 40%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:16

BROO NUMBER 10
STR 17 INT 11 POW 13 CON 13 DEX 10 SIZ 16
Large Club(1D12+1D6) 30%
Butt(1D6+1D6) 40% L. Club Parry(20) 30%
Mace STR 7 Butt STR 8
Defence 0% Move: 9 T. F. 14
8 Point Skin(treat as armor)
Tracking 50% Sense Ambush 50%

Right Leg(01-04):10/5
Left Leg(05-08):10/5
Abdomen(09-11):11/5
Chest(12):11/6
Right Arm(13-15):10/4
Left Arm(16-18):10/4
Head(19-20): 8/5

TOTAL HIT POINTS:14

BROO NUMBER 11
STR 11 INT 10 POW 14 CON 17 DEX 12 SIZ 15
Javelin(1D10) 50% Large Club(1D12+1D4) 50%
Butt(1D6+1D4) 55% Club Parry(20) 50%
Javelin STR 3 Mace STR 7 Butt STR 8
Defence 0% Move: 9 T. F. 14
6 Point Skin(treat as armour)
Spot Hidden 80%

Right Leg(01-04): 8/7
Left Leg(05-08): 8/7
Abdomen(09-11): 9/7
Chest(12): 9/8
Right Arm(13-15): 8/6
Left Arm(16-18): 8/6
Head(19-20): 6/7

TOTAL HIT POINTS:18

BROO NUMBER 12
STR 11 INT 10 POW 12 CON 14 DEX 12 SIZ 13
Javelin(1D10) 25% Large Club(1D12----) 25%
Butt(1D6----) 35% Club Parry(20) 25%
Javelin STR 3 Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 11
6 Point Skin(treat as armour)
Tracking 40%

Right Leg(01-04): 8/5
Left Leg(05-08): 8/5
Abdomen(09-11): 9/5
Chest(12): 9/6
Right Arm(13-15): 8/4
Left Arm(16-18): 8/4
Head(19-20): 6/5

TOTAL HIT POINTS:15

BROO NUMBER 13
STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
Large Club(1D12+1D4) 50%
Butt(1D6+1D4) 55% L. Club Parry(20) 50%
Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 17
10 Point Skin(treat as armour)
Spot Hidden 80% Tracking 80%

Right Leg(01-04):12/ 5
Left Leg(05-08):12/ 5
Abdomen(09-11):13/ 5
Chest(12):13/ 6
Right Arm(13-15):12/ 4
Left Arm(16-18):12/ 4
Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROO NUMBER 14
STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
Javelin(1D10) 60% Large Club(1D12+1D4) 60%
Butt(1D6+1D4) 65% Club Parry(20) 55%
Javelin STR 2 Mace STR 7 Butt STR 8
Defence 10% Move: 9 T. F. 12
Spits Potency 12 Acid. 3 Times/Day, 3 Meters Range
Spot Hidden 80% Ambush 65%

Right Leg(01-04): 2/ 7
Left Leg(05-08): 2/ 7
Abdomen(09-11): 3/ 7
Chest(12): 3/ 8
Right Arm(13-15): 2/ 6
Left Arm(16-18): 2/ 6
Head(19-20): 3/ 7

TOTAL HIT POINTS:18

BROO NUMBER 15
STR 12 INT 9 POW 8 CON 16 DEX 13 SIZ 14
Javelin(1D10) 35% Large Club(1D12+1D4) 35%
Butt(1D6+1D4) 40% Club Parry(20) 30%
Javelin STR 2 Mace STR 7 Butt STR 8
Defence 5% Move: 9 T. F. 9
No Chaotic Feature
No Relevant Skills

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:17

BROO NUMBER 16
STR 16 INT 11 POW 14 CON 17 DEX 6 SIZ 15
Large Club(1D12+1D4) 20%
Butt(1D6+1D4) 30% L. Club Parry(20) 20%
Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 9
No Chaotic Feature
Tracking 40%

