

# RuneQuest

## Monsters II





# RuneQuest

## MONSTERS II

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# INTRODUCTION

From the depths of the deepest dungeon to the darkest reaches of the rain forests there are a multitude of creatures that can cross the paths of travelling adventurers – some may be the adventurers themselves. There is life of some kind that lives in the four corners of every world, and they vary as drastically as the imagination can allow. Tiny insects, titanic dragons, undying avengers; there is no limit to what can exist.

In the first volume of *RuneQuest: Monsters* we covered many of the basic and most common of fantastic creatures that could cross paths with the adventures of the *RuneQuest* gaming system, but there was no way to add in every type of creature that we actually wanted to. There were many creatures that were set aside for future volumes; future volumes like this one.

This book is the second in the *RuneQuest: Monsters* sourcebook series, containing a host of new creatures and species for readers to learn about, players to choose as character races, and Games Masters to set against them.

Between the covers of this book are monsters and beings from the physical plane, the spirit world, and even the depths of the hells beneath the realms of the living. There are the wild things that some take for granted as they ride through the countryside, and of course the wilder things that the fiercest of warriors blanch at the mere thought of.

Unlike its predecessor, all of the creatures found in *RuneQuest: Monsters II* are beings native to Glorantha, the original setting for the *RuneQuest* system but this does not mean that Games Masters cannot unleash them in other settings as well. Gloranthan creatures are often strange and unique, but perfectly at home in nearly any fantasy world,

Many of the creatures detailed in *RuneQuest: Monsters II* can be used by daring players to create interesting and odd Player Characters, allowing them to portray some of these fantastic beings in their own ways. Each

creature entry details what manner of dice would be used to create a character of that species, making it quite possible for Games Masters to technically allow the majority of what they find within these pages. For obvious reasons there are creatures that are not terribly suitable as Player Characters, such as the flint cat, but it is up to the individual players and Games Masters to decide for themselves.

Whether unleashing a swarm of fire ants on their Player Characters or trying to lure them into the den of a troop of baboons, Games Masters will find a vast array of resources for their *RuneQuest* games in this book. This book is an extension of what we began with the first *RuneQuest: Monsters*, and hopefully will bring our readers a host of new ideas, adventures and stories to tell.

We have tried to put something for everyone within these pages. From the most frightening of creatures to whiten the hair of unwary adventurers to the most sought after allies a hero could wish for – we have placed them here, for you.

Grab your axes and your shields, and set aside your fears...the world of *Glorantha* just got a little more crowded.



# CAMPAIGN INFORMATION

Like the first volume of the *Monsters* series, this book not only draws up a variety of deadly and interesting beasts but it also offers a great deal of gaming tools and information to use them and other creatures in different ways in a *RuneQuest* campaign. Pointing out the best backgrounds and professions to be used by some of the more character-centric creatures, rules for training some of the new animals presented in this book, and even a number of new Legendary Abilities for monster-based characters to work towards.

This chapter is designed to help integrate this book's creatures into new or existing *RuneQuest* campaigns as seamlessly as possible.

## CREATURES AS ADVERSARIES

Like most monster collections, the beasts found in this book are most commonly going to be used as obstacles or enemies for the Player Characters. Although this may not be always the case, it will assuredly be predominantly so.

Every creature in *RuneQuest: Monsters II* is given a set of statistics that may be used to represent the majority of individuals of that species – these blocks of statistics should be considered the 'average' members of the species. Player Characters cannot be considered 'average' members of their species, so many of the creatures they face will need to also be exceptional. This can be best performed by using the listed average statistics for the majority of the encounters, but a character version of that creature can be created in order to be an above-average antagonist for the Player Characters.

## CREATURES AS CHARACTERS

Many of the creatures presented in this book are well suited to be Player Characters, though the Games Master should reserve the final say on which races he will allow the players to take for his campaign. Baboons and elves are good examples of nonhuman races that would make for perfectly viable Player Characters in the right campaign setting. Other creatures, of course, will be found less suitable as Player Characters. Fixed INT creatures, beasts without rational thought that rely solely on instinct or programming, are poor choices



for Player Characters, despite the power or attraction many of these creatures boast. It is ultimately up to the Games Master to decide if a species is an usable choice, but we encourage a great amount of common sense be applied in all cases.

Like otherwise explained in *RuneQuest: Monsters*, any creature is made into a full character just as any normal Player Character is created. The creature's Characteristics are determined using the dice listed, using these numbers to determine its Combat Actions, Damage Modifier and various other calculated attributes. Finally, skills are chosen using the creature's background and profession, chosen by the player. Free points are then added like normal, with all normal character creation rules followed.

The background and profession options in the *RuneQuest* core rulebook and the *RuneQuest Companion* were designed primarily for human Player Characters, but they work just as well for most of the nonhuman races that appear in this book. However, each race of creatures has its own cultural and professional leanings; the ways of life its average members are most likely to follow. For example, the various sub-

species of broo are almost always responsible for acts of evil and the spreading of disease, raiding traveller camps and mugging wayward adventurers, but such a stereotype is very limiting for a player to have to abide by that role. It can be intelligently assumed that there are honest or hardworking broo in the vast reaches of *Glorantha*, although they are extremely rare and not exactly trustworthy.

The chart below shows which backgrounds and professions from the *RuneQuest* core rulebook and the *RuneQuest Companion* are most likely to occur for some of the nonhuman races presenting in *RuneQuest: Monsters II*. These are not to be considered ironclad rules; they are simply listed here to indicate what is most likely to occur for any given race of creature that could make for an interesting character. Any player who wishes to play a race with a different background or profession should feel free to ask their Games Master, but they should be ready to explain how something like a rhinoceros-broo noble actually happens. However, when Games Masters are creating Non-Player Characters for their campaign, they could easily reference this table to determine how the average members of these given races live and work.

### Race Backgrounds & Professions

Race	Common Backgrounds	Common Professions
Baboon, Gloranthan	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Hunter, Mercenary, Soldier
Broo, Bull	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Herdsmen, Mercenary
Broo, Horse	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Herdsmen, Mercenary, Soldier
Broo, Llama	Barbarian, Nomad (Desert) <sup>1</sup> , Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Herdsmen, Mercenary, Shaman
Broo, Rhinoceros	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Mercenary, Soldier
Broo, Stag	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Herdsmen, Mercenary, Woodsman
Huan To	Civilised <sup>1</sup> , Noble	Alchemist, Hunter, Spy, Thief
Jelmre	Civilised <sup>1</sup> , Peasant, Townsman	Explorer, Peddler <sup>1</sup> , Merchant, Spy
Luathan	Civilised <sup>1</sup> , Noble	Knight <sup>1</sup> , Explorer, Soldier
Mongoose, Gloranthan	Civilised <sup>1</sup> , Townsmen, Nomad (any) <sup>1</sup>	Hunter, Thief, Tracker
Sedrali	Barbarian, Nomad (Temperate) <sup>1</sup> , Primitive <sup>1</sup>	Herdsmen, Hunter, Tracker
Sprite	Nomad (Temperate) <sup>1</sup> , Noble	Alchemist, Healer <sup>1</sup> , Spy, Witch
Wolf, Spirit	Barbarian, Primitive <sup>1</sup>	Explorer, Hunter, Shaman, Tracker, Woodsman

<sup>1</sup>These Backgrounds and Professions are found in the *RuneQuest Companion*.

# Training Animals From RuneQuest: Monsters II

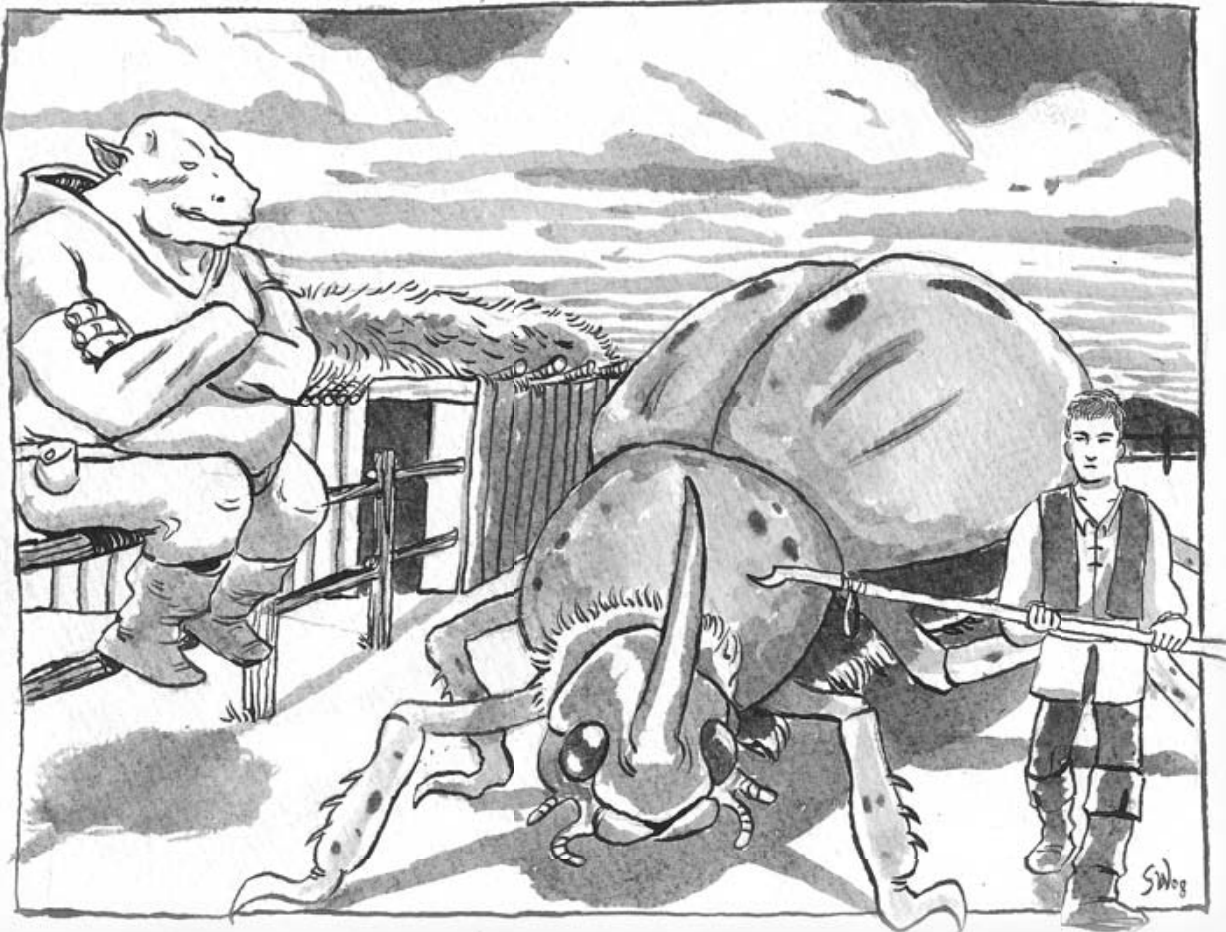
The table below lists a number of useful creatures from *RuneQuest: Monsters II* that characters may desire to employ as guardian animals, pets or even mounts. These beasts are trained in the same way as explained in the original *RuneQuest: Monsters*, reprinted here for readers that do not have access to that product.

Training may be done with either the Lore (Animal) skill, or with an advanced skill in the lore of that particular creature (for example, Lore (Bison)). Using the advanced skill automatically gives a 40% bonus to the skill test, though this must be combined with

any penalties listed below. For example, training a yak carries a skill test penalty of -10%. A character training the yak using Lore (Yak) will add his 40% bonus to this, netting a final bonus of +30% to the actual skill test.

Training some fixed INT creatures can be difficult enough, but training a creature with normal INT is harder still. These creatures can only be trained by someone with the advanced skill in the Lore of that specific creature. No creature with a normal INT greater than 10 can ever be trained.

If the Games Master is using the variable cost tables in the *RuneQuest Companion*, the costs on the table below should be considered to be small city and large city costs. It is rare to find strange and exotic beasts for sale in any locale smaller than a small city.



## Training Creatures

Creature	Training Difficulty	Training Time	Cost of Training	Cost of Creature
Alticamelus	- 10%	150 days	200 SP	1,500 SP
Augner	- 30%	150 days	300 SP	1,850 SP
Bat, Giant	-20%	100 days	125 SP	300 SP
Bison	- 20%	200 days	250 SP	400 SP
Dende	-10%	125 days	150 SP	400 SP
Elk	- 10%	150 days	200 SP	600 SP
Gern (Herd Man)	+ 5%	75 days	150 SP	350 SP
Hippocampus	- 10%	100 days	500 SP	2,000 SP
Hyena	-20%	150 days	200 SP	500 SP
Jerendal	- 15%	150 days	250 SP	800 SP
Mastodon	- 30%	300 days	500 SP	6,000 SP
Megatherium	- 40%	250 days	375 SP	6,500 SP
Owl-Lion	- 40%	150 days	750 SP	5,000 SP
Sabretooth Cat	- 50%	300 days	800 SP	5,000 SP
Sea Lion	- 10%	150 days	200 SP	250 SP
Seal	+ 0%	100 days	125 SP	100 SP
Titanother	- 40%	250 days	400 SP	7,000 SP

## Traits

Many of the creatures found in this book have specific Traits, which are special abilities above and beyond their normal Characteristics, Attributes and Skills. Rather than printing the explanation of each of these Traits with each creature entry, the full description of these Traits and their effect on the game are covered here. Many of these Traits are the same as those presented in the original *RuneQuest: Monsters*, reprinted for ease of reference, but a few new ones have been added as well.

**Allergy:** The creature has a powerful allergy or other negative Reaction to a specific substance (such as gold, salt, etc.) and doubles any damage it suffers from that substance (after AP reductions). If the allergy is against a substance that cannot normally inflict damage (salt, wine, etc.), then the substance will inflict 1D4 points of damage per Combat Round of contact.

**Blood Drain:** The creature drains its victim's blood, causing the loss of hit points.

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

Any creature caught in the flame suffers the noted fire-based damage to all hit locations, though a character may dive for cover to halve this damage. AP counts as normal unless otherwise noted.

A creature can only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time require the creature to pass Resilience tests, with a cumulative - 20% penalty for every attempt, or suffer a level of Fatigue.

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

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

**Chaotic Feature:** Creatures of Chaos do not always obey the normal laws of physical growth and many are hideously malformed. Each Chaotic Feature Trait forces the creature to roll once on the Chaotic Feature table on page 10 of *RuneQuest: Monsters*, applying the effects immediately. If that table is not available, the Games Master should determine what sort of mutations the creature has and adjust their Characteristics accordingly (thick shell gives high natural AP, tentacles add to strength, etc.).

**Characteristic Drain:** The creature has the innate ability to somehow remove temporary Characteristic points from the target of their draining attacks. The type of attack, the Characteristic affected, and how to resist the draining effect will all be detailed in the creature's description.

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

**Dark Sight:** Allows the creature to see normally in any level of light, or its complete absence.

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

**Diving Strike:** Some flying creatures can plummet from the sky onto their prey, attacking with incredible force. This effectively doubles a creature's Damage Modifier for this attack only. A diving strike may only

be used once per round. The creature must be at least one full round of Movement above its target in order to use the diving strike. Diving Strike does not count as a separate attack – it merely increases its Damage Modifier for one of its existing attacks.

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

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

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

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

**Gaze Attack:** The creature has a gaze attack. This attack may be active (the creature must consciously use it on a foe) or passive (anyone looking at the creature is affected), as listed in the creature's description.

**Immunity:** The creature is completely immune to damage caused by one type of source. This source (cold, fire, iron and so on) will be noted in the creature's Trait listing, but a narrative description may be necessary for some of the more specific immunities.

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

**Night Sight:** Allows the creature to treat partial darkness as illuminated and darkness as partial darkness.



**Paired Attack:** The creature is able to use one or more of its individual attacks to increase its chances of hitting with another attack. The first attack listed in the Trait does normal damage if it hits. The subsequent listed attacks gain a bonus equal to half the creature's normal chance with the attack – a creature with a Bite Skill of 50% would thus have a 75% chance if it is the subsequent part of a Paired Attack. This bonus applies only if the creature succeeds in its initial attack against the same target, in the same Combat Round.

**Poison:** The creature has a venomous bite, sting or other means of attack. The creature's description will provide the game mechanics for the particular poison or venom the creature uses.

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

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

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

**Regeneration:** The creature is able to regenerate hit points lost to damage. The speed of regeneration varies depending upon the creature.

**Trample:** The creature is able to trample beings with a SIZ of half or less its own. This attack inflicts damage equal to double the creature's Damage Modifier, and requires the creature to expend Movement. A creature



with this trait may Trample even if it has only one Combat Action – the Trample is assumed to be part of its Movement.

**Vampiric Touch:** The creature can drain one or more of a character's Characteristics by touch, requiring simple contact rather than the types of attacks required for *Characteristic Drain* (see above).

**Vulnerable:** The creature's natural protection (AP) cannot mitigate damage caused by a specific type of source. This source (cold, fire, iron, etc.) will be noted in the creature's Trait listing, but a narrative description may be necessary for some of the more specific vulnerabilities.

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

# New Legendary Abilities

This section details a number of new Legendary Abilities for characters to learn in the course of their adventuring careers. Each one has its own prerequisites and Hero Point cost that must be met before the character can purchase them. They all follow the same rules for learning and gaining Legendary Abilities as covered in the *RuneQuest* core rulebook, starting on the section beginning on page 98. It should be noted that some of the following Legendary Abilities are designed for characters of specifically non-human origin, making them rather difficult – but not impossible – to learn by common Player Characters.

## Bestial Gift

**Requirements:** POW 15 or higher, any advanced Lore (Animal) skill at 90% or higher.

**Hero Points:** 10

You know how to apply the basic instincts of an animal to your own, allowing you to emulate what the animal can do using your own body the way they do.

By taking on a single level of Fatigue, the character can perform any of its chosen animal's Traits. This is partially a mystical connection, allowing the character to use some Traits that might seem otherwise impossible. The only requirement for the Trait is that

the character has the proper body parts to utilise it. This Trait is chosen at the time the Legendary Ability is learned, and can be learned multiple times to learn multiple Traits.

## Chaos Feature

**Requirements:** Must have either the *Chaotic Aura* Trait, or have 2 Chaos Runes integrated

**Hero Points:** 8

You have a connection to the power of Chaos that has altered you in some way, bringing you closer to the unnameable forces that lurk between the worlds.

Upon 'learning' this Legendary Ability, the character gains the Chaotic Feature Trait (see earlier, page 7). If the Chaotic Feature Table in *RuneQuest: Monsters* is being used to generate this feature, the character may roll twice and choose the result they want.

## Dauntless Footing

**Requirements:** CON 15 or higher, Resilience skill at 70% or higher, must have hoofed or clawed feet

**Hero Points:** 8

You are an unshakeable rock when you want to be, grinding your hooves or claws into the ground and gritting your teeth.

By spending a Combat Action, the character becomes utterly immobile. While this Legendary Ability is in effect

## Legendary Abilities

Legendary Ability	Requirements	Hero Points
Bestial Gift	POW 15+, any advanced Lore (Animal) skill 90%+	10
Chaos Feature	Must have either the <i>Chaotic Aura</i> Trait, or have 2 Chaos Runes integrated	8
Dauntless Footing	CON 15+, Resilience skill 70%+, must have hoofed or clawed feet	8
Frenzy	CON 15+, Persistence skill 80%+	8
Lick Wounds	POW 15+, First Aid skill 70%+	8
Master of the Sky	DEX 15+, Athletics skill 80%+, must have a Fly Movement type	12
Necromastery	POW 15+, Runecasting (Death) or Runecasting (Undead) skill 70%+, must be Undead	12
Predator's Survival	CON 15+, Survival skill 75%+	8
Rising Strike	DEX 15+, Athletics (swimming) skill 70%+, must have a natural Swim Movement type	10
Thick-Headed	CON 15+, Gore or Head Butt skill 80%+	10

the character cannot be moved for any reason without wanting to. This includes all forms of Knockback, magical forces, and so on. Additionally the character gains a temporary +50% bonus to Resilience tests and all melee attack rolls. Once called upon, this Legendary Ability lasts until the character falls unconscious, dies or chooses to move from their current spot.

### Frenzy

**Requirements:** CON 15 or higher, Persistence skill at 80% or higher

**Hero Points:** 8

You have learned to ignore the impulses of the mind by giving in to the instincts of the body, fuelling yourself with rage and anger.

The character can willingly enter a sort of animalistic frenzy at will, shutting off mental weaknesses to strengthen physical prowess. While in this state the character automatically passes all Persistence skill tests and cannot be emotionally influenced in any way, adds +4 to their STR and DEX scores, has a +50% bonus to all unarmed or natural attacks, but cannot choose to stop attacking any given target until it is dead.

### Lick Wounds

**Requirements:** POW 15 or higher, First Aid skill at 70% or higher

**Hero Points:** 8

Like many animals, you have learned how to lick your wounds and the wounds of others in order to expedite their healing.

So long as the character can directly apply your tongue and saliva to a wounded hit location, all natural healing rates of the wounded being are tripled.

### Master of the Sky

**Requirements:** DEX 15 or higher, Athletics skill at 80% or higher, must have a Fly Movement type

**Hero Points:** 12

You are the truest perfection of grace during flight, able to do things in mid-air that even a hummingbird would get jealous over.

The character is a powerful aerial combatant, gaining all of the following bonuses.

- ▼ +2D3 Combat Reactions per Combat Round while in flight.
- ▼ Any Dodge skill tests you make while in flight are made at a +50% bonus.
- ▼ Any attacks made after a Fly movement are made at double normal Damage Modifier, and with a +50% bonus to melee attack rolls.

### Necromastery

**Requirements:** POW 15 or higher, Runecasting (Death) or Runecasting (Undead) skill at 70% or higher, must be Undead

**Hero Points:** 10

You have become so attuned with your undeath that its innermost secrets are child's play to you.

The character is in complete control of the energies of undeath around him, gaining all of the following bonuses.

- ▼ Half normal Casting Times for all spells requiring the Death or Undead Runes.
- ▼ May make Influence skill tests against the Persistence skills of mindless (INT 3 or less) undead creatures, even if not normally allowed, in order to fully control them for 2D6 hours.
- ▼ May unerringly detect whether or not something is alive, dead or undead with a basic Perception skill test.

### Predator's Survival

**Requirements:** CON 15 or higher, Survival skill at 75% or higher

**Hero Points:** 8

You have learned much from the hunting animals of the wild, and you now know how to make a meal of nearly anything that walks, swims or flies.

The character can find all of the nourishment and liquids it needs to survive in *any* situation where animal life of some kind can be hunted, scrounged or otherwise killed and eaten. This requires a single

Survival Skill test weekly, but the character has no need for additional food and water in any way.

### Rising Strike

**Requirements:** DEX 15 or higher, Athletics (swimming) skill at 70% or higher, must have a natural Swim Movement type

**Hero Points:** 10

You are a deadly opponent under the waves, swimming into your targets like a shark onto its prey.

The character has access to a new type of attack that they may use while swimming. As long as the character has enough room to swim up from underneath the target to strike at them from below, their next attack benefits from all of the following effects.

- ▼ The attack uses the Athletics (swimming) skill to hit if the character wishes.
- ▼ The Damage Modifier used for the attack is scaled up by one die type (D2 becomes D3, D3 becomes D4, and so on).

- ▼ If the target of the attack suffers any damage, it must pass a Resilience test or immediately begin to suffer from Suffocation (page 90 of the *RuneQuest* core rulebook).

### Thick-Headed

**Requirements:** CON 15 or higher, Gore or Head Butt skill at 80% or higher

**Hero Points:** 10

You have been smashing things with your head or horns long enough that running headlong into a stone wall is not only safe for you – but you rather enjoy the satisfying crunch!

The character's Gore or Head Butt attack has become particularly powerful, rolling an additional die of its base type for damage at all times. Additionally, if the character's Gore or Head Butt attack rolls its maximum damage on its base dice (not including Damage Modifier), the target automatically suffers from double normal distances of Knockback (if Knockback applies). Also, the character's Head hit location may double its natural AP due to strengthened pain tolerance.



# CREATURE DESCRIPTIONS

## Alticamelus (High Llama)

The alticamelus, or high llama, is actually more akin to the giraffe and camel than the likes of a common llama. These animals have soft tan fur that can grow to be slightly woolly, often harvested for the ability to turn it into a soft cloth. The females produce thick and nutritious milk that can easily be used to turn into cheese or other dairy products.

A fantastic herd livestock used by one of the five great tribes of Prax, alticamelus are also amazing mounts. Standing up to three metres tall at the shoulder, adding another two and a half metres for the neck and head, the high llamas have an imposing stature that gives their riders the advantage of upper ground against nearly any opponent. This combined with the sheer strength of such a massive animal makes a skilled high llama-rider a deadly foe. The Praxian nomads that use this beast use extra long spears and lances so that they may strike enemies who are on foot with more ease.

Because of the alticamelus' extreme height, anyone riding one keeps all of the normal bonuses for a mounted warrior fighting against infantry when fighting against *mounted* foes, so long as they are mounted on a beast of SIZ 32 or less.

### Characteristics

STR	3D6+24	(35)
CON	2D6+9	(16)
DEX	3D6	(12)
SIZ	3D6+30	(41)
INT	4	(4)
POW	3D6	(11)
CHA	3	(3)



### Alticamelus Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	2/12
4 – 6	Left Hind Leg	2/12
7 – 9	Hindquarters	2/13
10 – 12	Forequarters	2/14
13 – 15	Right Front Leg	2/12
16 – 18	Left Front Leg	2/12
19 – 20	Head	2/11

### Weapons

Type	Weapon skill	Damage
Kick	40%	1D4+2D8

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +8  
*Movement:* 8m  
*Traits:* Trample  
*Skills:* Athletics 60%, Dodge 10%, Resilience 45%  
*Typical Armour:* Hide (AP 2, no Skill Penalty)

### Ant, Fire

Fire ants are fist-sized Gloranthan insects that were created when an ancient ancestor made a deal with a minor fire deity. In return for becoming immune to the effects of flames the ant, and its descendents, would carry fire upon their bodies allowing it to spread. They swarm in charcoal mounds as tall as small buildings, and they exist only to serve the will of their queens – which, in turn, exist only to reproduce.

Fire ant colonies can hold thousands of the bright red creatures within hundreds of metres of hidden tunnels under their mounds, with only a few dozen individual insects above ground at any given time in search of food for the colony. They are scavengers and opportunists when it comes to food, but their primary food choice is the ashes left behind when lumber or tall grasses are burned – but they can digest any form of ash with ease.



Encountering a few stray fire ants is a minor obstacle for most warriors, but where there are a few fire ants there are more not far behind. A normal encounter with fire ants often brings 2D6 individuals into contact with the surface, but after the first ant is killed another 1D6 will arrive in 1D6 minutes to investigate the sudden loss to the colony. If more than half the second wave of ants is killed, another wave will arrive. Only through the rapid eradication of the fire ants and a speedy withdrawal will keep the colony from continually sending waves of angry ants.

Fire ants are filled with a tiny bit of elemental fire that escapes with a tiny explosion when it is killed. When a Fire ant suffers a Major Wound to either of its hit locations it bursts in a 1 metre radius flame burst, inflicting 1D4 points of fire damage.

### Characteristics

STR 2 (2)  
 CON 2D6 (7)  
 DEX 3D6+5 (16)  
 SIZ 1 (1)  
 INT 2 (2)  
 POW 1D6 (4)  
 CHA 2 (2)

### Fire Ant Hit Locations

D20	Hit Location	AP/HP
1 – 19	Body	-/2
20	Head	-/1

### Weapons

Type	Weapon skill	Damage
Bite	25%	1+1D3 fire damage

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +9  
*Movement:* 2m  
*Traits:* Earth Sense, Immunity to Fire, Wall Walking, Vulnerable to Cold  
*Skills:* Athletics 35%, Dodge 20%, Resilience 30%  
*Typical Armour:* None

## Augner

One of the large flightless birds ridden by the Rinliddi of Glorantha, the augner is an ostrich-like bird with dark plumage and a wide, axe-shaped beak that it uses to tear off chunks of flesh from prey. They are characteristically difficult to manage, which is a testament to the riding and training skills of the Rinliddi, but they are very loyal to their herds and their family.

A single augner stands roughly three metres tall at the top of its head, but only two at the shoulder. It has very strong feather-less legs that end in a trio of thick taloned toes that it uses to propel itself across the plains and grasslands at great speeds. Additionally, the birds can lash out with massive force when it kicks its prey. A single kick from a running augner can sometimes be enough to topple a full grown zebra or sable, which is then immediately set upon with the bird's deadly beak.

A domesticated augner requires almost ten pounds of raw meat daily to keep up its rapid metabolism. Should one go a number days longer than its POW score without receiving an adequate meal, it has a cumulative +10% chance daily to attack its rider or its rider's allies in a fit of instinctual hunger.



Augner deal an extra 1D6 damage when their Kick is used with a Charge action.

The 'Neck' hit location of an augner has all of the same rules for suffering Wounds as the 'head' location.

### Characteristics

STR	4D6+10	(24)
CON	4D6	(14)
DEX	3D6	(11)
SIZ	6D6+4	(25)
INT	4	(4)
POW	2D6	(7)
CHA	2	(2)

### Augner Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	2/10
4 – 6	Left Leg	2/10
7 – 9	Body	3/19
10 – 12	Right Wing	3/7
13 – 15	Left Wing	3/7
16 – 18	Neck	3/6
19 – 20	Head	3/8

### Weapons

Type	Weapon skill	Damage
Beak	50%	1D8+1D10
Kick	60%	1D6+1D10

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 8m

*Traits:* Trample

*Skills:* Athletics 60%, Perception 65%, Survival 25%

*Typical Armour:* Thick Plumage (AP 1 to non-leg locations only, no Skill Penalty), Hide (AP 2 to all locations, no Skill Penalty)

## Automantid

Borne of a mad Zistorite in the depths of the Clanking City, the automantids are horse-sized mechanised insects in the shape of a great preying mantis. They are cast from special copper alloys mixed with white-



iron, making them durable and powerful creations that can tear a man limb from limb in seconds.

Automantids were once created to be guardians and protectors, but were given enough free will in their programming that they quickly turned on their creator and became self-replicating and a great threat to anything made of metal. They can use any form of metal (armour, weapons and soon) to build more of their own kind, and seem to be solely driven to do so.

The original designs of the automantid was thought to be lost when the first 'batch' turned on its creator, but the faithful followers of the Machine God have believed the clockwork beasts could be brought back under control if those plans could be found and re-worked. Many Zistorite zealots have lost their lives trying to find the plans, and the mechemagic secrets they contain.

Fortunately these highly dangerous constructs have many enemies who will attack them on sight. Only a

very few have been able to avoid destruction outside of the Clanking City, but their total eradication has been prevented by the actions of the Zistorites who wish to bring them back under their control.

The Claw attack of an automantid can Impale on a critical hit.

### Characteristics

STR	6D6	(21)
CON	8D6+12	(40)
DEX	4D6	(14)
SIZ	20	(20)
INT	5	(5)
POW	2D6	(7)
CHA	2	(2)

### Automantid Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	8/12
2	Left Rear Leg	8/12
3	Right Middle Leg	8/12
4	Left Middle Leg	8/12
5 – 9	Abdomen	8/13
10 – 13	Thorax	8/14
14 – 15	Right Foreclaw	8/11
16 – 18	Left Foreclaw	8/11
19 – 20	Head	8/12

### Weapons

Type	Weapon skill	Damage / AP
Bite	40%	1D6+1D8
Claw	70%	1D6+2+1D8 / 8

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 6m, 8m when flying

*Traits:* Dark Sight, Disease Immunity, Diving Strike, Formidable Natural Weapons, Poison Immunity, Vulnerable to Electricity

*Skills:* Athletics 65%, Craft (automantid) 50%, Dodge 30%, Persistence 55%, Resilience 75%

*Typical Armour:* Alloy Shell (AP 8, no Skill Penalty)



## Baboon, Giant

Like many of Glorantha's animals, baboons are far more than just groups of primates that eke out an existence on the plains and grasslands. Giant baboons are sentient beings that have their own traditions, beliefs and myths to follow. They are rather primitive and bestial overall, but many troops of baboons have given birth to adventurers and soldiers that roam the world in the throes of heroism and villainy.

Gloranathan baboons are physically much like common baboons. They range from black to tan to grey in the colour of their short and thick fur; they have long arms and very powerful musculature. They have been known to use spears or javelins and even wear the occasional piece of armour in combat, but can always fall back on their primal strength and savage bite if need be. Lacking full arm mobility and have to rely upon thrusting weapons or their natural weaponry in combat, and can not use shields with any degree of competence.

Socially, the baboons of Glorantha are tribal in nature but they revere their ancestors and maintain their own shamanic structures. They are often given to their primal natures, but live by their own rules and laws set by their religious leaders. These laws can be difficult for non-baboons to understand, but nonetheless lethal for outsiders to transgress upon. More than a few



foolish men have met their ends under the weight of heavy stones placed upon them by baboon guardians, executed for crimes as 'minor' as theft from the troop. The baboons may not build massive cities or accept outsiders into their cults, but they are no less a community by Gloranthan standards.

Female baboons are not as large or strong as the males, having a STR of 3D6 and SIZ of 2D6.

### Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	3D6	(11)
INT	2D6+6	(13)
POW	2D6+6	(13)
CHA	3D6	(11)

### Gloranathan Baboon Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Leg	1/5
4 - 6	Left Leg	1/5
7 - 9	Abdomen	1/6
10 - 12	Chest	1/7
13 - 15	Right Arm	1/4
16 - 18	Left Arm	1/4
19 - 20	Head	1/5

### Weapons

Type	Weapon skill	Damage / AP
Bite	35%	1D6
Javelin	30%	1D6 / 2
Shortspear	30%	1D8 / 2

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +15

*Movement:* 4m

*Traits:* Night Sight

*Skills:* Acrobatics 35%, Athletics 40%, Dodge 35%, Perception 35%, Persistence 30%, Resilience 40%, Survival 25%

*Typical Armour:* Fur (AP 1 to all locations, no penalty), occasionally in piecemeal leather armour and open-faced helmets

## Bat, Giant

Responsible for eating several pounds of insects each night, giant bats emerge from their caverns and hollowed trees to fly on leathery wings through the darkness. They sleep throughout the day to keep up their energy so they might enjoy a full night of rampant and erratic flight. They are thought of as vermin by some, messengers to others, and even holy to a select few. Whatever the reason, giant bats are iconic creatures of the night.

Giant bats are much like their smaller, flitting cousins except for their size, they are a half-metre in length with easily a two-metre wingspan. There are several different breeds of giant bat, some eat insects and others dine on fruit and berries. No matter what sort of diet the bat has, they have needle-sharp fangs and fast-moving jaws that allow them to inflict savage bites to defend themselves.

### Characteristics

STR	2D6	(7)
CON	2D6+2	(9)
DEX	4D6+4	(18)
SIZ	2D6-1	(6)
INT	4	(4)
POW	2D6	(7)
CHA	3	(3)

### Giant Bat Hit Locations

D20	Hit Location	AP/HP
1	Right Hind Leg	-2
2	Left Hind Leg	-2
3 - 8	Body	-5
9 - 13	Right Wing	-2
14 - 18	Left Wing	-2
19 - 20	Head	-3

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D4-1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 1m, 12m when flying

*Traits:* Echolocation

*Skills:* Athletics 78%, Dodge 60%, Perception 75%, Stealth 60%, Survival 40%

*Typical Armour:* None

## Bison

Huge animals that herd in massive numbers across the savannah and plains, bison are one of the most utilised animals in existence. Sought after for their thick leather, warm fur, strong bones and tasty meat, bison live under the protection and teachings of the bison riders of Prax, who count themselves as some of the finest and strongest warriors of the wastes. With fully trained bison under their legs, that is not likely far from the truth. They have high breeding rates and extremely protective bulls in their herds, making it difficult to hunt them out of an area, which helps make the bison even more useful to local peoples.

A single bison, even a young one, can be a deadly opponent if angered or threatened. They are thick with muscle and sport a pair of dense horns on the front of their heads that they can use to smash predators or other threats to jelly with a single charge. Standing as high as a man at the shoulder and nearly that distance in width when full grown, each bison is a hard prize to win for any hunter; natural or otherwise.



A bison inflicts an additional 1D10 damage when it uses its Head Butt attack as part of a charge, otherwise the damage bonus is halved in a Butt attack (included above).

### Characteristics

STR	3D6+30	(41)
CON	3D6+9	(20)
DEX	2D6	(7)
SIZ	3D6+30	(41)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

### Bison Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	2/13
4 – 6	Left Hind Leg	2/13
7 – 9	Hindquarters	2/14
10 – 12	Forequarters	2/15
13 – 15	Right Front Leg	2/13
16 – 18	Left Front Leg	2/13
19 – 20	Head	4/12

### Weapons

Type	Weapon skill	Damage
Head Butt	40%	1D6+1D10

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +5

*Movement:* 6m

*Traits:* Trample

*Skills:* Athletics 50%, Dodge 8%, Resilience 50%, Survival 35%

*Typical Armour:* Thick Hide (AP 2, no Skill Penalty); Horned Head (AP 4 to head location, no Skill Penalty)

## Blyght (Wintered Elf)

The herbanoid elves of the forests and woods are a strange and alien race of beings when compared to normal humanoids, but there is one force in the world that sees them no differently – undeath. Where humans, ducks and dwarfs can become vampires by arranging for the proper rune-based rituals, the aldryami can only condemn themselves to unlife as a blyght.

Blyghts, also called ‘the wintered’ by normal elves, are monstrous undead creatures that no longer produce food energy as they once did, blyghts must drain the energy directly from their prey. Turning sap into food energy as they suck it back through their thorn-like fangs, a blyght can leave a dry husk of any living plant in seconds. Although they destroy plants to continue their existence they are hostile to other life as well, and will happily kill humans, animals or other creatures that they come across.

Wintered elves look like brown and dried husks of their former selves. They have strong limbs made of dry wooden fibres that end in sharpened talons that can shear through their foes, parched skin that feels no pain, and a pair of glowing red eyes that see the world in shades of warmth. In their scowling mouth the blyghts have long fangs that they use to drink up



the life force of their prey as well as rip nasty wounds in their enemies.

Becoming a blyght is similar to becoming any other runic-based undead. The elf who wishes to transform into a blyght must have six Undead runes ready to be integrated into themselves, and no less than a POW Characteristic of 7. The transformation process requires that all six runes be integrated all at one time, swallowed into the body of the participant. If all of the runes integrate successfully the body will begin to rapidly dry out and wither. In a number of hours equal to the new blyght's POW, the new blyght has all of the proper abilities and Characteristic differences applied to them.

Blyghts engage in conflicts for two main reasons – to fulfil their sinister schemes or to sate their hunger for life energy. They are still elfin, making them exceptional archers and spearmen, especially with their added undead strength. Their martial strengths aside, most blyghts forego weaponry altogether. They are naturally equipped with long claws and deadly fangs, either of which they happily shred their victims with – even though it is the blyght's infamous bite that poses the threat of being drained utterly dry of life and left a gray and leathery husk.

Once an elf turns into a blyght, they gain the Characteristic Drain and Dark Sight traits, a natural AP of 2, and the following Characteristic adjustments: +4 STR, +2 CON, -3 DEX, -1 SIZ, +2 POW, -3 CHA

Any plant (including aldryami) suffering damage by the Bite attack of a blyght instantly loses one permanent point of POW. This point is added to the blyght's current and maximum POW Characteristic. Should the target of this POW drain be a herbanoid or other form of plant, the amount of POW drained is raised to 1D3. Anything brought to 0 POW in this way is instantly killed, drained of its life energy.

As undead plants, blyghts feel no pain or fatigue in any way, and have no need for sleep – although they must spend 1 POW every day to keep their bodies animate.

The Life Sense trait of a blyght is especially attuned to the life force of a creature, allowing the blyght to also 'see' how much POW a target has left as well as their hit points.

### Characteristics

STR	3D6+6	(17)
CON	4D6	(14)
DEX	2D6+3	(10)
SIZ	3D6-1	(10)
INT	3D6+2	(13)
POW	3D6+2	(13)
CHA	2D6+2	(9)

### Blyght Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	2/5
4 – 6	Left Leg	2/5
7 – 9	Abdomen	2/6
10 – 12	Chest	2/7
13 – 15	Right Arm	2/4
16 – 18	Left Arm	2/4
19 – 20	Head	2/5

### Weapons

Type	Weapon skill	Damage / AP
Bite	60%	1D3+1+1D2 plus POW drain
Claw	80%	1D4+1+1D2
Longbow	70%	2D10+1D2 / 2
Longspear	70%	1D10+1D2 / 2

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+12
<i>Movement:</i>	4m
<i>Traits:</i>	Characteristic Drain, Dark Sight, Life Sense
<i>Skills:</i>	Athletics 40%, Dodge 35%, Lore (Plant) 70%, Perception 38%, Resilience 40%, Tracking 50%
<i>Typical Armour:</i>	Deadened Fibres (AP 2, no Skill Penalty)

## Bright Eyes

These unusual spirits are lost souls dating back to the Age of Terror. They look like floating globes of ghostly light. These beings died fighting the tides of Chaos that once threatened to overwhelm all of Glorantha and now can be found guarding locations that are tied to Chaos in some way. They still fight Chaos in their own way, by attacking those that would unleash a Chaos creature from a prison, recover a Chaos artefact or use a Chaos temple.

If a Bright Eye touches a Chaos creature, the Chaos creature suffers 2D6 points of damage and the Bright Eye is temporarily exhausted and vanishes. If a Bright Eye attacks a non-Chaotic creature, that creature must make a Persistence check. If the check fails, the creature suffers a momentary vision of how the Bright Eye died. This versions are generally horrific and nigh-incomprehensible; few of the Bright Eyes were human when they lived and they died battling the worst horrors of Chaos. Therefore, seeing this vision of death stuns a victim and it misses its next action. This exhausts the Bright Eye and it vanishes for the next twenty-four hours.

They can perform a type of possession upon a willing individual in order to be able to communicate with outsiders. The individual does retain his own free will and ability to act but can also act as a translator for the Bright Eye, however the side effects of this include a glow from inside the possessed individual's head and being continually plagued by the memories of the Bright Eye's death, which more often than not will have an effect on the possessed's sanity.

In extremis a Bright Eye might try to possess an individual in order to be able to communicate with him and others. This it does by a possession attack, but other Bright Eyes are able to aid in this by launching memory attacks upon the target. For every such successful memory attack the Bright Eye making the possession attempt increases its Persistence by 20%. This possession is very uncomfortable for the victim who will become mad due to the continual images flooding his brain. It takes a number of hours equal to the victims POW before the insanity sets in, which results in continual mumbling, lack of sleep, horrific visions and a permanent -20% penalty to all INT based skills until healed by magic. After this possession the Bright Eyes will vanish until the next Holy Season, utterly drained of its power until it can be renewed at that point.



### Characteristics

STR -  
 CON -  
 SIZ -  
 INT 3D6 (11)  
 POW 3D6 (11)  
 DEX -  
 CHA 3D6 (11)

HP 10  
 MP 10

### Weapons

Type	Weapon skill	Damage / AP
Memories	30%	Special

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +20  
*Movement:* 10m  
*Traits:* Covert Possession, Dark Sight, Night Sight, Memory Attack  
*Skills:* Dodge 30%, Perception 20%, Persistence 45%, Stealth 40%

## BROO SUB-RACES

Due to the disgusting and invasive breeding practices, broo are frequently found mated with a variety of different creatures. These different breeds of broo all have similar features – hooved feet, muscled bodies and bestial heads. They are all driven by deep animalistic urges and lusts, and have a leaning toward filth and degradation. Spawned of Chaos, all broo have ties to one another.

The varied tribes of broo do not segregate themselves by species, holding ties together by bloodlines – not what sort of beast they took traits from. This means that many of the larger tribes can have several different sub-species within their ranks, each one serving a role within the tribe.

The following are a few of the more commonplace sub-species of broo. It is by no means complete, as any sort of animal that an invading broo can forcibly infect with its seed could potentially create a new breed of broo – including the prospect of elephant, lion or even unicorn broo!

### BULL BROO

Bull broo, often mistaken for small minotaurs, are hulking and angry beings that are often used as the frontline shock troops in larger groups of broo. They have a deep and near endless rage, and sometimes get so incensed with death and combat that they will forget to mount their unwilling mates until after they have been dispatched!

Bull broo deal an extra 1D6 damage when their Gore is used with a Charge action.

#### Characteristics

STR	4D6+6	(20)
CON	1D6+12	(16)
DEX	3D6	(11)
SIZ	1D6+15	(19)
INT	2D6+4	(11)
POW	3D6	(11)
CHA	2D6-1	(6)

### Bull Broo Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-7
4 – 6	Left Leg	-7
7 – 9	Abdomen	-8
10 – 12	Chest	-9
13 – 15	Right Arm	-6
16 – 18	Left Arm	-6
19 – 20	Head	2/7

### Weapons

Type	Weapon skill	Damage / AP
Battleaxe	40%	1D6+1+1D6 / 3
Club	50%	1D6+1D6 / 2
Gore	60%	1D8+1D6
Target Shield	30%	1D6+1D6 / 8

### Special Rules

- Combat Actions:* 2
- Strike Rank:* +11
- Movement:* 4m
- Traits:* Chaotic Aura, Disease Immunity, Night Sight
- Skills:* Athletics 65%, Resilience 40%, Tracking 30%
- Typical Armour:* Horns (AP 2, no Skill Penalty)

### HORSE BROO

Horse broo are more cunning than many of their brethren, and are often used by broo tribes as scouts or messengers. They have long, powerful legs that they use to run rapidly across open ground and agile bodies that make them exceptional athletes and ranged combatants.

#### Characteristics

STR	2D6+6	(13)
CON	2D6+12	(19)
DEX	3D6+4	(15)
SIZ	1D6+12	(16)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	2D6	(7)

### Horse Broo Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/7
4 – 6	Left Leg	-/7
7 – 9	Abdomen	-/8
10 – 12	Chest	-/9
13 – 15	Right Arm	-/6
16 – 18	Left Arm	-/6
19 – 20	Head	-/7

### Weapons

Type	Weapon skill	Damage / AP
Club	30%	1D6+1D2 / 2
Javelin	45%	1D6+1D2
Target Shield	25%	1D6+1D2 / 8

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +14

*Movement:* 6m

*Traits:* Chaotic Aura, Disease Immunity, Night Sight

*Skills:* Athletics 75%, Perception 30%, Resilience 50%, Tracking 30%

*Typical Armour:* None

### Llama Broo

Highly intelligent, especially for the broo, the llama subspecies are tall and gangly – even for a broo. They have long necks covered in matted fur, nimble fingers and agile reflexes. They generally serve as leaders and planners for the broo tribes, having much of their simple ferocity replaced by cunning and intelligence.