Right Leg(01-04): 2/7
Left Leg(05-08): 2/7
Abdomen(09-11): 3/7
Chest(12): 3/8
Right Arm(13-15): 2/6
Left Arm(16-18): 2/6
Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 17
STR 14 INT 13 POW 10 CON 17 DEX 8 SIZ 13
Large Club(1D12+1D4) 25%
Butt(1D6+1D4) 35% L. Club Parry(20) 20%
Mace STR 9 Butt STR 10
Defence 0% Move: 9 T. F. 10
Capable of Leaping Up to 10 Meters
Tracking 40% Hide in Cover 50% Move Silently 50%

Right Leg(01-04): 2/7
Left Leg(05-08): 2/7
Abdomen(09-11): 3/7
Chest(12): 3/8
Right Arm(13-15): 2/6
Left Arm(16-18): 2/6
Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 18
STR 15 INT 9 POW 8 CON 16 DEX 6 SIZ 11
Large Club(1D12+1D4) 20%
Butt(1D6+1D4) 30% L. Club Parry(20) 20%
Mace STR 9 Butt STR 10
Defence 0% Move: 9 T. F. 9
No Chaotic Feature
No Relevant Skills

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:16

BROO NUMBER 19

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 20

STR 13 INT 8 POW 8 CON 14 DEX 9 SIZ 8
 Large Club(1D12----) 20%
 Butt(1D6----) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 8 T. F. 8
 Absorbs 1 Pt. Spells, Adding 1 Pt. to Its Power
 No Relevant Skills

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS:13

BROO NUMBER 21

STR 14 INT 12 POW 10 CON 15 DEX 16 SIZ 10
 Javelin(1D10) 30% Large Club(1D12----) 30%
 Butt(1D6----) 40% Club Parry(20) 30%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 7
 No Chaotic Feature
 Tracking 40%

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS:15

BROO NUMBER 22

STR 9 INT 4 POW 13 CON 17 DEX 14 SIZ 11
 Javelin(1D10) 20% Large Club(1D12----) 20%
 Butt(1D6----) 30% Club Parry(20) 30%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:17

BROO NUMBER 23

STR 14 INT 7 POW 7 CON 15 DEX 4 SIZ 13
 Large Club(1D12+1D4) 10%
 Butt(1D6+1D4) 20% L. Club Parry(20) 15%
 Mace STR 10 Butt STR 11
 Defence 0% Move: 9 T. F. 14
 8 Point Skin(treat as armor)
 Tracking 40%

Right Leg(01-04):10/6
 Left Leg(05-08):10/6
 Abdomen(09-11):11/6
 Chest(12):11/7
 Right Arm(13-15):10/5
 Left Arm(16-18):10/5
 Head(19-20): 8/6

TOTAL HIT POINTS:16

BROO NUMBER 24

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 25

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80%. Tracking 80%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS: 19

BROO NUMBER 26

STR 12 INT 11 POW 10 CON 13 DEX 11 SIZ 10
 Javelin(1D10) 25% Large Club(1D12----) 25%
 Butt(1D6----) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 8 T. F. 7
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS: 13

BROO NUMBER 27

STR 14 INT 8 POW 11 CON 18 DEX 10 SIZ 12
 Large Club(1D12+1D4) 20%
 Butt(1D6+1D4) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 13
 6 Point Skin(treat as armour)
 No Relevant Skills

Right Leg(01-04): 8/7
 Left Leg(05-08): 8/7
 Abdomen(09-11): 9/7
 Chest(12): 9/8
 Right Arm(13-15): 8/6
 Left Arm(16-18): 8/6
 Head(19-20): 6/7

TOTAL HIT POINTS: 18

BROO NUMBER 28

STR 12 INT 12 POW 13 CON 16 DEX 12 SIZ 10
 Javelin(1D10) 25% Large Club(1D12----) 30%
 Butt(1D6----) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS: 16

BROO NUMBER 29

STR 14 INT 11 POW 4 CON 13 DEX 11 SIZ 10
 Javelin(1D10) 20% Large Club(1D12----) 20%
 Butt(1D6----) 30% Club Parry(20) 20%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 7
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/4
 Left Leg(05-08): 2/4
 Abdomen(09-11): 3/4
 Chest(12): 3/5
 Right Arm(13-15): 2/3
 Left Arm(16-18): 2/3
 Head(19-20): 3/4

TOTAL HIT POINTS: 12

BROO NUMBER 30

STR 17 INT 12 POW 10 CON 18 DEX 11 SIZ 14
 Javelin(1D10) 35% Large Club(1D12+1D4) 35%
 Butt(1D6+1D4) 40% Club Parry(20) 30%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 No Relevant Skills