### Characteristics

STR	3D6	(11)
CON	2D6+10	(17)
DEX	3D6+4	(15)
SIZ	1D6+13	(17)
INT	2D6+8	(15)
POW	3D6	(11)
CHA	3D6-2	(9)

### Llama Broo Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Leg	-/7
4 - 6	Left Leg	-/7
7 - 9	Abdomen	-/8
10 - 12	Chest	-/9
13 - 15	Right Arm	-/6
16 - 18	Left Arm	-/6
19 - 20	Head	-/7

### Weapons

Type	Weapon skill	Damage
Dagger	30%	1D4+1+1D2 / 4
Target Shield	20%	1D6+1D2 / 8

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +15  
*Movement:* 4m  
*Traits:* Chaotic Aura, Disease Immunity, Night Sight  
*Skills:* Athletics 50%, Influence 35%, Persistence 35%, Resilience 40%  
*Typical Armour:* None

## RHINOCEROS BROO

Rhinoceros, or great-horned, broo are amongst the largest and the deadliest broo in existence. They are hulks of grey muscle and leathery flesh that are stronger than most creatures their size, and are capable of crushing a man under their wide-hoofed feet as easily as they do under the blows from their oversized clubs.

Rhinoceros broo deal 1D8+1+1D10 damage when their Gore attack is used with a Charge action.

### Characteristics

STR	5D6+8	(26)
CON	2D6+12	(19)
DEX	2D6+1	(8)
SIZ	2D6+15	(22)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6-2	(5)

### Rhinoceros Broo Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Leg	1/9
4 - 6	Left Leg	1/9
7 - 9	Abdomen	1/10
10 - 12	Chest	1/11
13 - 15	Right Arm	1/8
16 - 18	Left Arm	1/8
19 - 20	Head	3/9

### Weapons

Type	Weapon skill	Damage / AP
Great Club	60%	1D8+1D10 / 3
Gore	50%	1D8+1+1D6

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +8  
*Movement:* 4m  
*Traits:* Chaotic Aura, Disease Immunity, Night Sight, Trample  
*Skills:* Athletics 60%, Resilience 45%  
*Typical Armour:* Thick Hide (AP 1, no Skill Penalty); Horned Head (AP 3 to head location, no Skill Penalty)

## STAG BROO

Stag broo are athletic creatures that are slightly smaller than normal broo, but bear a large rack of twisted antlers that they often use for dominance trials within their tribes. They file the points and decorate them with bits of their foes like trophies upon them, making each stag broo a horrid reminder of the true foulness of Chaos.

Stag broo deal an extra 1D6 damage when their Head Butt is used with a Charge action.



### Characteristics

STR	3D6	(11)
CON	2D6+10	(17)
DEX	3D6+2	(13)
SIZ	1D6+10	(14)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	2D6+1	(8)

### Stag Broo Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/7
4 – 6	Left Leg	-/7
7 – 9	Abdomen	-/8
10 – 12	Chest	-/9
13 – 15	Right Arm	-/6
16 – 18	Left Arm	-/6
19 – 20	Head	2/7

### Weapons

Type	Weapon skill	Damage / AP
Club	35%	1D6 / 2
Head Butt	60%	1D6+1
Nomad Bow	35%	1D10
Target Shield	30%	1D6 / 8

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 4m

*Traits:* Chaotic Aura, Disease Immunity, Night Sight

*Skills:* Athletics 60%, Perception 30%, Resilience 40%, Tracking 30%

*Typical Armour:* Rack of Antlers (AP 2, no Skill Penalty)

### Other Broo Subtypes

Example	STR	CON	SIZ	INT	DEX	POW	CHA
Rabbit, Chicken	1D3	3D6	1D3	2D6+6	4D6+3	3D6	2D6
Dog, Cat	2D6	3D6	1D6+2	2D6+6	3D6+3	3D6	2D6
Sheep, Leopard	3D6	3D6	2D6+6	2D6+6	3D6	3D6	2D6
Elk, Lion	2D6+6	2D6+6	3D6+6	2D6+6	3D6	3D6	2D6
Bison, Bear	4D6+10	2D6+10	3D6+10	2D6+6	2D6+2	3D6	2D6
Allosaurus, Mammoth	6D6+15	3D6+12	5D6+15	2D6+6	2D6	3D6	2D6

### Other Broo Subtypes

As a result of their very nature broo can come in a huge variety of subtypes. Guidelines for creating these rare sub-types are listed below.

Unless especially warped by Chaos most broo subtypes will resemble their parent species when it comes to their physical statistics. A rabbit broo, for example, will be a very small creature, with low SIZ and STR characteristics, but a comparatively high DEX. Intelligence is also linked to their parent species, with smarter animals (such as dogs, cats or pigs) having a higher INT characteristic than dumber species (such as a sheep or allosaurus). Weapon attacks would vary according to the subtype, an allosaurus broo would have a bite attack, a bear broo would have an impressive bite and, possibly, huge claws on its front limbs. The table below can be used as a rough guideline for statistics for various broo subtypes, but there can be a large variance between similarly sized creatures.

### Chaos Snakes (Waknath)

Chaos snakes are simply serpents created or corrupted by dark forces to become strange and dangerous entities. Called collectively 'waknath' by the people of Glorantha, Chaos snakes are sometimes hard to tell apart from a common rattlesnake or asp until it is far too late to avoid them. Although the sheer presence of so much Chaos corruption in one being means that there are likely other breeds of waknath that have other mutations and Chaos features, the following are some of the more commonly recorded variants.

## Fang Snake

The most common of all the Chaos snakes, the fang snake is a powerfully venomous viper that has been corrupted into its current form. They generally spawn in numbers close to a dozen, and surprisingly stay together after hatching. These rolling swarms of fang snakes fall upon their victims quickly and quietly, attacking with deadly force for no reason other than to cause mayhem.

Each fang snake is almost indistinguishable from a common pit viper until it opens its mouth – which is commonly too late. A fang snake has rows of small saw-edged teeth in its mouth, but it only has a single, three-inch fang growing downward from the middle of its upper jaw. This slightly curved spike is used to puncture through armour and flesh to deposit a massive dose of potent venom. This venom will eventually liquefy the flesh of the target, allowing the snake to sup up its meal at its leisure.

A fang snake's specially created fang is dense and able to pierce most 'soft' armour types. Any sort of armour that is not comprised of metal is always considered to be AP 1 for the fang snake's Bite attack.

### Characteristics

STR	2D6+6	(13)
CON	2D6	(7)
DEX	3D6+12	(23)
SIZ	2D6	(7)
INT	4	(4)
POW	3D6+2	(13)
CHA	3	(3)

### Fanged Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	1/3
7 – 14	Body	1/5
15 – 20	Head	1/3

### Weapons

Type	Weapon skill	Damage	
Bite	70%	1D4–1D2	plus

poison

### Special Rules

- Combat Actions:* 4
- Strike Rank:* +14
- Movement:* 4m
- Traits:* Chaotic Aura, Chaotic Feature (1D3–2), Poison
- Skills:* Athletics 35%, Dodge 75%, Stealth 90%
- Typical Armour:* Scales (AP 1, no Skill Penalty)



Anything that suffers damage from the Bite attack from a fang snake suffers the effects of the following poison:

### Fang Snake Venom

**Type:** Smeared

**Delay:** 1D3 Combat Rounds

**Potency:** 85

**Full Effect:** 1D4 hit point damage to location struck

**Duration:** 2D10 minutes

### Rainbow Snake

Blessed by Chaos with the ability to change the colour of its scales at the speed of thought, rainbow snakes are perfect chameleons when they want to be. They travel in solitude, seeking out small vermin to mesmerise and then kill for prey. Although not much larger than the common cobra it is a corrupted version of, it will gladly use its power to lull small humanoids into the same end.

A rainbow snake in its most natural state is actually nothing more than a white cobra, but its ability to change colour rapidly and dependably means that it is never found in its natural state; even asleep the creature dream-shifts its hues. This ability gives it amazing stealth, but it also grants it the innate ability to hypnotise the weak-willed through rapidly flashing certain colours at them in sequence. Due to its slightly enlarged hood, the rainbow snake's mouth is not particularly well-built for combat strikes. Instead, it generally mesmerises a target before slithering up and envenoming it.

The rainbow snake's primary defence and hunting method is its mesmerising colour shifts. By rearing up, opening its hood and rapidly flickering the colours of its scales it can potentially throw any living thing into a hypnotic fugue for several minutes – long enough to bite it several times. This ability requires the rainbow snake to spend all of its Combat Actions for one Combat Round, but requires no special roll. Any living thing susceptible to hypnotism or mesmerism must pass an immediate Persistence skill test or become utterly pacified and stunned into inaction for 1D3 Combat Rounds. While mesmerised, the target cannot move, speak, or use Combat Actions or Reactions for any reason.

### Characteristics

STR	2D6+8	(15)
CON	2D6+2	(9)
DEX	3D6+6	(17)
SIZ	2D6+2	(9)
INT	4	(4)
POW	3D6+2	(13)
CHA	3	(3)

### Rainbow Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	1/4
7 – 14	Body	1/6
15 – 20	Head	1/4

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D3 plus poison

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 4m

*Traits:* Chaotic Aura, Chaotic Feature (1D3–2), Poison

*Skills:* Athletics 45%, Dodge 70%, Stealth 100%

*Typical Armour:* Scales (AP 1, no Skill Penalty)

Anything that suffers damage from the Bite attack from a rainbow snake suffers the effects of the following poison:

### Rainbow Snake Venom

**Type:** Smeared

**Delay:** 1D4 Combat Rounds

**Potency:** 78

**Full Effect:** 1D2 temporary points of DEX (return 1/ day of rest)

**Duration:** 3D10 minutes

### Slime Snake

These horrific Chaos snakes are actually corrupted versions of pythons and anacondas, making them into even deadlier constrictors. Lacking the venom that most Chaos snakes rely upon, slime snakes crush their victims to death before bathing them in their oily slime and slowly swallowing them whole.

A slime snake is a dark brown or green serpent that can reach up to ten metres in length. It has a wide head with a hinged jaw filled with tiny teeth good for holding onto a victim while it is being crushed in its powerful coils. The serpent is covered prodigiously with a viscous green slime that is slippery. The substance also makes the slime snake exceedingly foul-tasting to predators, making it nigh inedible for all but the most iron of gullets.

If the slime snake's Constrict attack hits, the victim is caught up in the serpent's coils. Each round, the slime snake inflicts damage to the victim's chest location. Chest armour protects against this damage normally. In addition to the hit point damage caused by the constriction, the victim is unable to breathe and begins to suffocate (see page 90 of the *RuneQuest* core rulebook). Being constricted by a slime snake counts as 'heavy' activity in determining how long the victim can hold its breath. The victim can make an Athletics skill test with each Combat Action to try and escape the slime snake's coils.

### Characteristics

STR	3D6+20	(31)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	3D6+1	(12)
INT	3	(3)
POW	3D6+2	(13)
CHA	3	(3)

### Slime Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	3/5
7 – 14	Body	3/7
15 – 20	Head	3/5

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D4+1D8
Constrict	55%	1D8+1+1D8 plus constriction

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+7
<i>Movement:</i>	4m
<i>Traits:</i>	Chaotic Aura, Chaotic Feature (1D4-2), Paired Attack (Bite to Constrict)
<i>Skills:</i>	Athletics 70%, Dodge 55%, Resilience 55%, Stealth 60%
<i>Typical Armour:</i>	Slimy Scales (AP 3, no Skill Penalty)

### Spine Snake

One of the deadlier breeds of Chaos snake, the spine snake is also thankfully one of the most easily recognised. Having grown dozens of tiny fanglike spines along the sides of its body, this beast is bristling with darts that it uses to hunt prey or kill would-be threats.

A corruption of a large rattlesnake, the spine snake is thick-bodied and two-metres long. Its coarse, rust-coloured scales have no discernable pattern to them, but are uniform throughout the species as a whole. Running down the sides of the snake's body, from just behind its wide jaw to the spiky rattle at its end, are rows of quill-like spines. These spines are only loosely attached to the snake's body, allowing them to fall out and grow back over the course of the snake's life. These loose spines are also the spine snake's best weapon. A spine snake can use a similar motion to its rattle with a different part of its body to dislodge and hurl spines at an enemy.

The spine snake's Spine attack has a range of 5 metres, and can be performed roughly six times a week before it begins to lose enough spines to weaken the attack.

### Characteristics

STR	2D6+8	(15)
CON	2D6+4	(11)
DEX	3D6+8	(19)
SIZ	2D6+2	(9)
INT	4	(4)
POW	2D6+2	(9)
CHA	3	(3)

### Spine Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	2/4
7 – 14	Body	2/6
15 – 20	Head	2/4

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D3 plus poison
Spine	75%	1D4+1

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +12

*Movement:* 4m

*Traits:* Chaotic Aura, Chaotic Feature (1D4–2), Poison

*Skills:* Athletics 60%, Dodge 75%, Stealth 65%

*Typical Armour:* Spiny Scales (AP 2, no Skill Penalty)

Anything that suffers damage from the Bite attack from a spine snake suffers the effects of the following poison:

### Spine Snake Venom

**Type:** Smeard

**Delay:** 1D3 Combat Rounds

**Potency:** 80

**Full Effect:** 1D3 hit points of damage to same location

**Duration:** 2D10 minutes

### Spit Snake

Another breed of wahnath that stems from the cobra, the spit snake is a vile beast that was gifted a special gland at the back of its throat that creates odd and marvellous substances that it can then project outward through a groove in its mouth like a streaming missile. Spit snakes can produce and project foul smelling oils, virulent acid, and poisons to potent liquids that cancel magic – although no spit snake can produce more than a single substance.

Physically spit snakes are not unlike normal spitting cobras in size, shape or colour. They reach to a few metres in length, have large hoods that open when agitated, and try to aim for a victim's eyes when they spit. Unlike their natural cousins, spit snakes do not

swallow their prey whole. Instead they eat more like carnivorous lizards, tearing chunks out of their food's flesh to fill their stomachs.

Spit snakes evolve a single form of substance that they spit at enemies within five metres up to 3 times per hour. A single snake cannot spit more than one substance, which is determined for each spit snake in an encounter by rolling on the table on the following page.

### Characteristics

STR	2D6+6	(13)
CON	2D6+2	(9)
DEX	3D6+12	(23)
SIZ	2D6+1	(8)
INT	4	(4)
POW	2D6+2	(9)
CHA	3	(3)

### Spit Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	1/4
7 – 14	Body	1/6
15 – 20	Head	1/4

### Weapons

Type	Weapon skill	Damage
Bite	60%	1D4 plus poison
Spit	75%	Special

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +14

*Movement:* 4m

*Traits:* Chaotic Aura, Chaotic Feature (1D4–3), Poison

*Skills:* Athletics 55%, Dodge 72%, Stealth 80%

*Typical Armour:* Scales (AP 1, no Skill Penalty)

Anything that suffers damage from the Bite attack from a spit snake suffers the effects of the following poison:

### Spit Snake Venom

**Type:** Smeard

**Delay:** 1D6 Combat Rounds

**Potency:** 65

**Full Effect:** 1D3 hit points of damage to same location

**Duration:** 2D10 minutes

2D6	Spit Snake Subtype	Substance & Effect
2	Skunk Snake	Oily Musk – Resilience tests by all within 2 metres or become overcome nausea for 1D3 Combat Actions; effect lasts on target for 2D6 hours.
3 – 5	Trapper Snake	Sticky Glue – Location hit cannot be moved or effectively used for 2D6 Combat Rounds or until freed with an Athletics skill test (–15%).
6 – 8	Spit Snake	Poison – Same effects as being bitten and envenomed (see below).
9 – 10	Burn Snake	Acid – 1D6 acid damage to location struck, damaging AP of equipment there if worn.
11	Dark Snake	Caustic Ink – Inflicts 1 point of damage to hit location; if hit location with visual organs is struck target is blinded for 2D6 days.
12	Runekiller Snake	Anti-magic Venom – Inflicts 1D6 points of Magic Point damage; a level of Fatigue is gained for every Magic Point that is rolled but cannot be lost.

## Stake Snake

An interesting corruption of the horned viper, the stake snake is one of the strangest breeds of waknath. They are cunning pack hunters that lay in waiting to plunge their specially evolved horn into prey, slowly killing them from blood loss or the venom in their short and stubby fangs.

Stake snakes are small and lithe serpents that are the colour of rotting wood and speckled with golden flecks that allow them to easily hide in underbrush and leaf litter – their favourite ambush places. They have wide, flat heads that are edged in a strong and sharp spike of horn the size and shape of a shortspear’s head. They use this horn of theirs to turn their body into a spear when they leap at a target, driving their head deep into the wound. There the stake snake opens its mouth to remain lodged in the target while it writhes around to cause the most discomfort as possible – occasionally biting the inside of the wound to envenom it.

Stake snakes are known for their deadly ambushes. A pack of ten to twenty snakes will encircle a common walk-through or path and hide, coiled, for a victim. When their prey reaches the point in their centre the stake snakes will leap as one, like a volley of scaly spears, impaling and killing them.

Stake snakes normally attack in packs, waiting for a target to draw near to their collective ambush place before coiling up and springing outward. If this attack hits, the stake snake’s Spike attack is automatically considered to have Impaled the target.

## Characteristics

STR	2D6+8	(15)
CON	2D6+4	(11)
DEX	3D6+6	(17)
SIZ	2D6–1	(6)
INT	4	(4)
POW	2D6+2	(9)
CHA	3	(3)

## Stake Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	1/4
7 – 14	Body	1/6
15 – 20	Head	3/4

## Weapons

Type	Weapon skill	Damage
Bite	50%	1D3 plus poison
Spike	75%	1D8 plus impaling

## Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 8m, 6m when leaping

*Traits:* Chaotic Aura, Chaotic Feature (1D3–2), Poison

*Skills:* Athletics 55% (95% for jumping), Dodge 80%, Stealth 88%

*Typical Armour:* Scales (AP 1, no Skill Penalty); Bony Head (AP 3, no Skill Penalty)

Anything that suffers damage from the Bite attack from a stake snake suffers the effects of the following poison:

### Stake Snake Venom

**Type:** Smearred  
**Delay:** 1D6 Combat Rounds  
**Potency:** 60  
**Full Effect:** 1D4 hit points of damage to same location  
**Duration:** 2D6 minutes

### Stone Snake

A deadly and powerful variety of Chaos snake, the stone snake is a corrupted asp that has been transformed into a creature caught between earth elemental and serpent. They are arguably the least monstrous of the Chaos snakes, but they are voracious carnivores that will gladly attack prey much larger than themselves in order just to get a stomach full of meat.

Stone snakes are named for their slate grey bodies comprised of stone-like scales covered in small rasping spurs they use to wriggle through the densest rock, soil or stone as if it were water. They have a boxy head ringed in small bony plates that make them look as vicious as they truly are, and a mouthful of strong and very sharp fangs. When a stone snake bites a target it pumps massive amounts of potent venom into the ragged wounds they leave behind.

It is most common for stone snakes to travel alone, digging around just below the surface in search of their prey. When they are ready to set up an ambush point, the stone snake digs a connected nest of tunnel exits that open upward from the ground and waits underneath them. When prey walks over these exits the stone snake shoots up from one of them and bites the nearest part of them they can before disappearing back into the ground to swallow the bite it likely tore off.

Stone snakes lurk in their stony or earthen burrows to surprise their prey, gaining a 30% bonus to their Stealth skill while burrowing or in their tunnels.

#### Characteristics

STR	3D6+8	(19)
CON	3D6+4	(15)
DEX	3D6+2	(13)
SIZ	2D6+4	(11)
INT	4	(4)
POW	2D6+4	(11)
CHA	3	(3)

### Stone Snake Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	6/6
7 – 14	Body	6/8
15 – 20	Head	6/6

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D4+1D2 plus poison

### Special Rules

**Combat Actions:** 3  
**Strike Rank:** +9  
**Movement:** 4m, 7m when burrowing  
**Traits:** Burrower, Chaotic Aura, Chaotic Feature (1D4–2), Poison  
**Skills:** Athletics 65%, Dodge 55%, Resilience 75%, Stealth 70% (100%)  
**Typical Armour:** Stone Scales (AP 6, no Skill Penalty)

Anything that suffers damage from the Bite attack from a stone snake suffers the effects of the following poison:

### Stone Snake Venom

**Type:** Smearred  
**Delay:** 1D4 Combat Rounds  
**Potency:** 70  
**Full Effect:** 1D8 hit points of damage to same location  
**Duration:** 3D8 minutes

### Weapon Snake

Possibly the most mutated of the waknath, but the only non-venomous ones, weapon snakes have the most unique Chaos mutation. Weapon snakes have an enormous bony growth that takes up most of its tail. They are frequently referred to as the ‘pets of Chaos’ for their close association with many types of Chaos humanoids, weapon snakes are deadly creatures that live solely by drinking the blood of their prey.

A weapon snake is built just like a common python in size and coloration, save for several runs of crimson speckles that are common to the species. Additionally, they have a massive bone growth in the shape of an

axe or mace that comprises the end of their tail. This growth is as dense as stone and can rend through armour with a single flick of the snake's body.

Weapon snakes fight unlike any other serpent in existence. They actually lower their heads and rear up their tails and striking out with their bone growths when they fight, causing as much visceral damage as they can. Unlike normal snakes that eat their prey's body or flesh, weapon snakes live on the blood of their victims alone. They often even attack the corpses of their prey to well up more blood for them to drink, lapping up what they can before the wounds congeal or coagulate.

**Characteristics**

STR	3D6+12	(23)
CON	3D6	(11)
DEX	3D6+2	(13)
SIZ	2D6+4	(11)
INT	4	(4)
POW	3D6+2	(13)
CHA	3	(3)

**Weapon Snake Hit Locations**

D20	Hit Location	AP/HP
1 – 6	Tail	6/5
7 – 14	Body	1/7
15 – 20	Head	1/5

**Weapons**

Type	Weapon skill	Damage / AP
Bite	70%	1D4+1D4
Tailstrike	65%	1D10+2+1D4 / 6

**Special Rules**

- Combat Actions:* 3
- Strike Rank:* +9
- Movement:* 4m
- Traits:* Chaotic Aura, Chaotic Feature (1D3–2), Formidable Natural Weaponry
- Skills:* Athletics 75%, Dodge 75%, Stealth 75%
- Typical Armour:* Scales (AP 1, no Skill Penalty); Weapon Growth (AP 6 to tail location, no Skill Penalty)

**Chimera**

A terrifying, although thankfully very rare, Chaos beast, the chimera is a combination of several mismatched animals formed into one very deadly predator. With the essence of many animals grafted to one monstrous form a chimera can surprise even the most seasoned monster hunter or battler against Chaos. When a chimera is loosed upon the countryside from its mountain top lair, many will surely die before the mutant creature is killed.

The chimera is a beast comprised of several specific parts combined into one terrible body. The hulking body of a giant lion is the basis for the creature, with a pair of huge draconic wings sprouting from its shoulders. A brilliant green viper writhes from the chimera's rump to serve as its tail, complete with flashing fangs and deadly venom. Not one but *three* heads crowd the front shoulders of the creature; one lion, one goat, and one drake. These three heads all represent a piece of the beast's soul, warped and twisted, and never do they differ in action or voice. The whole creature towers well over a full grown man, and can open its wings to cover four metres in both directions under a chilling shadow.

Chimera are a construct forged by vile sorceries in the darkest nests of Chaos, although the type featured here is the most common of these creatures encountered there are other similar beasts that are comprised of different creatures, as decided upon by the whim of its creator.

Chimera at their peak are capable of breathing plumes of fire, tearing flesh from bone, and even envenoming a foe to organ failure. They are strong, fast and equipped to unleash a veritable arsenal of different attack forms upon their enemies. Only through determination and the elimination of these various weapons can anyone hope to deal with the Chimera; otherwise they can simply run and hope to escape.

The chimera has a number of special attacks that it can call upon with normal Combat Action, so long as it has the proper hit location still functioning (having not suffered a Major Wound). The Drake Head is required for its Breathe Flame trait. The Lion Head is what grants the beast Night Sight. The Goat Head grants the Head Butt attack and the Charge damage bonus (see below).





The Tail grants the poisonous Bite attack. Although the chimera does not necessarily die when it suffers a Major Wound to its varied Head hit locations, it is hindered because of the loss of these attacks.

When a chimera is killed there is a percentage chance equal to twice its POW that a Chaos Rune will manifest inside of the heart of its corpse. 10% of the time this will be accompanied by a Beast Rune.

Chimera deal 1D4+1+1D12 damage when their Head Butt is used with a Charge action (Diving Strike included), in normal combat the Head Butt attack only inflicts half the creatures damage bonus.

### Characteristics

STR	6D6+8	(29)
CON	3D6+8	(19)
DEX	2D6+8	(15)
SIZ	6D6+6	(27)
INT	4	(4)
POW	2D6+1	(8)
CHA	4	(4)

### Chimera Hit Locations

D20	Hit Location	AP/HP
1	Tail (Serpent)	4/10
2 – 3	Right Hind Leg	4/10
4 – 5	Left Hind Leg	4/10
6 – 8	Hindquarters	4/11
9 – 11	Forequarters	4/11
12	Right Wing	4/9
13	Left Wing	4/9
14 – 15	Right Front Leg	4/11
16 – 17	Left Front Leg	4/11
18	Head (Goat)	4/10
19	Head (Lion)	4/10
20	Head (Drake)	4/10

### Weapons

Type	Weapon skill	Damage
Bite (Drake)	60%	1D8+1D12
Bite (Lion)	65%	1D6+1+1D12
Bite (Serpent)	50%	1D4 plus poison
Claw	70%	1D6+1D12
Butt (Goat)	75%	1D4+1+1D6

## Special Rules

**Combat Actions:** 2 plus 1 for each active Head

**Strike Rank:** +10

**Movement:** 6m, 8m when flying

**Traits:** Breathe Flame (Drake Head) (2D6 1/hour), Chaotic Aura, Diving Strike, Night Sight (Lion Head), Poison

**Skills:** Athletics 65%, Dodge 30%, Perception 55%, Resilience 50%, Survival 50%, Tracking 48%

**Typical Armour:** Tough Hide or Scales (AP 4, no Skill Penalty)

Anything that suffers damage from the Bite (Serpent) attack from the chimera's tail suffers the effects of the following poison:

## Chimera Venom

**Type:** Smear

**Delay:** 1D3 Combat Rounds

**Potency:** 70

**Full Effect:** 1D6 hit points of damage to same location

**Duration:** 2D10 minutes

## Choram (Bronze Goat)

One of the most insidious designs that the dwarfs of Glorantha ever created, the choram – bronze goats – are a construction built for one sole purpose. The choram exist to rampage out into the wild in search for plants and destroy them utterly. Built and programmed to run in small herds of six in search, the bronze goats turn entire swaths of forest in their wake to barren wasteland.

An individual choram is built roughly as large as a goat. It has the general physique of a mountain ram, except built with two enormous scimitar-like blades mounted where it should have horns. Black smoke rolls up from its permanently flared nostrils, and its hard-forged lips take on a permanent sneer and the polished eyes of bronze glow green with bottled fury.

Herds of choram were released by the dwarfs to seek out and crush what they saw as the infestation of the World Machine by plants (including all forms of elves), and they

are well up to the task. As such they are a construct that the elves will seek out and destroy whenever possible, although often these devices inflict massive damage on their groves before they can be dealt with.

## Characteristics

STR	25	(25)
CON	40	(40)
DEX	13	(13)
SIZ	10	(10)
INT	2	(2)
POW	4D6	(14)
CHA	2	(2)

## Choram Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	8/10
3 – 4	Left Hind Leg	8/10
5 – 7	Hindquarters	8/12
8 – 10	Forequarters	8/12
11 – 13	Right Front Leg	8/10
14 – 16	Left Front Leg	8/10
17 – 20	Head	8/10

## Weapons

Type	Weapon skill	Damage
Head Butt	70%	1D8+1D2
Kick	55%	1D6+1D4

## Special Rules

**Combat Actions:** 3

**Strike Rank:** +8

**Movement:** 4m

**Traits:** Dark Sight, Disease Immunity, Immunity to Vegetation, Poison Immunity, Trample, Vulnerability to Electricity

**Skills:** Athletics 70%, Perception 55%, Resilience 70%

**Typical Armour:** Bronze Construction (AP 8, no Skill Penalty)

**Notes:** Choram deal a 1D8+1D4 damage when their Head Butt is used with a Charge action, a normal Head Butt attack otherwise only inflicts half the construct's damage bonus.

## Clockworks

Created by the Zistorites of the Clanking City to fill a number of different roles they wanted to avoid, the clockworks are artificial creatures made of brass, iron and copper and granted life through mechemagic. Although they were designed to perform certain duties for the worshippers of the machine, they were given a remarkable degree of problem-solving capabilities for a construct. However clockworks have largely been replaced by the enslaved within the Clanking City, with clockworks becoming less and less common, although there are still some Zistorites who continue to use and construct them.

Some clockworks left the city as possessions of wandering Zistorites only to have their masters get killed and then be forced to fend for themselves. This was not hard for some, as they may have been encouraged to think for themselves, and therefore learned to survive on their own. With an internal magical power source that lasts for generations, they commonly physically wear out long before their energy will run out.

There are three main types of clockworks; all of which have a few standard rules that they all must follow. These rules are as follows:

- ▼ Clockworks are not truly alive and do not count as animals, monsters or humanoids. They cannot heal normally or magically, but a successful use of the Mechanisms skill will repair 1D3 hit points of damage to a single hit location.
- ▼ Clockworks cannot suffer additional effects from critical hits, but a successful Mechanisms roll made specifically against it as a Combat Action will inflict 1 point of unpreventable damage.
- ▼ Clockworks are immune to Characteristic Drain, Disease, Fatigue, Poison and Emotional Influence. They do suffer double normal damage from electricity-based attacks however.
- ▼ Clockworks do not truly need to sleep or eat, but they must shut down their systems for 1D3 hours a night to function properly.

The statistics for the three most common clockworks are below.



### Cogs (Least Clockworks)

The smallest of the clockworks, cogs are small and child-shaped constructions that are used by many Zistorites as helpers and general aides. They are remarkably strong for their size and can lift and carry a great deal for their masters, turning them into their personal pack animals. A single cog is the best friend that a Zistorite can have in their travels.

Cogs are built from copper and brass, with iron fittings that make their childlike body strong and durable. They have wide, multi-fingered hands that they can close like clamps or scissor together like shears. Most cogs are built with featureless faces except for two lidless eyes, but they can still express a remarkable amount of pleasure or displeasure in their tonal and chiming voices.

#### Characteristics

STR	16	(16)
CON	10	(10)
DEX	13	(13)
SIZ	5	(5)
INT	1D6+2	(6)
POW	2D6	(7)
CHA	2D6	(7)

### Cogs Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	8/3
4 – 6	Left Leg	8/3
7 – 9	Abdomen	8/4
10 – 12	Chest	8/5
13 – 15	Right Arm	8/2
16 – 18	Left Arm	8/2
19 – 20	Head	8/3

### Weapons

Type	Weapon skill	Damage / AP
Cutter	30%	1D6+2 / 8
Handclamp	40%	1D4+2 / 8 plus grapple

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 4m

*Traits:* Formidable Natural Weaponry, Wall Walking

*Skills:* Athletics 55%, Dodge 45%, Resilience 60%, Craft (various) 55%, Mechanisms 35%

*Typical Armour:* Alloy Construction (AP 8, no Skill Penalty)

### Coils (Common Clockworks)

Created to be the general labour and soldiering aids to Zistorite warriors, coils are human-sized clockworks that are built for survival and, to a certain extent, combat. Coils were created to be the firm hands and strong backs of the Clanking City, built to lift heavy loads and fight against the city's enemies. Although they are not actually alive in any real sense, coils are commonly treated like fellow citizens of the mechanical city.

Coils are clockwork humanoids roughly the same size as an adult male human. They have somewhat gangly limbs built from coils and piping like a brass skeleton, but their plated construction gives them somewhat more substance to their frames. They are much stronger than a normal man and are able to hold their work in one of their multi-shaped claw-vices while pinning it

in place with a mechanical riveter they have in place of a normal mouth. With a plume of magical steam they can launch a small, red hot projectile with remarkable accuracy.

Coils, due to the enhanced creation processes that make them, have improved intellects that allow them a high level of autonomy and 'instinctive' behaviour. They are the most individualistic of the clockworks and can make most decisions for themselves when it comes to their work or activities, but they cannot process living emotions or understand how they can affect their surroundings. Coils can function on their own, but not in much of a fashion other than fulfilling their basic needs and duties without being instructed by a Zistorite.

The ranged attacks made by the riveter ignore the first 5 AP of any mundane armour or protective covering.



### Characteristics

STR	24	(24)
CON	15	(15)
DEX	13	(13)
SIZ	12	(12)
INT	2D6+2	(9)
POW	2D6	(7)
CHA	3D6	(11)

### Coils Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	10/6
4 – 6	Left Leg	10/6
7 – 9	Abdomen	10/7
10 – 12	Chest	10/8
13 – 15	Right Arm	10/5
16 – 18	Left Arm	10/5
19 – 20	Head	10/6

### Weapons

Type	Weapon skill	Damage / AP
Claw	45%	1D6+2+1D6 / 10
Riveter	60%	1D8+1
Vice Hand	50%	1D4+1+1D6 / 10 plus grapple

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 4m

*Traits:* Formidable Natural Weaponry,  
Wall Walking

*Skills:* Athletics 62%, Dodge 35%,  
Resilience 60%, Craft (various) 55%,  
Lore (varies) 35%, Mechanisms 40%

*Typical Armour:* Armoured Alloy Construction  
(AP 10, no Skill Penalty)

### Pistons (Greater Clockworks)

Much to the chagrin of local aldryami, the Zistorite furnaces and forges within the Clanking City require a great deal of lumber and other consumables to stay lit and hot. Without the aid of all of the local inhabitants, they could never hope to do it on their own, so they designed the pistons – enormous resource gathering clockworks designed to knock down trees and bring them back to the Zistorites.

Each piston, of which there are forty in existence, looks like a three-and-a-half metre tall clockwork ape or gorilla. Their backs are slotted with hooks and shelving to hold chunks of trees, and their mouth-less faceplate sees the world through a thin visor of smoked glass. At the end of each of the piston's elongated hydraulic arms is a necessary tool for its designed purpose – one massive serrated claw that can snap a fallen trunk in a few quick snips to manageable sections and one cylindrical rod of solid iron used to smash down entire trees with a single swipe. Although it lowers their mobility and manual dexterity, these tools make the pistons extremely good at their primary role.

Their constructions also make them very formidable engines of destruction, which is why the Zistorites have begun to use them as siege machines. Their sledge hand can turn any gate or bulwark to splinters while their claw can shear an armoured man in half without pause. Although they were not expressly designed for combat, pistons are some of the finest examples of Zistorite ingenuity and mechemagic science.



### Characteristics

STR	42	(42)
CON	25	(25)
DEX	10	(10)
SIZ	25	(25)
INT	1D6+3	(7)
POW	3D6	(11)
CHA	2D6	(7)

### Pistons Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	10/10
4 – 6	Left Leg	10/10
7 – 9	Abdomen	10/11
10 – 12	Chest	10/12
13 – 15	Right (Claw) Arm	10/9
16 – 18	Left (Sledge) Arm	10/9
19 – 20	Head	10/10

### Weapons

Type	Weapon skill	Damage / AP
Lumber Claw	65%	2D8+2D6 / 10
Sledge Fist	70%	1D10+2+2D6 / 10

### Special Rules

- Combat Actions:* 2
- Strike Rank:* +9
- Movement:* 6m
- Traits:* Formidable Natural Weaponry, Trample
- Skills:* Athletics 85%, Resilience 65%
- Typical Armour:* Enhanced Alloy Construction (AP 10, no Skill Penalty)

## Clouded Leopard

A strange and wonderful cousin of the common jaguar and leopard family of great cats, the clouded leopard is a vicious hunter of jungles and hillsides. They are rarer than their cousins to find in the world, but are beautiful to look upon and can be very friendly to those at home with wild animals.

Clouded leopards have a very distinctive fur pattern to them that has been the cause of many myths and legends about their origins. Their light tan to ivory



fur is marked with several grey and black cloud-like spots, making them look like a natural painting of a stormy sky. This pattern does little to help the predator hide, but it does give the animal a somewhat mystical and unique look that has given many hunters a long enough pause for the leopard to get the drop on them.

The first clouded leopards are said to have come down from the clouds to battle against the cancerous machining of the Mostali as they neared the holy Shanshan Mountains. The leopards pushed back the dwarf advance and stayed on the physical realm and since that day have been marked by the clouds they sprang from as a badge for their success. The clouded leopards of Glorantha have a particular instinct to hunt and kill any Mostali they come into contact with, even forgetting other foes to make a Mostali a viable target.

Clouded leopards have a racial affinity for attacking and killing Mostali (Dwarfs). They receive a +15% bonus on all attack rolls against their instinctual foe, and may re-roll any '1s' rolled for damage on their base Damage Dice.

### Characteristics

STR	2D6+12	(19)
CON	2D6+6	(13)
DEX	3D6+10	(21)
SIZ	2D6+12	(19)
INT	4	(4)
POW	3D6	(11)
CHA	6	(6)

### Clouded Leopard Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	1/7
3 – 4	Left Hind Leg	1/7
5 – 7	Hindquarters	1/8
8 – 10	Forequarters	1/8
11 – 13	Right Front Leg	1/7
14 – 16	Left Front Leg	1/7
17 – 20	Head	1/8

### Weapons

Type	Weapon skill	Damage
Bite	45%	1D8+1D6
Claw	65%	1D4+1D6

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +13

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Acrobatics 55%, Athletics 70%, Dodge 60%, Perception 65%, Resilience 40%, Stealth 60%, Survival 35%, Tracking 45%

*Typical Armour:* Hide (AP 1, no Skill Penalty)

## Companion Moth

These moths are the product of the Gorakiki moth-cult's breeding ingenuity. They are as large as a raven, owl or eagle and accompany trolls as winged messengers or lookouts. As insectoid creatures go, these companion moths are relatively intelligent, capable of communicating what their heightened senses perceive in the surrounding area. Generations of selective breeding have imbued these beings with a rudimentary ability to sense life in their vicinity, making companion moths invaluable pets of a sort.



Most of these creatures appear to have skin of dark, furry chitin, though it is light enough to offer only minimal protection and never hinder flight. The moths range in colour from black and brown to grey and white. A rare few sport what seem to be simple images in the patterns of their backs or wings, resembling weapons, skulls or even clan symbols. Breeding such images into the flesh of the companion moths is considered an art among Gorakiki cultists.

These moths are loyal allies and talented scouts, though they have no capacity for causing harm to others. Even at their size, their mouths are so small and awkwardly placed on their insect heads that no companion moth can deliver anything more than a harmless bite.

### Characteristics

STR	1D3	(2)
CON	2D3	(4)
DEX	3D6+18	(27)
SIZ	1D2	(2)
INT	5	(5)
POW	1D6+3	(6)
CHA	2	(2)

### Companion Moth Hit Locations

D20	Hit Location	AP/HP
1-5	Right Wing	-/2
6-10	Left Wing	-/2
11-16	Body	1/4
17-20	Head	1/3

### Special Rules

*Combat Actions:* Four

*Strike Rank:* +15

*Movement:* 2m, 8m when flying

*Traits:* Life Sense, Wall Walking

*Skills:* Dodge 70%, Perception 80%,  
Stealth 90%

*Typical Armour:* Thin furry chitin on head and  
Body hit locations (AP 1, no Skill  
Penalty)

## Dehori - Shadow Thief

Dehori is a standard name for any creature born of the darkness deity Dehore. Shadow thieves are one of the myriad of such darkness creatures that can be encountered upon the surface, with large numbers of them present at night within the ruined Dara Happan city of Akuturos. Shadow thieves are neither pure spirits nor solid creatures, dehori are composed of darkness and shadow, assuming terrible, three dimensional forms that can take almost shape. Man-sized, bipedal creatures are favoured, with hideous snarling faces of shadow, eyeless and leering, clawed limbs reaching out for either souls or meat. They have no recognisable language, save for their sickening, snuffling grunts and ear-cracking, high-pitched screams as they sense prey is close.

Like shades, the darkness elementals, dehori can douse small lights, such as candles or lanterns and can hide objects within their volume. A dehori may engulf

an area equal to its SIZ or less. Anyone engulfed by a dehori is deprived of their senses: touch and hearing are numbed (-75% to Perception skill tests based on those senses), sight is impossible and the freezing air even muffles the sense of smell (-50% to Perception skill tests based on smell). Dehori block the Traits of Earth Sense, Life Sense and Night Sight automatically.

Dehori are semi-corporeal and sustain only half damage from normal weapons. Weapons inscribed with the Darkness rune, or made from iron, inflict double damage.

A slain dehori has a percentage chance equal to its POW to leave behind a Darkness rune in its remains.

### Combat

Dehori attack with claws and, when engulfing a victim, *fearshock*. Fearshock is a direct assault on the victim's psyche, presenting him with images of the dehori's hellish chthonic realm - so terrible that, in the most extreme cases, they may cause instant death.

When a dehori uses fearshock on a victim, it matches its Persistence against the victim's Resilience in an opposed test. The Dehori Fearshock Effect table determines the result.

A dehori can only use fearshock on a given victim once per round. Unconscious beings are immune to fearshock.

In addition to the fearshock attack, dehori generate an aura of intense cold. This causes no damage to creatures near the dehori (though they can certainly feel it), but it does damage creatures wholly or partially engulfed by the dehori. Every round a dehori is engulfing a victim, the victim takes 1 hit point of cold damage to one of the locations engulfed by the dehori. Armour and protective clothing are helpless to prevent this damage.

### Dehori Fearshock Effect

Result	Outcome
Dehori Succeeds, Victim Fails	Victim collapses for 20 minus CON rounds and must roll a successful Resilience test or die.
Both Fail	Victim is Demoralised (as the Rune Magic spell). The effects last for 20 minus CON rounds.
Both Succeed	No effect on creatures with normal INT. Creatures with fixed INT are Demoralised (as the Rune Magic spell) for 20 minus CON rounds.
Dehori Fails, Victim Succeeds	Victim unaffected, cannot be targeted again for 24 hours.



If the dehori has enough Combat Actions, it may combine fearshock and freezing in the same combat round.

### Characteristics

STR 2D6+4 (11)  
 CON 2D6+1 (8)  
 DEX 4D6 (14)  
 SIZ 2D6+6 (13)  
 INT 2D6 (7)  
 POW 3D6 (11)  
 CHA 1 (1)

### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

### Weapons

Type	Weapon skill	Damage / AP
Claw	45%	1D4+1

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 4m

*Traits:* Darksense, Lifesense

*Skills:* Perception 30%, Persistence 45%, Resilience 45%, Stealth 35%

*Typical Armour:* None

## Delecti's HORRORS

Delecti's Minions are nightmares in flesh. They are made from human corpses with dinosaur and wyvern parts surgically grafted to them, turning them into something like artificial winged dragonnewts. They are the result of the sorcerer's experiments in accelerated Draconic enlightenment. The Minions are failures in terms of enlightenment but are still useful for killing people.

The Tail Lash attack inflicts three times its normal damage for the purposes of calculating knockback



### Characteristics

STR 3d6+6 (17)  
 CON 3d6+6 (17)  
 DEX 2d6 (7)  
 SIZ 1d6+12 (16)  
 INT 1d6+6 (10)  
 POW 1d6 (4)  
 CHA 1d6-2 (2)

### Armour & Hit Points

D20	Hit Location	AP/HP
1-2	Tail	4/5
3-4	Right Leg	4/7
5-6	Left Leg	4/7
7-13	Abdomen	4/8
14-15	Chest	4/9
16	Right Arm	4/6
17	Right Wing	2/5
18	Left Arm	4/6
19	Left Wing	2/5
20	Head	4/7

### Weapons

Type	Weapon skill	Damage / AP
Claw	60%	1D6+1D4 / 4
Bite	40%	1D8+1D4 / 4
Tail Lash	50%	1D4+1D4 / 4

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +9

*Movement:* 6m

*Traits:* Dragon Breath (2D6, one/day), Night Sight, Tail Lash, Undead

*Skills:* Acrobatics 40%, Athletics 80%, Dodge 20%, Language (Theyalan) 30%, Language (Auld Wymish) 10%, Perception 40%, Persistence 50%, Resilience 80%

*Typical Armour:* Leathery Hide (Wings AP 2, other locations AP 4, no Skill Penalty)

## Dende (Boatbird, Giant Loon)

A strange species of giant bird, the dende live upon deep lakes and calm rivers. They are oddly evolved creatures with useless legs and flightless wings that live completely in the water. From the moment they hatch in the muddy nests the mothers lay them in, they paddle out on ungainly wing-paddles never to willingly touch land again.

A dende, or boatbird, is a three-metre long loon with a craning neck and slightly widened bill. They have grey to brown plumage occasionally spotted with orange or red along the sides of the head, and their undersides are almost always coated in a layer of green algae from spending their lives in the water.



Dende are used by the Dendeninni (hence the name of the species) as their river transports, and have done so for many generations. Once upon a time they trained small units of people to use the boatbirds in flotillas, but with the growing civilisation of their river and lake communities has destroyed too much of the dende's nesting grounds to risk those that are remaining in combat.

Dende can actually carry up to their STR in SIZ/ENC while swimming at the normal rate. For every 3 points of SIZ/ENC over their limit, the dende suffers – 1 metre of speed and – 10% to Athletics.

The 'Neck' hit location of a dende has all of the same rules for suffering Wounds as the 'head' location.

## Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	2D6	(7)
SIZ	6D6+4	(25)
INT	3	(3)
POW	2D6	(7)
CHA	3	(3)

## Dende Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	1/5
4 – 6	Left Leg	1/5
7 – 9	Body	1/10
10 – 12	Right Wing	1/9
13 – 15	Left Wing	1/9
16 – 18	Neck	1/7
19 – 20	Head	1/8

## Weapons

Type	Weapon skill	Damage
Bite	40%	1D4+1D8

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +5

*Movement:* 6m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 50% (80%), Boating 35%, Perception 55%, Survival 30%

*Typical Armour:* Thick Plumage (AP 1, no Skill Penalty)

## DINOSAURS

There are many types of dinosaurs scattered throughout Glorantha, mostly in the wilderness bordering more settled lands. The EWF herds great numbers of these beasts, using them in their armies as nigh unstoppable juggernauts.

### CERATOSAURUS

A powerful predator in the same family as the might tyrannosaurus rex, the ceratosaurus is another bipedal dinosaur that runs its prey down and uses its fang-filled jaws to tear off huge chunks of meat from them. Unlike most of the others in its family however, the ceratosaurus is also equipped with several bony growths on its head and muzzle that it can use to batter a target to the ground before it begins its feast.

A ceratosaurus is still a large creature, slightly longer than six metres from snout to tail, and four in height. It is covered in thick, knobby hide and bears the same general body shape as a tyrannosaur. With the exception of its size and the bony 'horns' on its head, the two dinosaurs are nearly identical.