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS: 19

BROO NUMBER 31

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Trackings 80%

Right Leg(01-04): 12/ 5
 Left Leg(05-08): 12/ 5
 Abdomen(09-11): 13/ 5
 Chest(12): 13/ 6
 Right Arm(13-15): 12/ 4
 Left Arm(16-18): 12/ 4
 Head(19-20): 10/ 5

TOTAL HIT POINTS: 15

BROO NUMBER 32

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80%, Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS: 14

BROO NUMBER 33

STR 16 INT 8 POW 13 CON 14 DEX 15 SIZ 9
 Javelin(1D10) 25% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% Club Parry(20) 30%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 12
 6 Point Skin(treat as armour)
 No Relevant Skills

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

TOTAL HIT POINTS: 14

BROO NUMBER 34

STR 14 INT 8 POW 11 CON 18 DEX 10 SIZ 10
 Large Club(1D12----) 20%
 Butt(1D6----) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 Trackings 50%, Ambush 50%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS: 18

BROO NUMBER 35

STR 11 INT 11 POW 14 CON 15 DEX 12 SIZ 11
 Javelin(1D10) 30% Large Club(1D12----) 25%
 Butt(1D6----) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 11
 6 Point Skin(treat as armour)
 No Relevant Skills

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

TOTAL HIT POINTS: 15

BROO NUMBER 36

STR 15 INT 9 POW 9 CON 16 DEX 9 SIZ 16
 Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% L. Club Parry(20) 25%
 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 13
 6 Point Skin(treat as armour)
 No Relevant Skills

Right Leg(01-04): 8/6
 Left Leg(05-08): 8/6
 Abdomen(09-11): 9/6
 Chest(12): 9/7
 Right Arm(13-15): 8/5
 Left Arm(16-18): 8/5
 Head(19-20): 6/6

TOTAL HIT POINTS: 17

BROO NUMBER 37

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80% Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS:14

BROO NUMBER 38

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROO NUMBER 39

STR 14 INT 7 POW 14 CON 13 DEX 5 SIZ 18
 Large Club(1D12+1D4) 15%
 Butt(1D6+1D4) 25% L. Club Parry(20) 15%
 Mace STR 9 Butt STR 10
 Defence 0% Move: 9 T. F. 11
 6 Point Skin(treat as armour)
 Tracking 40%

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

TOTAL HIT POINTS:15

BROO NUMBER 40

STR 12 INT 13 POW 8 CON 15 DEX 11 SIZ 14
 Javelin(1D10) 30% Large Club(1D12+1D4) 30%
 Butt(1D6+1D4) 40% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 5% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 Tracking 40% Hide in Cover 50% Move Silently 50%

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:16

BROO NUMBER 41

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80% Tracking 80%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:19

BROO NUMBER 42

STR 15 INT 12 POW 15 CON 15 DEX 11 SIZ 16
 Javelin(1D10) 25% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 11
 Can Go Invisible at Will
 Tracking 40%

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:16

BROD NUMBER 43

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROD NUMBER 44

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:18

BROD NUMBER 45

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:19

BROD NUMBER 46

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:15

BROD NUMBER 47

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80%, Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS:14

BROD NUMBER 48

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROO NUMBER 49

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:18

BROO NUMBER 50

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:19

BROO NUMBER 51

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:15

BROO NUMBER 52

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80%, Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS:14