A ceratosaurus deals an extra 1D6 damage when their Head Butt attack is used with a Charge action.

#### Characteristics

STR	4D6+20	(34)
CON	5D6+20	(38)
DEX	3D6+1	(12)
SIZ	3D6+20	(31)
INT	3	(3)
POW	2D6+6	(13)
CHA	3	(3)

#### Ceratosaurus Hit Locations

D20	Hit Location	AP/HP
1 - 2	Tail	8/14
3 - 5	Right Leg	8/14
6 - 8	Left Leg	8/14
9 - 11	Hindquarters	8/15
12 - 15	Forequarters	8/16
16	Right Claw	8/6
17	Left Claw	8/6
18 - 20	Head	10/14



#### Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1+2D6
Head Butt	60%	1D4+1D6

#### Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 6m

Traits: -

Skills: Athletics 75%, Perception 55%, Resilience 70%, Tracking 40%

Typical Armour: Thick Hide (AP 8, no Skill Penalty); Horned Ridges (AP 10 to head location, no Skill Penalty)

### DIMETRODON

Also called the 'sail-backed lizard', the dimetrodon is a predatory quadruped whose most distinguishing feature is a huge fin stretched over many thin bones along the beast's back. It has a broad head filled with slicing and cutting teeth much like a common monitor lizard that it uses to grasp and tear meat from bone, killing prey much larger than it without too much trouble.



### Dimetrodon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	6/11
3 – 4	Right Rear Leg	6/11
5 – 6	Left Rear Leg	6/11
7 – 8	Dorsal Sail	4/10
9 – 11	Hindquarters	6/12
12 – 14	Forequarters	6/12
15 – 16	Right Front Leg	6/11
17 – 18	Left Front Leg	6/11
19 – 20	Head	6/11

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1+1D10
Claw	60%	1D4+1D10
Tail Lash	40%	1D10+1D10

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 4m

*Traits:* –

*Skills:* Athletics 55%, Perception 50%, Resilience 65%, Tracking 40%

*Typical Armour:* Thick Hide (AP 6, no Skill Penalty);  
Leathery Skin (AP 4 to dorsal sail location, no Skill Penalty)

The three-metre long dimetrodon is built for short sprints across wet land, grasping prey in its strong jaws and then trying to hold them in place while it chews off what it wants. Its feet are clawed for holding prey and can be deadly for those caught beneath them. The huge dorsal sail of the dimetrodon is used to both help regulate its temperature and intimidate other predatory animals from the beast's kills; ruffling it loudly while accompanying it with a staccato of hisses usually sends most contenders running.

A dimetrodon cannot use its Bite and Tail Lash attacks against the same target without moving to do so.

### Characteristics

STR	4D6+10	(24)
CON	5D6+10	(28)
DEX	2D6+3	(10)
SIZ	3D6+15	(26)
INT	3	(3)
POW	2D6+3	(10)
CHA	3	(3)

### Iguanodon

A large herbivorous dinosaur, the iguanodon is a remarkable example of reptilian adaptation. Able to walk around on all fours equally as well as it can on its large rear legs; this creature enjoys grazing on low grass and lake reeds, but can also stand up to reach the tasty blossoms of fruit trees. Much of the iguanodon's life is spent grazing to fuel its massive body, meaning that it must live a somewhat solitary and nomadic life to keep it stocked with enough vegetation.

Iguanodons are nine metres in length from tail to snout, with a tapered head and a mouth full of flat teeth built for grinding vegetation. Their thick hind legs are built to push them along at high speed or hold them up for hours at end while they feast upon treetops, while their front legs are built much like a humanoid's arms. At the end of its forelegs an iguanodon has strangely

adapted 'hands' that have four flexible toe/fingers and a thick and calcified spike-like thumb. The 'thumb' is used primarily to shred bark from tree branches, but is also the iguanodon's best weapon apart from its bulk. What it cannot crush underfoot when defending itself it will gouge with its spikes.

### Characteristics

STR	4D6+20	(34)
CON	4D6+20	(34)
DEX	2D6+4	(11)
SIZ	6D6+35	(56)
INT	3	(3)
POW	1D6+6	(10)
CHA	3	(3)

### Iguanodon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	10/19
3 – 5	Right Hind Leg	10/19
6 – 8	Left Hind Leg	10/19
9 – 11	Hindquarters	10/20
12 – 15	Chest	10/21
16	Right Foreleg	10/17
17	Left Foreleg	10/17
18 – 20	Head	10/19

### Weapons

Type	Weapon skill	Damage
Spike	50%	1D8+2+2D10
Tail Lash	40%	1D10+2D10

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 5m

*Traits:* Trample

*Skills:* Athletics 85%, Perception 40%, Persistence 65%, Resilience 85%

*Typical Armour:* Thick Hide (AP 10, no Skill Penalty)

### Spinosaurus

The largest of the relatives of the tyrannosaur, the spinosaurus is also the most physically different. More cunning, faster and armed with relative strength, it can chase down prey with longer strides and bring it down in one quick snap of its narrow but powerful maw. Where the spinosaurus makes its hunting grounds, not even the fearsome 'thunder lizard king' is safe.

The spinosaurus is a truly gigantic predator. Standing nearly ten metres tall at the shoulder, higher at the end of its spiny dorsal sail, and reaching lengths of upwards



of seventeen metres, this beast is built for agility and strength. The same tick sinewy muscles that push the bipedal killer at amazing foot speeds also give it a bite that can rend metal or crush stone. Its head is longer and thinner than others in its family, more in line with that of a crocodylian instead of a common lizard, and is bristling with sharp teeth as long as shortwords. One single bite from a spinosaurus can kill the largest of prey dinosaurs – easily turning any man to pulp.

### Characteristics

STR	5D6+30	(48)
CON	5D6+30	(48)
DEX	3D6+3	(14)
SIZ	5D6+35	(53)
INT	4	(4)
POW	2D6+8	(15)
CHA	3	(3)

### Spinosaurus Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	12/21
3 – 5	Right Leg	12/21
6 – 8	Left Leg	12/21
9 – 11	Hindquarters	12/22
12 – 15	Forequarters	12/23
16	Right Claw	12/14
17	Left Claw	12/14
18 – 20	Head	12/21

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D10+2+3D8

### Special Rules

- Combat Actions:* 3
- Strike Rank:* +9
- Movement:* 6m
- Traits:* Trample
- Skills:* Athletics 105%, Perception 55%, Resilience 80%, Tracking 60%
- Typical Armour:* Thick Hide (AP 12, no Skill Penalty)

## Dream Dragons

The True Dragons sleep and while they sleep they dream. Their dreams are vivid and magically powerful; so powerful that they break free of the dream state and manifest in the mundane world as living, breathing creatures that exhibit the qualities and desires (or those uppermost in its mind) of the True Dragon who has dreamt it into existence.

Dream dragons are thus a material realisation of a True Dragon's unconscious musings. They take physical form but have no anchorage in the mundane world and little concept of who, or what, they are. Intellectually, dream dragons are relatively simplistic although, as a manifestation of a True Dragon's dream-state, they are certainly intelligent and able to interact with their surroundings. However, no dream dragon ever exhibits any true depth of character. Dream dragons are, at best, the manifestations of one or two, perhaps three, base instincts or desires of the True Dragon who created it. They are therefore easy to understand, with no prolonged agendas, and simple, instinctive motives that may be no more complex than 'find food' or 'kill anything not like me'. Alternatively they may embody deep, noble and idealistic goals such as destroying Chaos, teaching gods how to behave, and simple exploration and inquisitiveness. Until the dream dragon acts, there is simply no way of knowing what motivates it or what its actions are likely to be.

Even those dragons that have been slain, dream, because although their mortal bodies have been set to one side, their immortal minds are still active across the Void. Indeed, dragons like Aroka and Sh'kaharzeel may be the most dangerous of all because they dream, sometimes, of vengeance against those who killed them, and their dream dragons are motivated only by the simple, yet horribly powerful compulsion of revenge at any cost.

Dream dragons are a rare occurrence in Glorantha. The EWF offer prayers to the Cosmic Dragon and the Great Dragon to Be for more dreams to become tangible so that they might try to harness the power of the dream dragons in their Great Project. The desire is to capture and question a dream dragon, remaining long enough to gain divine insight into the True Dragon's mind to fuel their immense creation. But tangible as dream dragons are, dreams do not last forever. They change and dissipate as the dreaming mind shifts focus; therefore, the physical, fire-breathing dragon that crouches on a bed of gold today might be gone tomorrow, dreamed *out* of existence as easily as it was dreamed into it.

The Characteristics for dream dragons are below. Some sample motivations are offered in the Dream Dragon Motivation table directly after. Encountering a dream dragon should always be a momentous occasion because they are so rare and are so powerful. How long the dream dragon remains in existence relies upon the Games Master and the needs of the campaign or story; likewise, its motivations should be adapted to fit the circumstances.

Dream dragons always manifest in the form of a traditional dragon: serpentine with four limbs, two wings, and a long, whip-like tail. They have a dreamlike quality to them -- a haziness of the features-- perhaps a soft ethereal glow to the skin. Other times they are hyper-real -- more real than any dream has a right to be.

### Characteristics

STR	6D6+40	(61)
CON	6D6	(21)
DEX	6D6	(21)
SIZ	6D6+20	(41)
INT	4D6	(14)
POW	4D6	(14)
CHA	3D6	(11)

### Dream Dragon Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	12/12
3-4	Right Hind Leg	12/12
5-6	Left Hind Leg	12/12
7-8	Hindquarters	12/14
9-10	Forequarters	12/16
11-12	Right Wing	12/12
13-14	Left Wing	12/12
15-16	Right Front Leg	12/11
17-18	Left Front Leg	12/11
19-20	Head	12/12

### Weapons

Type	Weapon skill	Damage / AP
Bite	85%	1D10+3D8 / 4
Claw	70%	1D8+3D8 / 6
Tail	60%	1D10+3D8 / 8
Flame	80%	4D6

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +18

*Movement:* 6m, 10m when flying

*Traits:* Breathe Flame, 4D6 1/hour;  
Formidable Natural Weapons

*Skills:* Athletics 90%, Evaluate 80%, Persistence 70%, Resilience 60%, Tracking 70%

*Typical Armour:* Dragon Scales (AP 12, no Skill Penalty)

### Dream Dragon Motivation Table

D20	Motivation
1	Escaping an Enemy
2	Greed
3	Hunting Chaos
4	Investigating the Great Dragon Project
5	Jealousy of some half forgotten Nature
6	Looking for Other True Dragons
7	Lost
8	Performing a DreamQuest
9	Random Destruction
10	Revenge
11	Seek Food
12	Seeking an Enemy
13	Seeking Enlightenment
14	Seeking Learning
15	Seeking Love and Kindness
16	Seeking Treasure
17	Seeking Truth
18	Trying to Find a Place to Sleep
19	Wandering/Exploring
20	Wanting Worship

After determining the dream dragon's motivation, consider which True Dragon brought the dream into existence, using the descriptions of the True Dragons in the Myths and Cults chapters of *Dragonewts: A Guide to the Eravssarr*. Determining the True Dragon that the dream dragon belongs to should help further define its motivation and needs.

## Black Dragon (Blight Wyrm)

A black dragon is built like any other dream dragon; it has four muscular legs, two wings growing from its shoulders and a long tail. Its scales are always a dark, cool hue and patterned with black splodges or stripes – if it is not wholly black from muzzle to tail. Even the thinner skin between the bones of its wings is rarely light enough to be able to see the slightest silhouette through them. The most remarkable difference from other dragons is the black dragon's longer neck and almost snakelike head. A ridge of small horns sits over the beast's midnight pools for eyes, but its mouth is filled with dozens of small fangs used for holding onto prey instead of savaging it – allowing the dragon's powerful venom dissolve its prey instead of tearing it apart.

### Characteristics

STR	10D6+12	(47)
CON	10D6	(35)
DEX	3D6+4	(15)
SIZ	8D6+16	(44)
INT	6D6	(21)
POW	4D6+10	(24)
CHA	4D6	(14)

### Black Dragon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	10/14
3 – 4	Right Hind Leg	10/14
5 – 6	Left Hind Leg	10/14
7 – 8	Hindquarters	10/16
9 – 10	Forequarters	10/17
11 – 12	Right Wing	10/13
13 – 14	Left Wing	10/13
15 – 16	Right Front Leg	10/14
17 – 18	Left Front Leg	10/14
19 – 20	Head	10/14

### Weapons

Type	Weapon skill	Damage / AP
Bite	105%	1D8+2D12 plus poison / 4
Claw	90%	1D10+2D12 / 6
Tail	85%	1D10+2D12 / 8

### Special Rules

**Combat Actions:** 3

**Strike Rank:** +18

**Movement:** 6m, 10m when flying

**Traits:** Formidable Natural Weapons, Night Sight, Poison, Poison Immunity

**Skills:** Athletics 110%, Evaluate 105%, Influence 115%, Lore (all) 105%, Perception 90%, Persistence 115%, Resilience 105%, Tracking 95%

**Typical Armour:** Dragon Scales (AP 10, no Skill Penalty)

**Notes:** Black dragons have very prolific venom glands in their mouth and throat that secrete powerful necrotic venom that soften and dissolve flesh upon contact. Not only does this venom saturate a target when the dragon bites a target, but with a hissing roar a black dragon may spew a cloud of venom in the same manner as it could *Breathe Fire* (as the trait) once per hour. Anything caught in the area of effect of this cloud or damaged by the Bite attack of the black dragon suffers the effects of the following poison:

### Black Dragon Venom

**Type:** Smear

**Delay:** 1D2 Combat Rounds

**Potency:** 92

**Full Effect:** 2D4 hit point damage to location(s) struck

**Duration:** 1D6 minutes

## Fire Dragon (Ember Wyrm)

Dragons are known for their ability to breathe fire, but fire dragons are a conflagration given a physical body. They tend to inhabit deserts and volcanic islands, bathing in the oppressive heat of those areas while they keep their nostrils open to the wind for possible prey.

A fire dragon is a titanic reptile with orange or red scales covering its draconic form. Its four legs end in scything claws of black obsidian, matching the swept back horns and ridge of jagged spines growing down its back to the cluster of protrusions at the end of its mace-like tail. Fire dragons are wreathed constantly in the distorted air of tremendous heat, and thick black smoke creeps up and out from between its scales in trails to create a miasma of choking soot around them. Although they are imposing and terrible beasts, their most



frightening feature is the deep red burning of the coals where their eyes should be. It is said that whenever those ashen embers look upon something, a painful and fiery death is shortly to come.

Fire dragons live in places where heat is normal in order to hopefully avoid their natural enemy – water. Although it takes a great deal of the substance to pose a threat, even a bucketful is enough to cause a painful scorch upon their scales. Because of the remote areas in which they choose to live, these fiery beasts are forced to eat anything organic they can get into their mouths. As predators, fire dragons know the dangers of starvation instinctively and are not opposed to eating the leafy tops off of trees or other greens to tide them over until they can find a herd of camels, horses or other animals to sate them.

### Characteristics

STR	10D6+12	(47)
CON	8D6	(28)
DEX	2D6+6	(13)
SIZ	8D6+12	(40)
INT	6D6	(21)
POW	5D6+10	(28)
CHA	4D6+2	(16)

### Fire Dragon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	12/13
3 – 4	Right Hind Leg	12/13
5 – 6	Left Hind Leg	12/13
7 – 8	Hindquarters	12/15
9 – 10	Forequarters	12/16
11 – 12	Right Wing	12/12
13 – 14	Left Wing	12/12
15 – 16	Right Front Leg	12/13
17 – 18	Left Front Leg	12/13
19 – 20	Head	12/13

### Weapons

Type	Weapon skill	Damage / AP
Bite	85%	1D8+2D10 plus 2D6 fire / 4
Claw	70%	1D6+2D10 plus 1D6 fire / 6
Tail	75%	1D12+2D10 plus 1D4 fire / 8



## Special Rules

*Combat Actions:* 3

*Strike Rank:* +17

*Movement:* 6m, 12m when flying

*Traits:* Breath Flame (4D8, 2/hour),  
Formidable Natural Weapons,  
Immunity to Fire/Heat, Night Sight,  
Vulnerable to Cold/Water

*Skills:* Athletics 90%, Evaluate 85%,  
Influence 75%, Lore (all) 120%,  
Perception 70%, Persistence 105%,  
Resilience 100%, Tracking 80%

*Typical Armour:* Dragon Scales (AP 12, no Skill  
Penalty)

## Dryad

Dryads are the natural manifestations of forests. They are exceedingly beautiful and powerful in all the mental characteristics—though, as might be expected, they are less imposing physically. Dryads can be associated with any species of elf, including the three races of Shen Sanae, the three races of Murthoi, and the Slorifings.

Due to their intimate connections to the forests, dryads have additional special powers that are usable primarily in their home groves.

A dryad may control the plant life in her home grove. This allows her to make flowers bloom, cause plants to grow quickly, tangle intruders with vines, and move the branches of trees. When this power is used offensively, the dryad should make a Life Sense test opposed by Dodge or some other appropriate physical skill. Usually a dryad can only control plant life in her grove—an area with a radius of her POW x 2 in metres. If a dryad is outside her grove and wishes to control plant life there she may attempt to do so with a Life Sense test at a -100% penalty.

A dryad has two forms: a physical body and a spiritual essence. While within her grove a dryad may form her body from its spiritual essence or dissolve her body back into her spiritual essence—thereby escaping back into her tree. Doing so requires a Combat Action. Usually a dryad will automatically return to her spiritual essence (and her tree) if she attempts to leave her grove. There is, however, a special ritual which may be conducted to help a dryad leave her grove. It is called Larayse's Third Unseen Step, and it must be

continually supported by a dryad's community. It was used most memorably to allow the dryad hero Throna Silverleaf to attend the World Council of Friends in the Dawn Age.

A dryad has a deep and personal connection to her tree. If it is diseased or poisoned, she must also resist that disease or poison. If it takes hit points damage, she does as well. If it dies, she does too. The converse is also true.

## Characteristics

STR	2D6	(7)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+15	(22)
CHA	2D6+12	(19)



### Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

### Weapons

Type	Weapon skill	Damage / AP
Quarterstaff	30%	1D8-1D2 / 3

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +16

*Movement:* 3m

*Skills:* Lore (all) 40%, Perception 50%, Persistence 45%, Resilience 45%, Sing 50%. Stealth 90%

## Elementals

Elementals are otherworldly entities that manifest themselves in bodies of natural forces or materials. They represent the quintessential embodiment of a particular element, be it stone or fire or darkness. The most common elementals are gnomes, salamanders, shades, sylphs and undines, which form bodies from earth, fire, darkness, air and water, respectively.

Elementals are dimly intelligent entities that lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. For example, an elemental may be described as having a SIZ of three cubic metres. When a numerical value is needed for an elemental's SIZ, the elemental's normal hit points may be used as its SIZ. For example, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it was 10. Normally, however, salamanders, shades and sylphs have little or no mass, composed as they are of fire, darkness and air.

As fixed INT creatures, elementals tend to act on very basic instincts. They do not have the base physical needs biological entities have, such as eating, sleeping

and reproducing, and are usually inactive. If threatened, elementals will defend themselves or flee, otherwise they simply do what is natural for their form: undines flow to the lowest spot and sit there, shades lurk in the shadows, sylphs float on the wind, gnomes stand immobile and salamanders lounge about setting fire to nearby objects.

Elementals are most often encountered when they are summoned and dominated by a spellcaster. Many spell users with the requisite knowledge make frequent use of elementals, as they are powerful creatures whose rudimentary INT is nonetheless sufficient to understand and carry out the orders of the summoner. Many elementals are servants of a god or priesthood; in some faiths, knowing how to summon and bind an elemental of a particular type is a necessary stepping stone on the way to becoming a Rune Priest.

When an elemental is summoned, there must be enough of the appropriate raw material or force present for the elemental to manifest itself. For example, a 10 cubic metre salamander would require an inferno, and would be unable to manifest in a rainstorm with no source of nearby flame larger than a lantern. Likewise, a one cubic metre undine would require a tub or cauldron filled with water, and would be unable to manifest in the desert. No matter how much of the element is available, an elemental may not be larger than its SIZ. If insufficient material is available, the elemental will not form at less than full size – instead, it simply will not come. For this reason, earth elementals (gnomes) and air elementals (sylphs) are the most commonly summoned elementals, as there is almost always plenty of earth and air at hand.

All elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one hit location and no armour. When an elemental is reduced to zero hit points, its body immediately dissipates (or collapses, in the case of gnomes and undines) and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type.

A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one.

The Aldryami recognise a different set of elements than much of Glorantha. They perceive six different elements, grouped into three pairs of a 'good' element and a 'bad' element. There is clearly some basis to their elemental belief because their priests are also able to summon forth elementals for each of their six elements.

Good light is the source of the unique lume elemental while bad light—or darkness—is the source of the more familiar shade. Good earth is the source of the gnome while bad earth—or stone—is the source of the barren. Good water is the source of the undine, while bad water fell apart into many different types, among them fire (the source of the salamander), ice (the source of the boreal), dust, and several others. Notably the Aldryami do not recognize air among their elements.

As with other elementals, the special Aldryami elementals may face each other in battle, reducing or destroying each other, as described in *RuneQuest Monsters* on page 60. The opposing elementals—gnomes and barrens; lumes and shades; and undines and the various Iri elementals—destroy each other as per the rules therein.

## BARREN

A barren is an elemental of stone, which to the elfs represents not just hard earth, but also sterility and the inability to grow. barrens are composed of granite, marble, and other stones—as appropriate for the region where they are summoned—but the stones are constantly crumbling and shifting as if the barren were always on the verge of falling apart. Barrens can be summoned only in those places where there is sufficient stone. They are often brought forth from large boulders or other outcroppings of rock. Dark elf Ekeem worships are among the few denizens of Glorantha who know how to summon barrens.

### Abilities

Barrens can swim through earth or stone just as easily as they can walk on the surface. In doing so they can carry one or more people provided that they have sufficient strength to do so, however they cannot provide air for that person, who might suffocate as a result. Only unresisting people may be carried by this means.

Because of their ties to dead, ungrowing earth, barrens are surrounded by auras of infertility. No fertility rune spells may be cast in a radius around the barren equal to their POW in metres unless the Magnitude of the rune spell is greater than the POW of the barren. This can make a barren a particularly dangerous opponent since most healing spells will fail.

A slain barren has a percentage chance equal to its POW to leave behind a Death rune in its remains. The remains of barrens are particularly valuable to dwarfs who may offer up to 500 SP per cubic metre of the barren.

### Combat

Barrens are the most dangerous when met upon solid stone outcroppings. In these areas barrens may suddenly fracture and break apart stones. Such an attack is automatic, with the barren able to spontaneously open up a fissure beneath a character each Combat Action. In order to see how far he fell into the chasm opened beneath him a character must make persistence tests until he succeeds. Multiply the number of failed persistence tests times the size of the barren (in cubic metres). This is how many metres the character fell; apply damage as described in *RuneQuest* on page 89–90.

*For Example: A player with a persistence of 42 has a chasm opened under him by a large, 5 cubic metre barren. He tests his persistence and rolls 47 (a failure), then 81 (a failure), then 39 (a success). He failed twice, so he fell a total of  $2 \times 5 = 10$  metres. This means he takes a total of  $2D6$  points of damage applied  $1D6$  each to two random hit locations.*

A barren can only open a fissure under a target it can see. This means that someone who has fallen down a pit is usually safe until he climbs back out—unless the barren swims down to see how he's doing.

The aura of lifelessness around a barren can also cause nearby opponents damage. At the beginning of each round any character who is within 2 metres of a barren—which will include anyone meleeing with them—must make a Resilience roll to avoid taking one Hit Point of damage to each location.

### Characteristics & Attributes

All of a barren's Characteristics except DEX are predicated upon the size of the barren. Each cubic

metre the barren possesses gives it 2D6 STR, 1D6 POW, half a point of fixed INT, half a point of CHA and 2D6 hit points. All barrens have a DEX of 2D6. A barren's Damage Modifier is computed with the barren's STR x2, rather than STR + SIZ.

### Sample Barrens

#### Characteristics

STR 2D6 (7)  
DEX 2D6 (7)  
SIZ 1 cubic metre  
INT 1 (1)  
POW 1D6 (4)  
CHA 1 (1)  
HP 2D6 (7)

#### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +4  
*Movement:* 2m  
*Skills:* Perception 10%, Persistence 30%, Resilience 40%

#### Characteristics

STR 6D6 (21)  
DEX 2D6 (7)  
SIZ 3 cubic metres  
INT 2 (2)  
POW 3D6 (11)  
CHA 1 (1)  
HP 6D6 (21)

#### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +5  
*Movement:* 2m  
*Skills:* Perception 10%, Persistence 35%, Resilience 50%

#### Characteristics

STR 10D6 (35)  
DEX 2D6 (7)  
SIZ 5 cubic metres  
INT 3 (3)  
POW 5D6 (18)  
CHA 2 (2)  
HP 10D6 (35)

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +5  
*Movement:* 2m  
*Skills:* Perception 10%, Persistence 40%, Resilience 60%

### Characteristics

STR 20D6 (70)  
DEX 2D6 (7)  
SIZ 10 cubic metres  
INT 5 (5)  
POW 10D6 (35)  
CHA 5 (5)  
HP 20D6 (70)

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +6  
*Movement:* 2m  
*Skills:* Perception 10%, Persistence 50%, Resilience 70%

## BOREAL

A boreal is an elemental of ice, representing freezing, cold immobility. They are composed entirely of ice and can only be summoned from a body of water that is already frozen, such as a glacier, an ice floe, or a river or lake that has iced over. Boreals tend to be hulking creatures made up of jagged, frozen water, not at all like the formless and beautiful undines. They are most frequently summoned by dark elf worshipers of Iri, but some ice demons upon Valind's Glacier have also been known to summon boreals.

### Abilities

Boreals can freeze any liquid. Every Combat Round they freeze a total volume of the liquid that they are touching equal to their own volume. They may ultimately freeze water in a radius in meters equal to their POW. After a boreal leaves an area of liquid that it has frozen, the liquid will slowly melt, returning to the ambient air temperature at a speed about four times slower than expected because of their unnatural cold.

Boreals can slowly move through ice, at half their normal movement, but they may not carry anyone when doing so.

Generally, boreals are some of the most substantial and inert of all elementals because of their ties to stasis and immobility. They thus act less like elementals than most of their brethren, and more like hulking monstrosities.

A slain boreal has a percentage chance equal to its POW to leave behind a Stasis rune in its remains.

### Combat

A boreal's primary attack is through its large, clubbing fists. However, it also does two additional types of damage whenever it hits.

First, it does cold damage. If a blow is parried, this damage is applied to the weapon's Hit Points, ignoring its armour points. If a blow hits the target this damage is applied to the Hit Points of the location, ignoring any armour except leather. This damage is treated separately from the damage applied by the actual blow.

Second, it does slowing damage. This is treated exactly as the Slow spell (*RuneQuest*, page 77), except a successful Athletics test allows the target to ignore its effects.

Both the cold and the slowing damage occur whenever a boreal hits, whether it penetrates the target's armour or not.

### Characteristics & Attributes

All of a boreal's Characteristics except DEX are predicated upon the size of the boreal. Each cubic metre the boreal possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6 hit points. All boreals have a DEX of 2D6. A boreal's Damage Modifier is computed with the boreal's STR x2, rather than STR + SIZ.

### Sample Boreals

#### Characteristics

STR	2D6	(7)
DEX	2D6	(7)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(4)
CHA	1	(1)
HP	2D6	(7)

### Weapons

Type	Weapon skill	Damage
Punch	40%	1D12-1D4 + cold 1 + slow 1

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+4
<i>Movement:</i>	2m (normal), 1m (through ice)
<i>Skills:</i>	Perception 15%, Persistence 30%, Resilience 30%

### Characteristics

STR	6D6	(21)
DEX	2D6	(7)
SIZ	3 cubic metres	
INT	3	(3)
POW	3D6	(11)
CHA	1	(1)
HP	6D6	(21)

### Weapons

Type	Weapon skill	Damage
Punch	40%	1D12+1D8 + cold 2 + slow 2

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+5
<i>Movement:</i>	2m (normal), 1m (through ice)
<i>Skills:</i>	Perception 15%, Persistence 35%, Resilience 35%

### Characteristics

STR	10D6	(35)
DEX	2D6	(7)
SIZ	5 cubic metres	
INT	5	(5)
POW	5D6	(18)
CHA	2	(2)
HP	10D6	(35)

### Weapons

Type	Weapon skill	Damage
Punch	40%	1D12+2D6 + cold 3 + slow 3

### Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+6
<i>Movement:</i>	2m (normal), 1m (through ice)
<i>Skills:</i>	Perception 15%, Persistence 40%, Resilience 40%

### Characteristics

STR 20D6 (70)  
 DEX 2D6 (7)  
 SIZ 10 cubic metres  
 INT 10 (10)  
 POW 10D6 (35)  
 CHA 5 (5)  
 HP 20D6 (70)

### Weapons

Type	Weapon skill	Damage
Punch	40%	1D12+3D12 + cold 5 + slow 5

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +9  
*Movement:* 2m (normal), 1m (through ice)  
*Skills:* Perception 15%, Persistence 50%,  
 Resilience 50%

## Lume

A lume is an elemental of light, representing warm, bright intelligence. It is composed entirely of light, and can be summoned anywhere outside during the day, provided that cloud cover is 50% or less, and that the summoner isn't in a heavily shadowed area. Though they are tangible, lumes are light and misty, less concrete than even a sylph. They are all bright white or gold, flickering and pleasant to look upon except when the lume is attacking.

### Abilities

Lumes have multiple abilities which affect a spherical area with radius equal to their POW in meters.

Lumes can light this area. They can even dispel magical darkness of a Magnitude equal to or less than their size in cubic metres. This is a constant effect of the lume that can not be shut off.

They can warm this area. No one in it will suffer any ill effects from normal cold, though the ill effects of magical cold such as the Frostbite spell or a boreal attack still occur. This is also a constant effect.

They can also enlighten all the peoples in this area. This grants a +1% bonus on all Lore tests for each meter of size of the lume. This is also a constant effect.

Finally they can also calm all peoples in this area. Any emotions are damped down, and any emotion-affecting spells, such as Demoralise and Fanaticism, are dispelled if their Magnitude is equal to or less than the size of the lume in cubic meters. This ability takes one Combat Action to use.

A slain lume has a percentage chance equal to its POW to leave behind a Light rune in its remains.

### Combat

The misty lume can attack up to one character for each cubic metre of volume that it possesses, but all victims must be within that number of metres of each other. (For example, a five cubic metre lume may attack up to five characters that are within five metres of each other.) It does this by engulfing the head of each victim.

By engulfing a victim's head a lume may attack it with its bright illumination ability. This is a direct assault upon the victim's psyche that shows him the world as it truly is. This is too much for many victims to comprehend. When a lume uses bright illumination it matches its Persistence against the victim's Persistence in an opposed test. The Lume Bright Illumination Effect table determines the result.

Lumes also glow bright enough to partially blind their opponents. This is reflected in their Dodge scores, which mostly represents a general inability to see where a lume actually is.

### Characteristics & Attributes

All of a lume's Characteristics except STR and DEX are predicated upon the size of the lume. Each cubic metre the lume possesses gives it 1D6 POW, two points of fixed INT, one point of CHA and 1D6 hit points. All lumes have a STR of 1D6 and a DEX of 4D6. A lume's Damage Modifier is computed with the lume's STR x2, rather than STR + SIZ.

### Lume Bright Illumination Effect

Result	Outcome
Lume Succeeds, Victim Fails	Victim goes catatonic for INT rounds and must roll a successful Persistence test or go insane for INT weeks.
Both Fail	Victim is Demoralised (as the Rune Magic spell). This effect lasts for INT rounds.
Both Succeed	No effect on creatures with fixed INT. Creatures with normal INT are Demoralised for INT rounds.
Lume Fails, Victim Succeeds	If the Victim has at least one Lore skill he gains an Improvement Roll which must be used immediately on the Lore of his choice. He cannot be targeted again for 24 hours.

### Sample Lumes

#### Characteristics

STR 1D6 (4)  
 DEX 4D6 (14)  
 SIZ 1 cubic metre  
 INT 2 (2)  
 POW 1D6 (4)  
 CHA 1 (1)  
 HP 1D6 (4)

#### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +8  
*Movement:* 6m  
*Skills:* Dodge 50%, Perception 50%, Persistence 20%, Resilience 45%.

#### Characteristics

STR 1D6 (4)  
 DEX 4D6 (14)  
 SIZ 3 cubic metres  
 INT 6 (6)  
 POW 3D6 (11)  
 CHA 3 (3)  
 HP 3D6 (11)

#### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +10  
*Movement:* 6m  
*Skills:* Dodge 60%, Perception 60%, Persistence 40%, Resilience 50%.

#### Characteristics

STR 1D6 (4)  
 DEX 4D6 (14)  
 SIZ 5 cubic metres  
 INT 10 (10)  
 POW 5D6 (18)  
 CHA 5 (5)  
 HP 5D6 (18)

#### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +12  
*Movement:* 6m  
*Skills:* Dodge 70%, Perception 70%, Persistence 60%, Resilience 55%.

#### Characteristics

STR 1D6 (4)  
 DEX 4D6 (14)  
 SIZ 10 cubic metres  
 INT 20 (20)  
 POW 1D6 (4)  
 CHA 1 (1)  
 HP 1D6 (4)

#### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +17  
*Movement:* 6m  
*Skills:* Dodge 80%, Perception 80%, Persistence 80%, Resilience 60%.



## Elfs

The elfs of Glorantha are extremely varied in the differing species that exist. The blue elfs reside beneath the waters of the world and consist of three distinct species. The green elfs are akin to evergreen trees and their greatest warriors are drawn from their ranks. The brown elfs are deciduous in nature, and rely on the green elfs for protection when the ice and cold of dark season envelopes their forests. The red elfs are swamp dwellers, that encompass many differing sub-species. They are unafraid of death and many more sub-species have died out entirely as a result of this. The yellow elfs inhabit the jungles of the world and are the smallest of the various species.

Full information about the elfs and their culture, beliefs and history can be found in *Elfs: A Guide to the Aldryami*.

### Embyli (Yellow Elfs)

Yellow elfs are among the wounded descendents of the Shen Senae who fell from their ancestral greatness in the Darkness. They are the smallest of all the Shen Senae, which makes them similar in height to the pygmies that tend to inhabit their Pamaltelan jungles. Although most Embyli are to be found on the southern continent, opposing the Godlearners expansionistic plans, others can be found in Teshnos and Fethlon.

#### Characteristics

STR	2D6+3	(10)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6	(7)
INT	3D6+6	(17)
POW	2D6+6	(13)
CHA	3D6	(11)

#### Yellow Elf Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-4
4 – 6	Left Leg	-4
7 – 9	Abdomen	-5
10 – 12	Chest	-6
13 – 15	Right Arm	-3
16 – 18	Left Arm	-3
19 – 20	Head	-4



#### Weapons

Type	Weapon skill	Damage / AP
Blowpipe	60%	1D2
Stone Shortspear	35%	1D8-1-1D2 / 2

#### Special Rules

*Combat Actions:* 3

*Strike Rank:* +17

*Movement:* 4m

*Traits:* Life Sense

*Skills:* Acrobatics 50%, Athletics 45%, Dodge 60%, First Aid 35%, Lore (Plant) 75%, Perception 45%, Persistence 50%, Resilience 45%, Stealth 50%, Survival 45%, Tracking 35%

*Typical Armour:* Occasionally wearing wooden or leather armour (AP 2)

## Mreli (Brown Elfs)

Brown elves were also wounded during the Darkness. They have some physical weaknesses, as might be expected of Aldryami who lingered rather than fighting Chaos. However they are also among the most intelligent of the Aldryami.

They live in deciduous forests and rely upon the protection of the Vronkali (or Green Elfs) to protect them when they sleep throughout winter. Of all the land-dwelling Aldryami, it is the Mreli who are nearest in form to the Shen Senae race which existed before the Ice Age. Though some have become warriors, most remain soft. They are a race of gardeners, philosophers, and pollen bearers who tend to their woods; they are usually no more dangerous than a bush or a tree.

### Characteristics

STR	2D6+3	(10)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+6	(13)
CHA	3D6	(11)



### Elf Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	2/4
4-6	Left Leg	2/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	2/3
16-18	Left Arm	2/3
19-20	Head	2/4

### Weapons

Type	Weapon skill	Damage / AP
Long Bow	80%	1D10-1D2
Longspear	60%	1D10-1D2 / 2

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +17

*Movement:* 4m

*Traits:* Life Sense

*Skills:* Acrobatics 55%, Athletics 45%, Dodge 55%, First Aid 40%, Lore (Plant) 80%, Perception 50%, Persistence 55%, Stealth 55%, Survival 55%, Tracking 30%

*Typical Armour:* Leather (AP2); Skill Penalty -14%

## Murthoi / Alim (Blue Elfs)

The Alim are philosophers who have never had much to do with the world, and this is reflected in their physical stats. However, they are also the most intelligent of all the Aldryami species, exceeding even the intelligence of the Mreli. One of the three known species of what the ignorant collectively called the Blue Elfs.

### Characteristics

STR	2D6	(7)
CON	2D6+2	(9)
DEX	3D6	(11)
SIZ	2D6	(7)
INT	2D6+12	(19)
POW	2D6+6	(13)
CHA	3D6	(11)

### Alim Hit Locations

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

### Weapons

Type	Weapon skill	Damage / AP
Shortspear	25%	1D8 – 1D2 / 2
Dart	35%	1D4 – 1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +15

*Movement:* 2m, 6m when swimming

*Traits:* Excellent Swimmer, Life Sense

*Skills:* Athletics 30% (60%), Craft (Farmer) 25%, Dodge 32%, Lore (Plant) 80%, Perception 30%, Resilience 30%, Survival 50%

*Typical Armour:* Tough Fibres (AP 4 on tail, no Skill Penalty)



## Murthoi / Gentari (Blue Elf-s)

The Gentari are warriors in their own right, but not as great as the Murthoi Makisanti. As such they tend to be comparatively weak. Though the Gentari do not have the same potential as the Shen Senae to be highly intelligent, there is very little variation among them, and they all tend to be as smart as the smartest humans.

### Characteristics

STR	2D6	(7)
CON	3D6	(11)
DEX	3D6+3	(14)
SIZ	2D6	(7)
INT	1D6+12	(16)
POW	2D6+6	(13)
CHA	3D6	(11)

### Gentari Hit Locations

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

### Weapons

Type	Weapon skill	Damage / 2
Shortspear	45%	1D8 – 1D2 / 2
Dart	55%	1D4 – 1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +15

*Movement:* 2m, 6m when swimming

*Traits:* Excellent Swimmer, Life Sense

*Skills:* Athletics 40% (70%), Craft (Farmer) 25%, Dodge 32%, Lore (Plant) 70%, Perception 30%, Resilience 30%, Survival 70%

*Typical Armour:* Tough Fibres (AP 4 on tail, no Skill Penalty); Occasionally wearing shark scale armour (AP 2) and thick lizard skin helmets (AP 3)

## Murthoi / Makisanti (Blue Efs)

As the greatest warriors among the blue elves, the Makisanti have the best physical characteristics of all the Murthoi species. However like all the Murthoi they are fairly small. In addition, their intelligence is strictly normal, making them the least intelligent of all the true Aldryami.

### Characteristics

STR	2D6+3	(10)
CON	3D6	(11)
DEX	3D6+3	(14)
SIZ	2D6+3	(10)
INT	2D6+6	(13)
POW	2D6+6	(13)
CHA	3D6	(11)

### Makisanti Hit Locations

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

### Weapons

Type	Weapon skill	Damage / AP
Longspear	45%	1D10 – 1D2 / 2
Dart	55%	1D4 – 1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +14

*Movement:* 2m, 6m when swimming

*Traits:* Excellent Swimmer, Life Sense

*Skills:* Athletics 40% (70%), Craft (Farmer) 25%, Dodge 32%, Lore (Plant) 70%, Perception 30%, Resilience 30%, Survival 70%

*Typical Armour:* Tough Fibres (AP 4 on tail, no Skill Penalty); Occasionally wearing coral helms and breastplates (AP 4)

## Slorifings (Red Efs)

There are twenty-seven different species of Slorifings in Imperial Age Glorantha, and each one is different and unique. The following characteristics define an 'average' Slorifing—if such a thing actually exists.

If a Games Master wishes he can define specific characteristics for specific Slorifing species. Some are bigger and others are good fighters. Some are almost as intelligent as their Aldryami kin and others can swim and breathe underwater. The only consistent element among all the Slorifings is that each species has one or more flaws, usually represented by some low characteristics.

### Characteristics

STR	2D6	(7)
CON	2D6+1	(8)
DEX	2D6+7	(14)
SIZ	1D6+3	(7)
INT	3D6	(11)
POW	2D6+6	(13)
CHA	2D6+3	(10)



### Slorifing Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-3
4 – 6	Left Leg	-3
7 – 9	Abdomen	-4
10 – 12	Chest	-5
13 – 15	Right Arm	-2
16 – 18	Left Arm	-2
19 – 20	Head	-3

### Weapons

Type	Weapon skill	Damage / AP
Shortspear	35%	1D8-1D4 / 2
Short Sword	45%	1D6-1D4 / 3

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +13  
*Movement:* 4m  
*Traits:* Night Sight  
*Skills:* Athletics 40%, Dodge 55%, Resilience 45%, Stealth 50%, Survival 48%, Tracking 44%

*Typical Armour:* None

## Vronkali (Green Elfs)

Green elves are natural leaders and the most likely of all the elves to leave their forests. They are born fighters and this militancy is reflected in their superior physical abilities. Also, like all the true elves, Vronkali are quite intelligent, a reflection of their longer view of life.

### Characteristics

STR	2D6+4	(11)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	3D6	(11)
INT	4D6	(14)
POW	3D6+6	(17)
CHA	3D6	(11)



### Green Elf Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-5
4 – 6	Left Leg	-5
7 – 9	Abdomen	-6
10 – 12	Chest	-7
13 – 15	Right Arm	-4
16 – 18	Left Arm	-4
19 – 20	Head	-5

### Weapons

Type	Weapon skill	Damage / AP
Longbow	70%	2D8 / 2
Longspear	55%	1D10 / 2
Target Shield	40%	1D6 / 8

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +16  
*Movement:* 4m  
*Traits:* Life Sense  
*Skills:* Athletics 35%, Dodge 40%, First Aid 30%, Lore (Plant) 80%, Perception 35%, Persistence 40%, Resilience 35%, Survival 50%

*Typical Armour:* Occasionally wooden armour (AP 2)

## Elk

A large and noble beast, the elk is a northern cousin to the common deer. It has a thicker neck that it holds upright, atop of which is a massive rack of jagged antlers. Wary of predators and always ready to put up a fight if need be, elk are not easily chosen as a prey animal. Even humanoid hunters think twice about cornering an elk if they can help it; more than a few hunters have bled out into the snow from an elk's natural defences.

A single elk is roughly the same size as a riding horse, but it has a large rack of antlers that makes it seem much more imposing. These antlers are its first and best form of defence, slashing and battering anything that poses a threat to the elk or its herd. Although dangerous to hunt without skill and superior numbers, the elk is very useful for the many natural resources it can be used for. Leather, bone, antler and meat are all good for use from a slain elk.

An elk inflicts an additional 1D6 damage when it uses its Head Butt attack as part of a charge.



### Characteristics

STR	3D6+20	(31)
CON	3D6+6	(17)
DEX	3D6	(11)
SIZ	3D6+20	(31)
INT	4	(4)
POW	3D6	(11)
CHA	2	(2)

### Elk Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	2/8
4 – 6	Left Hind Leg	2/8
7 – 9	Hindquarters	2/9
10 – 12	Chest	2/10
13 – 15	Right Front Leg	2/8
16 – 18	Left Front Leg	2/8
19 – 20	Head	4/8

### Weapons

Type	Weapon skill	Damage
Head Butt	40%	1D8+1D6
Kick	50%	1D4+2D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 6m

*Traits:* Trample

*Skills:* Athletics 60%, Dodge 22%, Perception 50%, Resilience 50%, Survival 30%

*Typical Armour:* Thick Hide (AP 2, no Skill Penalty); Antlered Head (AP 4 to head location, no Skill Penalty)

## The Enslaved

The Zistorites of the Clanking City create slaves from organic and machine elements in a bizarre approximation of making life. Ironically, due to the prejudices within Zistorwal and the cult that founded the majestic Clanking City, the so-called Enslaved are actually treated with a greater degree of respect than those who come to the city with no mechemagical augmentation – the Fleshbound.

The three main types of Enslaved are Warhounds, Venators and Benedictors. Each fulfils a specific function in Zistorite society, used by sorcerers according to their needs.

## Warhound

The Warhound-class Enslaved resembles a wolf in size and shape, though it is made from natural animal bones reconstructed into a skeleton and sheathed in a mechemagical body, with machinery-based muscles and artificial organs. Its legs whirr and click with the sounds of gears and clockwork automation, and its bronze jaws open and close slowly as if the beast hungers to make a kill.

A Warhound is the cheapest and most basic type of Enslaved. While they are respected more than the Fleshbound, they are still at the bottom of their caste and are considered expendable where other Enslaved are not. Warhounds are created by blending the flesh of a wolf or dog with mechemagical augmentations, creating a canine machine capable of doing little more than defending its master with vicious abilities.

Although they are limited in breadth of their operational capacity, they are ruthlessly efficient at what they are designed to do. A Warhound will attack whoever (or whatever) its master orders it to attack, without fear of being outnumbered or outclassed, and with no regard for its own personal well-being. These biomechanical beasts fight with a combination of brute force, their heavy weight, razor-sharp claws and their bladed jaws which possess a terrible strength. They can also be ordered – if given specific time span and distance parameters – to patrol any area the sorcerer desires, with additional orders to attack anyone the canine construct does not recognise. Unfortunately, Warhounds cannot think any more imaginatively than these basic processes; characters may not describe someone and expect the beast to remember the target in the future, for example.

Warhounds operate on one of two modes: Kill and Patrol/Guard, with each mode triggered by the sorcerer speaking the mode-word to the construct.

Kill mode is obvious enough. The Warhound attacks whoever the sorcerer indicates ('Kill: the tallest/the one with blond hair/the one who smells of the forest'). The



target cannot be described in terms any longer than a single sentence or the Warhound will become confused and its weak memory will make it behave erratically, attacking whoever its primitive brains thinks it should be attacking. This is almost always the closest 'enemy' to its master, which may very well be an ally.

Kill mode is actually the default mode of operation for Warhounds. They are automatically assumed to be in Kill mode, always awaiting the command to attack. A Warhound in this mode turns its head this way and that, like a recording camera, monitoring all living beings nearby with its red-lens eyes.

Patrol/Guard mode is used by sorcerers who wish to assign their Warhounds to guard duty or home defence. The command is 'Guard: (desired location)' or 'Patrol: (desired number of square metres)'. The commands must be relatively specific, though the Warhound will keep at its duty until ordered to stop or destroyed. Instances have occurred in the past where sorcerers have set their Warhounds to guard homes at night and died of

natural causes – the guarding constructs have had to be destroyed before the bodies could be recovered.