BROO NUMBER 53

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROO NUMBER 54

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:18

GEEDUNK DUNGEON

RUNEQUEST SCENARIO PACK #0

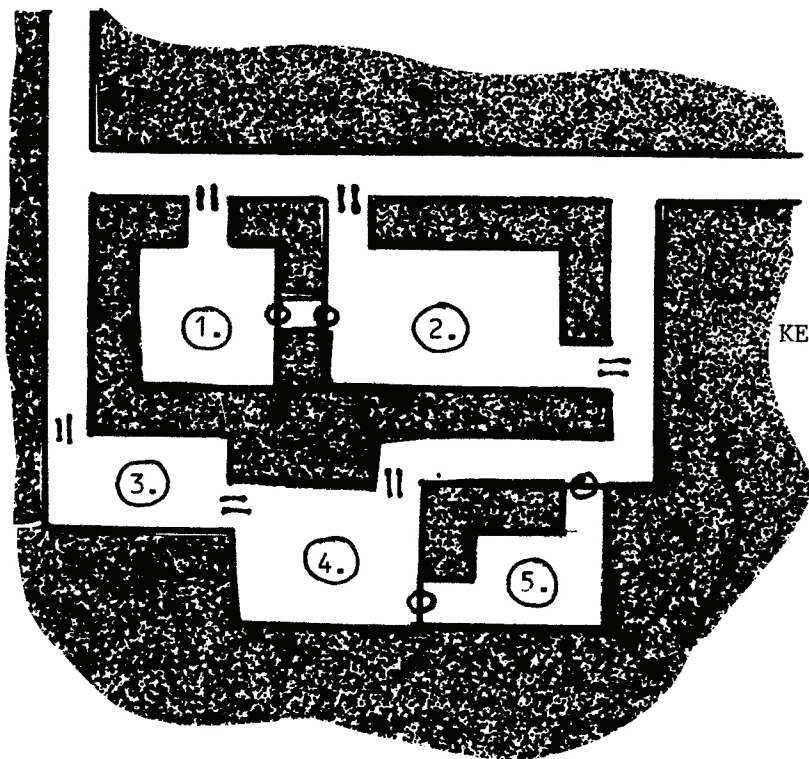
by Warren James

((Editor's note: Geedunk Dungeon was originally intended to appear in RUNEQUEST, but last-minute crises and decisions necessitated its removal. (The crises included not having a part of the text typeset after deadline) We present it here as a sample for persons who are new to RUNEQUEST and who would like to get right down and play. These may be used directly in conjunction with the Sample Player List contained elsewhere this issue.))

This is not a 'beginner's' dungeon. A group of beginning Adventurers should number at least 10 before entering Geedunk Dungeon. Better, let your group build up some characters to the exalted ability of a 50% attack chance with a weapon, buy a few high-class spells, then try this dungeon with a party of six or so...

INTRODUCTION TO GEEDUNK DUNGEON

This is actually just a part of a larger area. This small little area has not been entered in some time, but it is known that there are Trollkin operating out of one of the unexplored doorways. Is this the one? Let's see...



SCALE:

KEY TO MAP:

SECTION OF SOLID WALL:

DOOR:

SECRET DOOR:

ROOM IDENTIFICATION NUMBER:



WHAT IS A "SCENARIO PACK" AND WHAT DO YOU DO WITH IT?

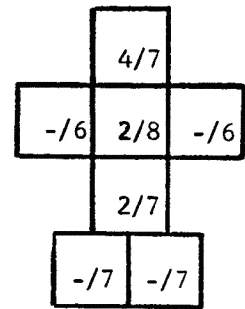
The sample provided above is an example of a fairly typical small dungeon used in a RUNEQUEST adventure. It is the 'map' of the playing area.

The information contained in the sample is confidential to the Game Master. The purpose of the game is for the Adventurers to explore the region seeking its treasure and secrets. The Game Master plays the part of the "environment" and performs the mechanics of the monster actions, and narrates the scenario to the Adventurers, who make their own map on a piece of graph paper. There is no 'right' way to explore it, and the room numbers are used for convenience in keying only.

ROOM 1. Four Zombies

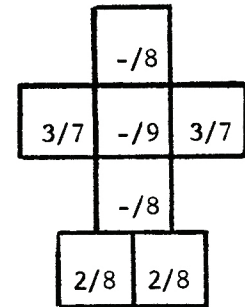
PRIMUS

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 18	2-hand club	9	25%	1D12+1D4	15%	20
INT -	Fist	10	25%	1D4+1D4	-	-
POW 1	No shield					
CON 19	Armor - open (4 pt) helm Leather hauberk					
DEX 5						
SIZ 12						
MOVE 6						
HT. PT. 19						



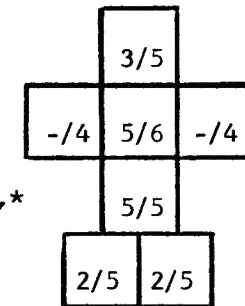
SECUNDUS

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 13	2-hand club	9	40%	1D12+1D4	20%	20
INT -	Fist	11	40%	1D4+1D4	-	-
POW 1	No Shield					
CON 21	Armor: Cuirbolli arm armor; leather leg armor					
DEX 8						
SIZ 11						
MOVE 6						
H.P. 21						



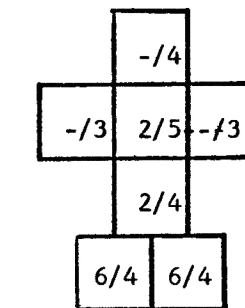
TERTIUS

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 13	2-hand club	8	40%	1D12+1D4	20%	20
INT -	Fist	10	40%	1D4+1D4	-	-
POW 1	No Shield					
CON 13	Armor - Leather leg armor, chain-mail body armor,*					
DEX 8	composite helmet					
SIZ 17						
MOVE 6						
H.P. 15	*This armor is very shiny. In fact, it is coin silver, worth 100 L.					



QUARTUS

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 12	2-hand club	9	35%	1D12	20%	20
INT -	Fist	11	35%	1D4	-	-
POW 1	No Shield					
CON 13	Armor - Leather body armor, plate leg armor					
DEX 7						
SIZ 7						
MOVE 6						
H.P. 12						

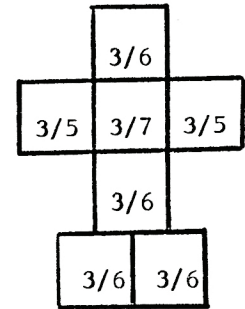


The Zombies are in a far corner of the room, standing over 2 small leather bags. They will not move to attack the party, but will guard the bags, attacking anyone getting within a meter of them. They are standing so close together that there is no way to get to the bags without going through them.

CONTENTS OF BAGS: 142 Clacks, 20 Lunars, 17 Wheels

ROOM 2. A Jack O'Bear

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 15	Claw	8	25%	2D6	-	-
INT 8	Armor: three-point skin					
POW 11	SPELL/POWER - Can Harmonize up to 5 Adventurers at a time. Note that a Jack O'Bear does <u>not</u> have to move to make his victims move. They will just stand until he gets to them.					
CON 14						
DEX 10						
SIZ 19						
MOVE 10						
H.P. 16						



When the Adventurers enter the room, they will wake the Jack O'Bear and it will take one melee round to start fighting. Treat it as surprised in the first round of combat.

If the Adventurers defeat it, they may find a bag with 55 Clacks, and loose on the floor amid the bones and clothing, 9 L and a gem worth 100 L.

ROOM 3. Gorp

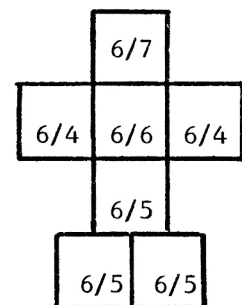
	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
INT 1	Gorp attacks by merely touching and dissolving its target.					
POW 8	It will usually head for the largest organism in the area.					
CON 11	Any hit to or from the Gorp takes 8 points of acid damage to whatever touches it. Armor will protect until it is dissolved. Gorp must be destroyed by fire or killed with Disruption or other magic, as weapons will dissolve if they touch it.					
SIZ 19						
MOVE 1						
H.P. 13						

The room is bare except for the Gorp. If any of the Adventurers can stomach searching through the burned Gorp they may find one Lunar and a gem worth 900 L. (If the Gorp was killed by Disruption, Adventurers will take acid damage to search the dead mess.)

ROOMS 4 and 5. Goobag and Company

GOOBAG THE DARK TROLL

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 24	Hand&½ Sword	5	55%	1D10+D6*	45%	20
INT 12	Dagger	7	40%	1D6+1D6*	35%	10
POW 14	Large Shield				50%	16
CON 14	Armor - Chainmail (5 points) with 5 pt. (closed) helmet, plys 1 point skin					
DEX 15	*Potency 12 Blade Venom on sword and dagger					
CHA 14	SPELLS - Bladesharp 2					
SIZ 15	Countermagic 3					
MOVE 8	Darkwall					
H.P. 15	Fanaticism 1					
	Healing 4					



Ring of silver worth 10 L on left hand with a Power Storing Crystal of Power 14.
Wand in a case at his belt with a Detect Silver Matrix on it.