A Warhound must be communicated with via a machine tongue, for they have no capacity to understand human speech. The only exception to this is the ‘ally’ command, which is a word the creator sets simply by ordering the beast to remember it. This one word command can be shouted by allies who find themselves attacked by the creature, allowing its simplistic mind to recognise a friend of its master if it is in patrol/guard mode and has previously not encountered them.

Almost all Warhounds are created equal, based on the original schema designed by Kara Farseer, an elderly member of the Honoured Inquisitive within the Legion of Purification. The following mechanics represent the common Warhound constructs seen in Zistorwal and accompanying Zistorite sorcerers as they venture out across Glorantha.

To create a Warhound, a character must fulfil the requirements to be a surgeon, and have access to the dead body of a dog or wolf and 3,000 SP worth of materials. The process takes approximately one month of daily effort.

**Characteristics**

- STR 20
- CON 20
- DEX 15
- SIZ 10
- INT 3
- POW 8
- CHA 3

**Warhound Hit Locations**

D20	Hit Location	AP/HP
1–2	Right Hind Leg	5/6
3–4	Left Hind Leg	5/6
5–7	Hindquarters	6/7
8–10	Forequarters	7/7
11–13	Right Front Leg	6/6
14–16	Left Front Leg	6/6
17–20	Head	7/7

**Weapons**

Type	Weapon Skill	Damage / AP
Bite	70%	1D10+1D2 / 4
Claw	30%	1D6+1D2 / 4

**Special Rules**

- Combat Actions:* 3
- Strike Rank:* +9
- Movement:* 5m
- Traits:* Formidable Natural Weapons, Life Sense, Night Sight
- Skills:* Athletics 100%, Dodge 80%, Perception 100%, Persistence 50%, Resilience 70%
- Typical Armour:* Bronze and brass exoskeleton (variable AP, no Skill Penalty)

**Venator**

The Venator is a man-sized construct formed from the metal-coated bones of a human, sheathed in mechamagical muscles and with gears for joints. They walk with unearthly grace, each movement accompanied by the hum of servos and the rattling clicks of mechamagical organ processes. Pistons mounted in each limb allow for great physical strength, creating occasional jets of heated steam from the shoulder blades, jaws, knees and elbows when the creature exerts itself.

The Venator-grade Enslaved are the evolution of the initial Warhound constructs. Much more intelligent than its canine predecessor and with increased physical power, the Venator represents the pinnacle of the hunter-killer design seen in the factories of Zistorwal.

They are traditionally made from the skeletons of murderers, though in recent years as the capacity to create them has spread throughout Zistorwal, few sorcerers adhere to this old and rather limiting tradition. The skeletal structure of the subject is coated in metal plating (usually bronze) and the mechamagical muscles and organs are painstakingly built around it, before being permanently sealed in heavy iron armour. Since there is no difficulty in attuning mechamagics to biological tissue, the organs are a great deal simpler than those found in human sorcerers. Still, a Venator is an incredibly



complicated machine, so it is fortunate for those sorcerers that own them that these beings are built to withstand a great deal of punishment and battle damage.

In a rather grim tradition, Venators are commonly named after the bones of whomever 'contributed' to the first stage of the construction. Although there is no discernible reason for the organic component to be necessary in the creation of Venator-grade Enslaved, every attempt to forge one of these constructs without human bones as the foundation of the body has resulted in complete failure.

As far as intelligence and memory go, a Venator is as intelligent as an average human, though it only has limited capacity for learning. It can understand any instructions a normal human could and is also able to recall every single living being it has met and attach a name to each person – if its master asks it to remember each of them upon each meeting. They are also able to recall any place they have visited, though this recollection of geography only applies within the boundaries of Zistorwal. It is believed that this represents some magical symbiosis between the Enslaved and Zazistor, and to date, no Zistorite has managed to create an Enslaved that can keep its full memory when away from the city.

A Venator has no ability for deduction, improvisation or critical thinking, however. If tasked to kill someone without a specific location to go to, it will hunt them down in the places it has seen them before, and if such a tactic fails it will continue to repeat the procedure until ordered to return. If given a specific location, it will head there at best speed and kill the target without subtlety. The enemy could be asleep or in the middle of a dinner party and the construct's behaviour would be exactly the same: enter the room, kill the target and kill anyone who seeks to impede its progress.

To create a Venator, a character must fulfil the requirements to be a surgeon, and have access to a dead body as well as 5,000 SP worth of materials. The process takes approximately two months of daily effort.

The following statistics are based on the standard Venators seen in the city.

### Characteristics

STR 25  
CON 18  
DEX 13  
SIZ 16  
INT 5  
POW 10  
CHA 4

### Venator Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	7/7
4-6	Left Leg	7/7
7-9	Abdomen	8/8
10-12	Chest	8/8
13-15	Right Arm	6/6
16-18	Left Arm	6/6
19-20	Head	7/7

### Weapons

Type	Weapon Skill	Damage / AP
Sword	100%	1D8+1D8 / 4*
Unarmed	100%	1D3+1D8 / 4

\*These statistics are for a normal, unenhanced war sword.

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +9

*Movement:* 5m

*Traits:* Formidable Natural Weapons, Life Sense, Night Sight

*Skills:* Athletics 100%, Dodge 80%, Perception 100%, Persistence 50%, Resilience 70%

*Typical Armour:* Bronze and brass exoskeleton (variable AP, no Skill Penalty)

### Benedictor

Though made in the same manner as the Venator, the Benedictor is coated in thin armour and the movement of its joints is controlled precisely by gas pumps and vials of pressurised fluids as well as piston-muscles. These constructs move with measured, gentle motions and feature fine-fingered hands of silver-coated finger bones, rather than the iron gauntlets of the Venator hunters.

The pinnacle of God Learner mechemagics and artificial life is not the great war machines of the Iron Wars or the expert killer Venator-grade Enslaved. Instead, it is the silent and slow constructs called Benedictors. These are constructs designed purely for mechemagical surgery and engineering; essentially, they are automaton laboratory assistants.

Despite their limited application, these Enslaved have memories capable of storing endless reams of biological, physiological and engineering lore. They are equipped with voice emitters that allow them to relay information to their masters, usually in response to a direct question or to make a comment and a suggestion if they witness an incorrect procedure taking place within a mechemagical operation. A Zistorite with one (or a team) of Benedictors working alongside him within his laboratory is going to be provided with near-faultless assistance in his mechemagical endeavours, and can even order his Enslaved to repair his own mechemagics if they are damaged.

Although they are able to do repair and maintenance work unguided, Benedictors are not designed to perform complete mechemagical replacement surgery alone. Though they have the knowledge of how to do so, the reality of an automaton performing such a delicate procedure without human guidance means that mechemagics fitted by a Benedictor have a 75% chance of failing completely during the recovery time. In times of desperation, some sorcerers have ordered their Enslaved to do the work, if absolutely necessary, but it is seen as a last and final resort at best. The reason for this high chance of failure is put down to some kind of undiscovered flaw in the bio-magical process that arises from inhuman, unliving beings performing the procedure on living bodies. Likewise, Benedictors cannot create other types of Enslaved; all previous attempts have resulted in failure – and in several notable cases, the insanity and mental breakdown of the Benedictors that made the attempts.

Benedictors are not created for combat and have no battle prowess. If attacked they will seek to flee, though no Benedictor will willingly leave its laboratory unless directly ordered to do so by its master. These intelligent automatons have an eerie connection to the

labs in which they work, and many suffer cognitive instabilities if they are forced to leave for more than a few minutes. Benedictors will refuse any order to harm another living being, even if they are being attacked at the time.

To create a Benedictor, a character must fulfil the requirements to be a surgeon, and have access to a dead body as well as 7,000 SP worth of materials. The process takes approximately four months of daily effort.

Games Masters should note that not only is the automaton capable of using its skills to repair (heal) a character's mechemagical implants, any surgery with a Benedictor assistant can use the construct's statistics for whatever rolls the master wishes, including the rules for Assistance on page 22 of *RuneQuest*.

### Characteristics

STR 10  
CON 18  
DEX 10  
SIZ 15  
INT 20  
POW 14  
CHA 5

### Benedictor Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	1/7
4–6	Left Leg	1/7
7–9	Abdomen	1/8
10–12	Chest	1/8
13–15	Right Arm	0/6
16–18	Left Arm	0/6
19–20	Head	1/7

### Weapons

Type	Weapon Skill	Damage / AP
Tools*	20%	1D4+1 / 4

\*A Benedictor in an operating theatre will have access to boning saws, scalpels and other cutting tools approximately the equivalent of daggers in combat.

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +15

*Movement:* 4m

*Traits:* Life Sense

*Skills:* Athletics 20%, Dodge 20%,  
First Aid 100%, Healing 150%,  
Perception 100%, Persistence 100%,  
Resilience 30%

*Typical Armour:* Light bronze plating (1 AP, no Skill Penalty)

## Flint Cat

Another dwarven creation, the flint cat – known as the faranham to Gloranthan dwarfs – is a feline made from living stone chips and chunks. Originally crafted to serve as scouts for a powerful army of living stone warriors, the flint cat is faster and slightly more autonomous than many of the other living stone creations of the dwarfs. They have a form of cunning to them that only a cat can personify, and although the clicking and clacking of their ‘fur’ as they run is a tell-tale sign of their presence, they are fast and agile enough to fill the role.



A flint cat is a lynx-sized construction of living stone, grey or blue-grey in colour with a body comprised completely of flint chips and chunks. The cat’s claws and teeth are just angled pieces of flint, and even the eyes are round and featureless as they swivel toward what they need to see. At first glance it might look like a normal cat, but closer inspection will prove vastly otherwise.

As with many of the mostali living stone creations, many of the flint cats escaped the ownership of the dwarfs and are now feral. They are smarter than a common animal, but still generally act as though they were just a common predator of mountains and tunnel, catching and eating the same foods as other felines.

All of a flint cat’s magical essence is contained in the upkeep and mobility of its body, disallowing it to cast any form of magic whatsoever. As beings of stone however, they can bear enchantments like a common mundane item, using their own Magic Points to activate the enchantments if necessary.

Additionally, a flint cat is covered in sharp edges and can be very dangerous to try and grapple or strike with an Unarmed strike. Anything striking a flint cat with an Unarmed or Martial Arts strike will suffer 1 point of damage to the attacking implement from the slicing ‘fur’.

## Characteristics

STR	11	(11)
CON	16	(16)
DEX	15	(15)
SIZ	5	(5)
INT	6	(6)
POW	2D6+6	(13)
CHA	2	(2)

## Flint Cat Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	4/5
3 – 4	Left Hind Leg	4/5
5 – 7	Hindquarters	4/7
8 – 10	Forequarters	4/7
11 – 13	Right Front Leg	4/5
14 – 16	Left Front Leg	4/5
17 – 20	Head	4/5

## Weapons

Type	Weapon skill	Damage / AP
Bite	70%	1D4+1-1D2 / 4
Claw	55%	1D3+1-1D2 / 4

## Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 6m

*Traits:* Disease Immunity, Earth Sense, Formidable Natural Weapons, Poison Immunity

*Skills:* Athletics 55%, Perception 75%, Resilience 65%, Survival 40%, Tracking 50%

*Typical Armour:* Flint Skin (AP 4, no Skill Penalty)

## Fox, Blue (Spirit Fox)

The fox has been a symbol of cleverness and cunning in the animal kingdom for many generations and the mischievous blue fox is one good reason why this is so. The offspring of Vixen, after her corpse had been revived by Orogeria the huntress, these rare but magnificent beings are amongst the craftiest and intelligent animals the woods have to offer.



The blue or spirit fox is physically the same as any other wild fox that might appear in the undergrowth of a local forest or garden, save for their silvery blue fur and shining white eyes. They have long tails that often darken to a shade of grey-blue at the tip, and no pattern to their pelts other than a slight darkening of tone.

The blue fox has apparently been hunted to extinction in Peloria, but can still be found in the God-world, although there have been unreliable claims of sightings over the years.

## Characteristics

STR	1D4+1	(3)
CON	2D6	(7)
DEX	5D6	(18)
SIZ	1D4-1	(2)
INT	5D6	(18)
POW	3D6	(11)
CHA	3D6	(11)

## Blue Fox Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Hind Leg	-2
4 - 6	Left Hind Leg	-2
7 - 9	Hindquarters	-3
10 - 12	Forequarters	-3
13 - 15	Right Front Leg	-2
16 - 18	Left Front Leg	-2
19 - 20	Head	-2

## Weapons

Type	Weapon skill	Damage
Bite	35%	1D4-1D8

## Special Rules

*Combat Actions:* 3

*Strike Rank:* +18

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Acrobatics 48%, Athletics 58%, Dodge 72%, Perception 62%, Stealth 68%, Survival 45%, Tracking 55%

*Typical Armour:* None

## Fungal Construct

The voralans, called 'black elves' by effort of a misnomer in Glorantha, are small and physically weak. In their lairs and communities they have need of guardians and manual servants, roles for which they created the fungal constructs. Fungal constructs are exactly what their name implies – huge humanoids made of communal fungal organisms. They are gathered and given life by voralan priests in secret ceremonies deep beneath the surface of the world.

Although a fungal construct could theoretically take any form, the voralans have always chosen to use a familiar and humanoid one. Three-and-a-half metres tall and half that distance thick; each fungal construct has a pair of cylindrical legs holding up a trunk-like body, and two strong arms that end in fingerless, mitten-like hands. Its head is bulbous and utterly featureless. It has no eyes, nose or mouth, but yet it sees and hears its surroundings perfectly through thousands of tiny spore-receptors all over its body.

As it is actually not one but tens of thousands of individual fungal bodies forming into one community, most damage the construct suffers means very little to the whole of the being. Massive damage simply brings the inconvenience of non-functioning limbs. If it loses an arm it cannot strike with it or walk with a mauled leg, but otherwise the rest of the creature functions normally. Only fire seems to deal with a fungal construct quickly and efficiently, but even then only if the body is mostly reduced to ash. The spores repair damage very quickly, and many of those who have left the remains of a fungal construct behind are surprised when it returns fully knitted to attack them again!

Fungal constructs are mindless creations designed to serve as labour and protect the voralans. They will perform any duty given to them by any voralan, and will go to their own destruction if need be to fulfil it.

Fungal constructs do not die when they suffer normally fatal wounds. Instead of the normal effects, any hit location that suffers a Major Wound is considered inert and useless. The creature will only totally be destroyed if its Abdomen, Chest and Head locations all become inert; otherwise it will simply wait to fully regenerate.



### Characteristics

STR	6D6+6	(27)
CON	20	(20)
DEX	2D6+1	(8)
SIZ	20	(20)
INT	1	(1)
POW	1D6+6	(9)
CHA	1	(1)

### Fungal Construct Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	7/8
4 – 6	Left Leg	7/8
7 – 10	Abdomen	7/9
11 – 14	Chest	7/10
15	Right Arm	7/7
16	Left Arm	7/7
17 – 20	Head	7/8

### Weapons

Type	Weapon skill	Damage
Fist	70%	1D3+1D10 plus poison

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +5

*Movement:* 4m, 2m when burrowing

*Traits:* Burrower, Disease Immunity, Earth Sense, Poison, Poison Immunity, Regeneration 1 hit point/minute, Vulnerable to Fire

*Skills:* Athletics 58%, Perception 50%, Resilience 55%, Stealth 40%

*Typical Armour:* Redundant Tissues (AP 7, no Skill Penalty)

The flesh of fungal constructs is covered in slimy spores that act as a powerful toxin. Anyone suffering damage from their Fist attack or when striking them with an Unarmed attack will also need to resist the following poison:

### Fungal Spore Toxin

**Type:** Smears or Ingested

**Delay:** 1D4 Combat Rounds

**Potency:** 65

**Full Effect:** 1D3 hit point damage to location struck

**Duration:** 3D10 minutes

## Gern (Herd Man)

The Gern are best described as animals in a non-sentient human shape. They are used as herd animals by the morokanth in the Praxian Wastes of Genertla, their fate decided in a competition devised by the god Waha between the various animals and the human tribes who inhabited the plains. Of the animals only the morokanth won their competition so they were able to herd the human competitors and keep their intelligence, unlike the other animals. The human tribes of Prax insist the Morokanth only won because they cheated, the Morokanth deny this, of course.

A gern is the same as a common human in most ways, but was changed to be a grazing animal that eats grasses from the herding lands of the morokanth. They have greying and flattened teeth for chewing tough plains grass, increased body hair to fend off biting flies, and calloused hands and feet from long hours of herding. No more intelligent than a cow or sheep, a gern are a reminder to the humans of Prax that they could have shared their fate.



It is said that the morokanth keep the gern for their milk and meat, and of course to breed other gern. Gern 'studs' are occasionally kept in higher regard for their larger stature and thicker musculature, and some are even trained to use simple weapons to help defend the rest of the herd. This is not a sign of higher intelligence in these special few, just in the degree of trainability the gern depict, just as a dog or alynx can be trained to perform certain tasks.

Morokanth are often accused of using an incantation that can turn a common human into the form of a gern. This magic does exist amongst the tribes of Prax and it is likely that it has been used in this way at some point, no matter how often the morokanth deny it.

Gern, although actually humanoid in all aspects, have the base intelligence of nothing more than an animal. Because of that, the common Lore (Animal) skill and all of its various uses can be used normally in consideration with the gern. Humans have a -5% penalty to the skill due to the slight confusion that gern suffer from when being instructed by something so physically similar to their own kind.

### Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2	(2)
POW	3D6	(11)
CHA	2	(2)

### Gern Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-5
4 – 6	Left Leg	-5
7 – 9	Abdomen	-6
10 – 12	Chest	-7
13 – 15	Right Arm	-4
16 – 18	Left Arm	-4
19 – 20	Head	-5

### Weapons

Type	Weapon skill	Damage
Bite	35%	1
Fist	40%	1D3
Thrown Rock	30%	1D4

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +7  
*Movement:* 4m  
*Traits:* None  
*Skills:* Athletics 55%, Resilience 50%  
*Typical Armour:* None

## Giant, Gray

Gray giants are hulking humanoids with slightly bestial faces and have light grey skin. They are bipeds, but they generally run about on all fours to take advantage of their long forearms and roughly calloused knuckles. They are voracious meat-eaters that follow their wrinkled snout-like noses to the scent of blood and carnage – often bringing them to sites where gory conflicts had recently taken place.

When standing mostly upright a gray giant stands easily six metres tall, but are more likely to be found



hunched over onto their hands. They have thick and tough bones as strong as oaken lumber, and wide teeth that bear a slight chisel-shape to better shear through flesh and bone in a single bite. These carnivorous brutes are fond of bashing their victims with their gnarled fists to incapacitate them, only then hoisting them up to bite off their heads and limbs – often tossing the ‘bony’ torsos aside when they have chewed off the rest.

They are to be found inhabiting Gloratha’s southernmost continent, Pamaltela, amongst the Tarmo and Mari mountains.

### Characteristics

STR	9D6+18	(50)
CON	6D6+18	(39)
DEX	3D6+6	(17)
SIZ	9D6+18	(50)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6	(7)

### Gray Giant Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	5/18
4 – 6	Left Leg	5/18
7 – 10	Abdomen	5/19
11 – 12	Chest	5/20
13 – 15	Right Arm	5/17
16 – 18	Left Arm	5/17
19 – 20	Head	5/18

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+2D12
Fist	65%	2D6+2D12

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +12

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Athletics 48%, Lore (Animal) 50%, Perception 50%, Resilience 60%, Survival 35%

*Typical Armour:* Thick Skin (AP 5, no Skill Penalty)

## Gnydron

Living solely in the saltwater of the oceans, the mer-giants are enormous humanoids covered in scales and end in a finned tail where one might have legs. Unlike the other races of merfolk these beings still breathe water, and will suffocate if removed from the oceans.

Calling themselves gnydron, these solitary beings swim through the currents like underwater nomads, rarely coming to the surface, normally to defend themselves against fishermen or foolish adventurers. They are powerfully strong and extremely fast swimmers, able to grab a foe and pull them under the water in seconds. They are known to use monsters from the deep in combat, rather like humans use various beasts. As dangerous as they are, they are rarely considered a true threat to ocean travel, as they seldom leave the depths near the ocean floor.



### Characteristics

STR	5D6+9	(27)
CON	3D6+9	(20)
DEX	3D6+12	(23)
SIZ	6D6+18	(39)
INT	4D6	(14)
POW	2D6+6	(13)
CHA	3D6	(11)

### Gnydron Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	5/12
7 – 9	Abdomen	5/12
10 – 12	Chest	5/13
13 – 15	Right Arm	5/10
16 – 18	Left Arm	5/10
19 – 20	Head	5/11

### Weapons

Type	Weapon skill	Damage / AP
Dagger	65%	1D4+1+2D6 / 4
Tail Slap	50%	1D6+2D6
Trident	55%	1D8+2D6 / 4



## Special Rules

*Combat Actions:* 4

*Strike Rank:* +19

*Movement:* 8m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 60% (90%), Dodge 20%,  
 Lore (Animal) 40%, Resilience 55%,  
 Survival 70%

*Typical Armour:* Tough Scales (AP 5, no Skill Penalty)

## Gobbler

The dwarfs of Glorantha are extremely protective of their inventions, but even so they have been unable to prevent the especially cunning and intrepid from making off with some secret or another. Created by the dwarfs as a Reaction to these thefts, the gobbler is a horrific aberration of nature that is 'programmed' from birth to consume one specific material, such as black powder. They will be unleashed when the dwarfs discover that they have been robbed, with the Gobbler overwhelmed by the scent and taste of their programmed foodstuff., although they are quite able to eat anything. When a gobbler does consume some of its preferred foodstuff it does not satisfy its hunger, but only makes it worse, driving it to consume more and more of the stuff.

Gobblers are programmed to devour and digest a single type of material when it is created. It can eat and digest this material indefinitely, metabolising it directly into growth energy for the gobbler. For every 1 ENC of the chosen substance that the gobbler is allowed to eat (which takes it 1D3 Combat Rounds) the gobbler gains +1 percentile to its paw attack skill, for every 10 ENC it will gain 1 to a particular Characteristic which would have been chosen upon construction by the dwarfs.

## Characteristics

STR	2D6+12	(19)
CON	4D6+12	(26)
DEX	3D6	(11)
SIZ	3D6+12	(23)
INT	1D6+2	(6)
POW	3D6	(11)
CHA	4	(4)

## Gobbler Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Leg	3/10
3 – 4	Left Leg	3/10
5	Tail	3/9
6 – 8	Lower Right Arm	3/9
9 – 11	Lower Left Arm	3/9
12 – 14	Upper Right Arm	3/9
15 – 17	Upper Left Arm	3/9
18 – 20	Head/Body	3/12

## Weapons

Type	Weapon skill	Damage
Claw	65%	1D6+1D8

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +9

*Movement:* 4m

*Traits:* Earth Sense

*Skills:* Dodge 25%, Perception 75%,  
 Resilience 45%, Tracking 75%

*Typical Armour:* Tough Hide (AP 3, no Skill Penalty)

## Golden Lion

These immense predators are terrifying and deadly foes that hunt and kill anything they want to without fear. Their small prides of up to six individuals hunt almost any large prey animal that enters their range, and will even hunt sabretooths and men for their own sport. A golden lion stands roughly three metres at the shoulder and five metres from nose to rump. The males have flowing manes that are the colour of dawn, and both genders have blonde coats that are always blemish-free and shining. Long claws retract into huge paws, and sinewy muscle wraps all of their limbs tightly – showing the titanic strength of the animal.