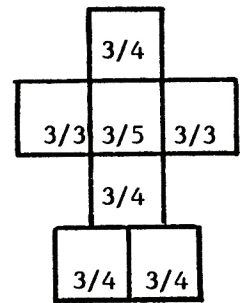
If allowed one round unengaged, Goobag will cast Countermagic 3 on himself first, and then will try to remain out of the fighting and throw more spells, usually Fanaticism on Rocky and Bladesharp 2 on the Trollkin weapons. He will use the Crystal's Power until it is drained dry, and then his own. He will only join melee if forced or feels there is an advantageous position.

THE TROLLKIN

The Trollkin are just cannon fodder for Goobag. He always makes them attack first while he stays behind and supports with magic.

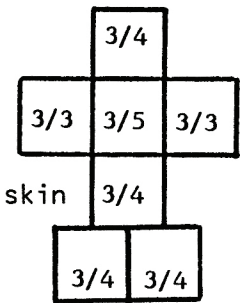
SCUMBEG

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 9	Broadsword	5	35%	1D8+1*	35%	20
INT 7	Dagger	6	30%	1D6*	20%	10
POW 6	Medium Shield				35%	12
CON 12	Armor - Leather all over; Cap helmet (2 pt), plus					
DEX 18	1 pt. skin					
CHA 4	*Potency 12 Blade Venom on weapons					
SIZ 9	SPELL - Silence					
MOVE 6						
H.P. 12						



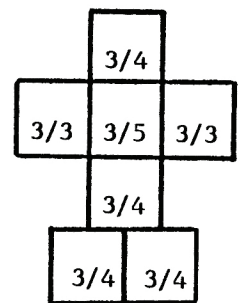
DOOMBEG

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 10	Broadsword	6	35%	1D8+1*	35%	20
INT 13	Dagger	7	30%	1D6*	25%	10
POW 10	Medium Shield				35%	12
CON 12	Armor - Complete leather armor, with cap, plus 1 pt skin					
DEX 14	SPELL - Disruption					
CHA 10						
SIZ 9						
MOVE 6						
H.P. 12						



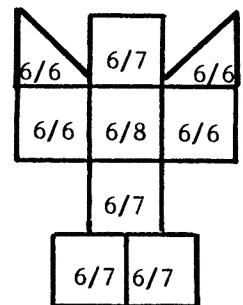
FLEABEG

	<u>WEAPONS</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 11	Broadsword	6	35%	1D8+1*	35%	20
INT 11	Dagger	7	30%	1D6*	25%	10
POW 10	Medium Shield				35%	12
CON 12	Armor - Complete leather armor, with cap, and					
DEX 9	1 point skin					
CHA 2	SPELL - Disruption					
SIZ 8						
MOVE 6						
H.P. 12						



ROCKY THE GARGOYLE

	<u>WEAPON</u>	<u>STRIKE</u>	<u>ATT%</u>	<u>DAMAGE</u>	<u>PARRY</u>	<u>POINTS</u>
STR 29	Right Claw	5	60%	1D8+2D6	-	-
INT 3	Left Claw	10	60%	1D8+2D6	-	-
POW 11	No Shield					
CON 17	No Armor, but skin worth 9 points(stone)					
DEX 16						
SIZ 21						
MOVE 5 walk, 9 fly						
H.P. 20						



Rocky will usually jump into the melee and trust to his 6 point skin. He has been trained (only 20%, note INT = 3) to have Fanaticism cast on him and not turn on his own party when his opponents are down.

TREASURE LOCATIONS

The packs and bedrolls of the Trollkin contain a total of 980 Clacks, 190 Lunars, and, over in the gargoyle's area, 2 gems worth 4 Lunars and 98 Lunars, and a piece of Trade Junk jewelry worth 12 Lunars.

Behind the secret door into Goobag's private chamber there is a small chest next to his mattress, with 200 L. and 60 W. In a secret compartment in the bottom is a gold circlet worth 3000 L., with inscriptions around the inner edge. There is a scroll of vellum parchment sitting next to the chest. It is the History of the Mallia Cult, written in Darktongue, the main Troll tongue.

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