Golden lions are the direct and pure descendants of the god Durbaddath and are considered magical beings. Female golden lions not only have an INT of 4D6, but they are fully sentient and can speak to other beasts. They hunt as other lions do, but also can rely upon the primal terror that their roar inspires. That earthshaking sound touches upon the basest animal fight or flight instincts in something, sending them fleeing in a panic



– during which the golden lion and its pride can easily chase them down and finish them off.

The golden lion will let out a terrible roar when it first sees a foe or other prey that it is not currently stalking. Any living thing capable of feeling fear within 20 metres will need to pass a Persistence skill test (–10%) or spend the next 2D4 Combat Actions fleeing the golden lion. This skill test needs only be passed once per combat.

### Characteristics

STR	10D6+10	(45)
CON	6D6	(21)
DEX	4D6+4	(18)
SIZ	4D6+18	(32)
INT	6	(6)
POW	4D6	(14)
CHA	6	(6)

### Golden Lion Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	4/11
4 – 6	Left Hind Leg	4/11
7 – 9	Hindquarters	4/12
10 – 12	Forequarters	4/12
13 – 15	Right Front Leg	4/11
16 – 18	Left Front Leg	4/11
19 – 20	Head	4/11

### Weapons

Type	Weapon skill	Damage
Bite	90%	1D10+2+2D8
Claw	95%	1D8+2D8

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +12  
*Movement:* 8m  
*Traits:* Night Sight  
*Skills:* Athletics 85%, Dodge 38%, Influence 85%, Perception 60%, Resilience 62%, Survival 55%

*Typical Armour:* Thick Hide (AP 4, no Skill Penalty)

## Granite Rhinoceros

Named ‘garantarm’ by the Gloranthan dwarfs that created them, the granite rhinoceros is one of the many stone animals that the dwarfs constructed in the ancient age. They were originally designed to serve as sentinels to place in the plains outside dwarven tunnel exits, for they were tough enough to handle most enemies and loud enough to alert the dwarfs nearby to the threat. This purpose did not last long, and soon the garantarm were roaming wild and free across the countryside.

Although they are quite rare and easy to mistake for a common rhinoceros, the garantarm are very unique in their construction. Their pebbly granite flesh looks very similar to that of a normal rhinoceros, and only betrays its true nature upon contact. Two huge horns of polished stone grow up from the sloping head of the beast, each as long as a man’s arm. The most alien



feature of the garantarm is the fact that their eyes are actually just chunks of quartz, swivelling in a chiselled socket to look upon the world through mystical senses. The garantarm were programmed with true life, making them into living stone beings that act the same as any other animals. They roam, they feed, and they mate – all as if they were made of normal flesh. They now roam the Wastes and are extremely rare, having been hunted to near extinction over the ages.

A granite rhinoceros inflicts an additional 1D6 damage when it uses its Gore attack as part of a charge.

### Characteristics

STR	35	(35)
CON	30	(30)
DEX	10	(11)
SIZ	30	(30)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

### Granite Rhinoceros Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	8/12
4 – 6	Left Hind Leg	8/12
7 – 9	Hindquarters	8/13
10 – 12	Forequarters	8/13
13 – 15	Right Front Leg	8/12
16 – 18	Left Front Leg	8/12
19 – 20	Head	8/12

### Weapons

Type	Weapon skill	Damage / AP
Bite	35%	1D6+2D6
Gore	55%	1D10+1D6 / 8

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 4m

*Traits:* Formidable Natural Weapons, Trample

*Skills:* Athletics 40%, Perception 30%, Resilience 65%

*Typical Armour:* Stone Flesh (AP 8, no Skill Penalty)

## Gremlin

Tiny beings devoted solely to the destruction of manufactured items, gremlins are a craftsman's worst nightmare. They are one-foot tall engines of entropy, moving about unseen in order to fulfil their sadistic needs. When a gremlin has targeted a specific area or type of craft, they seek out the nearest communal home of gremlins – humorously called a 'union' – to equip themselves with all of the tools they will need to best sabotage the fruits of that labour.

Gremlins are constructed by the Mostali, intended to be useful nilmerg constructs. However a small percentage of nilmergs are defective and these are then used by the dwarfs to destroy items of stolen technology. Every gremlin is adept at destroying one type of item, and the dwarfs ensure they are well equipped to do so.

They wear little but always have a small rucksack full of their tools, which they vary and specialise for each specific job. A gremlin targeting the potions of an alchemist will bring salts, poisons and acids, while a gremlin with a long night of breaking siege equipment will likely have a box full of razors, wrenches and wire cutters. These items are often magical in origin, allowing them to sabotage even the most well built of devices or goods in seconds.

### Characteristics

STR	2D6	(7)
CON	2D6	(7)
DEX	2D6+18	(25)
SIZ	2	(2)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6	(7)

### Gremlin Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-2
4 – 6	Left Leg	-2
7 – 9	Abdomen	-3
10 – 12	Chest	-4
13 – 15	Right Arm	-1
16 – 18	Left Arm	-1
19 – 20	Head	-2

### Weapons

Type	Weapon skill	Damage
Bite	20%	1

### Special Rules

- Combat Actions:* 4
- Strike Rank:* +18
- Movement:* 2m
- Traits:* Dark Sight
- Skills:* Athletics 30%, Craft (sabotage) 85%, Dodge 70%, Stealth 70%
- Typical Armour:* None





## GRUE

Savage beasts spawned from Chaos, the grue are murderous humanoid creatures that thrive on bloodshed and violence. They are to be found in lairs across Pamaltela, in lakes, caves and at the bottom of rivers.

Although they are not reproduced sexually, all grue look exactly alike. They are two and a half metres tall, covered in slick black plates that are edged in serrated barbs and jutting spikes. Beneath their sealed and segmented bodies their white and fatty blood is as corrosive as an alchemist's acid. Their head is ovoid and elongated, sloping forward to a grinning maw of jagged plates that slide back to reveal a sharp and spear-like tongue. From under their spiked brows they look upon the world with glowing yellow eyes.

The grue have potent acid replacing most of their bodily fluids. This means that any piercing or slashing weapon that gets past the plated skin of the beast will suffer one point of acid damage. This damage is applied directly to the hit points of the weapon.

Additionally, the grue's drool is acidic as well, meaning that its sharp and stabbing tongue is covered in deadly acid when it jabs into a target. Any form of armour or equipment that gets in the way of the grue's tongue attack suffers 1D6 points of acid damage as if it were struck by its blood. If no forms of protection soak up this damage, the target suffers it instead.

### Characteristics

STR	2D6+12	(19)
CON	3D6+12	(23)
DEX	2D6+12	(19)
SIZ	2D6+12	(19)
INT	2D6+6	(13)
POW	2D6+6	(13)
CHA	2D6	(7)

### Grue Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	7/9
3 – 5	Right Leg	7/9
6 – 8	Left Leg	7/9
9 – 10	Abdomen	7/10
11 – 12	Chest	7/11
13 – 15	Right Arm	7/8
16 – 18	Left Arm	7/8
19 – 20	Head	7/9

### Weapons

Type	Weapon skill	Damage
Claw	65%	1D6+1D6
Tail	55%	Special
Tongue	95% (Special)	1D6 plus Acid

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +16

*Movement:* 4m

*Traits:* Chaotic Aura, Night Sight

*Skills:* Athletics 50%, Dodge 45%, Lore (Chaos) 65%, Perception 50%, Persistence 70%, Resilience 50%, Stealth 50%

*Typical Armour:* Plated Skin (AP 7, no Skill Penalty)

## Hagfish, Giant

Found in either salt and fresh water in one form or another, the giant hagfish is a semi-predatory boneless fish that resembles an eel. They have deep appetites for flesh and blood, swimming up silently to aquatic creatures or watering land animals before coiling around it to attach its horrific mouth full of rasping teeth and bony tongue. Unlike their much smaller cousins, giant hagfish are not subtle or simply parasitical.

Giant hagfish are two to three metres long, about as thick as a grown man's leg, and covered in slimy, rubbery skin the colour of chocolate. Some breeds have black or red specks on their sides near the gill openings, but no other differences can be discerned. They thin out slightly at the tail end in order to make a rudder out of their tail, giving them a good degree of speed and manoeuvrability underwater. Their oval-shaped heads are flat, opening underneath to an inflexible jawless sucker-mouth filled with rings of jagged teeth. At the centre of this deadly maw is the darting blade of a tongue, the hagfish's primary wounding implement.

These hideous beasts are driven by a base need to feed and not much else. They spawn annually in writhing masses of egg laying and fertilising that takes place in shallow, warm waters. When a giant hagfish sets its simple eyes upon prey it simply swims up next to it and tries to entangle it with its long and slimy body, sliding its deadly mouth across the surface of the body until it finds a fleshy place to attach to. Once attached, the hagfish begins to saw away at the flesh beneath to fill its long stomach with fleshy bits ripped off by its tongue and the free-flowing blood that is pulled up from the horrible wounds it inflicts. Victims of a giant hagfish attack are left with hideous circular scars that will always remind them of the time they were almost a meal of the foul beast.

A giant hagfish that hits a living target with its Bite attack latches on with its sucker mouth, gaining a cumulative +10% to hit against the same target with consecutive Bite attacks, adding +2 damage from blood drain each Combat Action after the first.

Although a water-breathing creature, the giant hagfish can 'hold its breath' in the same way as an air-breather does when it chooses to go above water, and can survive a number of minutes out of the water equal to its CON (see page 90 of *RuneQuest* core rulebook).

### Characteristics

STR	4D6+6	(20)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	2D6+10	(17)
INT	3	(3)
POW	2D6	(7)
CHA	1	(1)

### Giant Hagfish Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	4/7
7 – 16	Body	4/9
17 – 20	Head	4/7

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D4+2+1D6 plus Blood Drain
Coil	65%	Grapple

### Special Rules

- Combat Actions:* 3
- Strike Rank:* +9
- Movement:* 2m, 6m when swimming
- Traits:* Blood Drain, Excellent Swimmer, Night Sight
- Skills:* Athletics 60% (90%), Dodge 55%, Stealth 60%
- Typical Armour:* Rubbery Hide (AP 4, no Skill Penalty)

## Hellmen

The Hellmen of Alkoth are a terrifying sight. Those truly dead souls claimed by Shargash are remade into human-shaped beings composed entirely of cinders and ash, their forms held together by Shargash's own breath, which is the very fire of the underworld.

Hellmen obey the commands of the Shargashi who summon them, carrying out their orders tirelessly, ruthlessly and to the letter. Their bodies grind, hiss and spit as they move, flame spilling through the cracks and fissures in their cinder and ash skin. Their eyes and mouths are gaping holes filled with the breath of Shargash and the air around them crackles with the unholy heat.

All Hellmen are immune to attacks based on fire, lightning and the sun. However they sustain half damage from mundane weapons and normal damage from attacks based on water or ice.

Hellmen can be summoned by Shargash and Alkothi cultists who know the divine spell 'Summon Hellman'. Only the summoner can dispel a Hellman, or another cultist who knows the divine spell 'Return to Hell'

Hellmen spit fire up to their POW in metres. The fire causes 1D6 points of damage. If a Hellman succeeds in a successful Unarmed attack, it can try to use its Grasp of Fire attack on its next Combat Action. The Hellman expels fire through the fissures in its hands attempting to ignite the flammable areas of the opponent's clothing or armour. If successful, the Grasp attack sets light to the victim and 1D3 locations adjacent to the one struck by the initial Unarmed attack suffer 1D6 points of damage per Combat Round until the fire can be extinguished. Armour offers no protection.

### Characteristics

STR	3D6+12	(23)
CON	3D6	(11)
DEX	3D6+3	(14)
SIZ	2D6+8	(15)
INT	1D3	(2)
POW	3D6	(11)
CHA	0	(0)

### Hellman Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Leg	2/6
4 - 6	Left Leg	2/6
7 - 9	Abdomen	2/7
10 - 12	Chest	2/8
13 - 15	Right Arm	2/5
16 - 18	Left Arm	2/5
19 - 20	Head	2/6

### Weapons

Type	Weapon skill	Damage
Unarmed	50%	1D3+1D6
Weapon	50%+3D10	Weapon Damage +1D6
Spit Fire	40%	1D6
Grasp of Fire	40%	Ignition, see below



### Special Rules

*Combat Actions:* 3

*Strike Rank:* +8

*Movement:* 3m

*Traits:* Breathe Flame, Dark Sight, Formidable Natural Weapons, Night Sight, Poison Immunity,

*Skills:* Athletics 35%, Resilience 65%, Persistence 100%

*Armour:* Cinders (AP 2, no Skill Penalty)

### Hippocampus

One of the finest steeds of the undersea world, the hippocampus has been called the draft horse of the ocean and is considered to be among the best mounts for water breathing humanoids. Occasionally trained for combat purposes by the waertagi and merfolk, who use them to draw undersea chariots, hippocampi (plural) are normally gentle and beautiful creatures.



They are shaped like a large horse but with fine sparkling scales replacing the coat and bristly fins in place of the mane and front hooves. The majestic beast gets all of its speed and power from a long and muscular finned tail that replaces its hindquarters altogether, sometimes fanning out for several metres behind it. Ranging in colour from a simple pan fish green to a tropical rainbow of different hues, hippocampi swim in schools of ten to twenty adults in the wild, and are among the most difficult beasts to capture.

Hippocampus steeds are raised in captivity by the ludoch and waertagi for use by their own sea-knights and scouts. The waertagi hippocampus farms have fallen under God Learner control in the Second Age, but several underground sea-stables still exist. Due to their fully aquatic needs, the animals are not the best choice for adventurers uninvolved with seashore quests or oceanic travels, but can be the best mount possible for those that need to cross bodies of saltwater safely and quickly.

A hippocampus can survive out of saltwater for a number of minutes equal to its CON score, at which point it begins suffering the rules for suffocation (see page 90 of *RuneQuest* core rulebook).

### Characteristics

STR	4D6+9	(23)
CON	5D6	(18)
DEX	3D6+4	(15)
SIZ	4D6+22	(36)
INT	6	(6)
POW	3D6	(11)
CHA	5	(5)

### Hippocampus Hit Locations

D20	Hit Location	AP/HP
1 – 4	Tail	3/11
5 – 8	Hindquarters	3/12
9 – 14	Forequarters	3/12
15	Right Front Fin	3/10
16	Left Front Fin	3/10
17 – 20	Head	3/11

### Weapons

<i>Type</i>	<i>Weapon skill</i>	<i>Damage</i>
Bite	40%	1D6+1D12

### Special Rules

- Combat Actions:* 3
- Strike Rank:* +11
- Movement:* 8m when swimming
- Traits:* Excellent Swimmer
- Skills:* Athletics 70% (100%), Perception 45%, Stealth 50%
- Typical Armour:* Tough Skin (AP 3, no Skill Penalty)

## Huan To

Native to the far eastern realms of Glorantha, the reptilian people of the Huan To are an ancient race that was borne from Chaos in the age of the Great World Dragon. They are the sworn enemies of the Kralori peoples, and will go to unknown great lengths – including work alongside ‘lesser’ beings – in order to see their downfall. As the Empire of Wyrms’ Friends grows in power, the Huan To look to them to become the perfect instrument of their vengeance.



The Huan To are reptilian horrors with smallish torsos and oversized and bony heads. They have thin but sinewy arms and legs that end in vicious, almost raptor-like, talons. Their bodies are covered in thin but strong scales, making them tough and powerful. They are also extremely intelligent, which makes them even more clever and dangerous.

Capable of using nearly any weapons, they prefer to wield enormous curved greatswords made from Kralori folded steel. When they feel truly threatened or sadistic, they turn to their bestial nature and use their scything claws or poisoned fangs to deal with a foe. The venomous bite of a Huan To inflicts a horrible curse upon its victims, for if overcome they will fall asleep for two hours and if the poison is not removed from their system during that time will reawaken as a ghoul. Fortunately the jaws of a Huan To are not always strong enough to pierce the heaviest of armour, but this bite is why Huan To are frequently accompanied by packs of ghouls.

### Characteristics

STR	3D6+12	(23)
CON	3D6+6	(17)
DEX	3D6	(11)
SIZ	4D6+12	(26)
INT	3D6+6	(17)
POW	1D6+12	(16)
CHA	2D6	(7)

### Huan To Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	2/9
4 – 6	Left Leg	2/9
7 – 9	Abdomen	2/10
10 – 12	Chest	2/11
13 – 15	Right Arm	2/8
16 – 18	Left Arm	2/8
19 – 20	Head	5/9

### Weapons

Type	Weapon skill	Damage / AP
Bite	70%	1D4+1D10 plus poison
Claw	80%	1D6+1D10
Greatsword	65%	2D8+1D10 / 4

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +14

*Movement:* 4m

*Traits:* Chaotic Aura, Night Sight, Poison

*Skills:* Athletics 60%, Craft (poison) 55%, Dodge 65%, Influence 65%, Lore (Chaos) 65%, Lore (World) 55%, Stealth 60%, Survival 30%,

*Typical Armour:* Tough Scales and Bony Head (AP 2 and 5 to head location only, no Skill Penalty)

Anything that suffers damage from the Bite attack from a Huan To suffers the effects of the following poison:

### Huan To Venom

**Type:** Smear

**Delay:** 1D2 Combat Rounds

**Potency:** 80

**Full Effect:** Victim falls asleep to eventually reawaken as a ghoul

**Duration:** 2 hours

## Hydra, Lesser

Greatly feared Chaos beasts, hydras exist in the marshes and jungles of Pamaltela where there is enough large game for them to hunt and devour, slithering through the muck and undergrowth in a constant search for the next meal to share amongst their many heads and stomachs. Each lesser hydra is made up of a thick constrictor's body topped with numerous separate heads – each head having its own stomach to fill. They range from brown to green in colour and frequently have interesting patterns of silver or gold on their backs to match the metallic flecks in their eyes.

Each lesser hydra has 2D6 heads, with each head bearing a full 6 hit points and adding one Combat Action to the hydra's existing pool. Each head can withstand a single Major Wound before it goes limp and must be regenerated. Magical attacks that effect the mind (such as demoralize, fear, feeblemind and so on) will only affect a single head, leaving the rest to continue attacking its prey.

There are a few truly fearsome hydras scattered across the continent, but these are far too dangerous a creature

to face for all but the most powerful of heroes. These can be the size of castles with many magical abilities, as such the dozen or so known to exist are avoided by all.

### Characteristics

STR	2D6+12	(19)
CON	1D6+12	(16)
DEX	2D6+12	(19)
SIZ	2D6+18	(25)
INT	2	(2)
POW	2D6+6	(13)
CHA	2	(2)

### Lesser Hydra Hit Locations

D20	Hit Location	AP/HP
1 – 10	Tail	4/10
11 – 15	Body	4/12
16 – 20	Heads	4/6 each

### Weapons

Type	Weapon skill	Damage
Bite	60%	1D6+1D8 plus poison

### Special Rules

**Combat Actions:** 3 plus head(s)

**Strike Rank:** +11

**Movement:** 4m

**Traits:** Chaotic Aura, Excellent Swimmer, Night Sight, Poison, Regeneration 1 hit point/hour

**Skills:** Athletics 50% (80%), Dodge 40%, Resilience 50%, Survival 50%

**Typical Armour:** Thick Scales (AP 4, no Skill Penalty)

Anything that suffers damage from the Bite attack from a lesser hydra suffers the effects of the following poison:

### Hydra Venom

**Type:** Smear

**Delay:** 1D4 Combat Rounds

**Potency:** 65

**Full Effect:** 1D4 hit point damage to location struck

**Duration:** 2D8 minutes



## Hyena

Real threats to anything on the savannah or in the desert, hyenas are frighteningly efficient scavengers that are not against the predatory hunting of large animals when they have superior numbers. They will attack baboons, sable, water buffalo – even lions – if they have enough of their kind present to circle around it. Their hooting howls and ‘laughter’ can be heard for miles around from dusk until dawn, and travellers should always be wary while in hyena territory.

A single hyena appears to be a doglike mammal with spotted or striped fur that seems mangy and unkempt across much of their powerfully muscled body. They have stubby snouts filled with string teeth, built for grabbing and tearing flesh and strong enough to turn bone to dust in a few short snaps. They have long claws used for holding a carcass in place while they pull it apart, but they are never used in combat. They are the foremost hunters of the Wastes and are despised by the nomads that inhabit the place.

Hyenas have a matriarchal society, with the alpha mother who has raised the most healthy pups serving as any cackle's leader and main huntress. The rest of the females and her harem of males make sure the cackle (the term for the pack) is well fed and does not suffer any ill or infirm members. Getting sick or injured in a hyena cackle is akin to becoming its next meal, which may be why they fight so ferociously – to avoid becoming food for their brothers and sisters.

### Characteristics

STR	2D6+8	(15)
CON	4D6	(14)
DEX	3D6	(11)
SIZ	2D6+2	(9)
INT	4	(4)
POW	2D6	(7)
CHA	6	(6)

### Hyena Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	1/5
4 – 6	Left Hind Leg	1/5
7 – 9	Hindquarters	1/6
10 – 12	Forequarters	1/6
13 – 15	Right Front Leg	1/5
16 – 18	Left Front Leg	1/5
19 – 20	Head	1/5

### Weapons

Type	Weapon skill	Damage
Bite	55%	2D4
Crush	Special	3D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 6m

*Traits:* Disease Immunity, Night Sight, Paired Attack (Bite to Crush)

*Skills:* Athletics 50%, Dodge 40%, Perception 60%, Stealth 65%, Survival 55%, Tracking 62%

*Typical Armour:* Thick Hide (AP 1, no Skill Penalty)



## Jelmre

These odd and panicked-looking humanoids are actually a native to Glorantha, but could be found on other worlds as well if desired. They are a strange creature that do not practice a longstanding set of traditions or preserve a deep culture, but they do live in communal territories that can number from ten to twenty individuals.

Their thin and wiry bodies are odd and awkward-looking. They have four toes on their wide feet at the end of high-bent ankles, much like that of a rabbit. Their four-fingered hands are flexible at the centre, giving them the ability to deftly manipulate tools as well as anything with a thumb. Their heads are what normally attract attention, however. Two enormous and almost panicked-looking eyes dominate a jawless face, with two huge bat-like ears perking up from both sides of the rear of the head. Where most mammals have a tooth-filled mouth, jelmre have a flexible tube of cartilage that serves as both nose and mouth, making much of their diet soft or fluid and their language mostly whistles and squeaks.

The distinct and odd physical features of the jelmre are nothing at all compared to their unique ability to physically concentrate their emotions into a solid form. Each jelmre upon reaching adulthood learns to change their emotional state at will if need be, forcing the strongest of these emotions to surface and grow upon their skin like a crystalline tumour. These crystals contain all of a given jelmre's capability of naturally creating this emotion, making it an interesting and powerful ability.

Jelmre warriors frequently remove their own fear and pity to make themselves relentless and merciless fighters, but they can also come off as cold and unfeeling. Healers and diplomats might remove their anger or hatred for sensitive missions, later eating them again to regain the emotional output if needed. These crystals vary in shade and colour depending on the emotion represented. Additionally, if something eats a harvested emotion-crystal they will suffer a burst of concentrated emotion, with odd and somewhat useful effects (see the following table). The jelmre are well aware of the usefulness of their emotion-crystals and use them as negotiation collateral, tools and even a sort of 'emotional poison'.



The jelmre racial ability to produce the solidified and concentrated form of their emotions is a strange and supernatural trait. An individual jelmre can only choose to produce only one type of emotion-crystal at any given time, which takes 1D4 days to become large enough to 'harvest'. During this time the jelmre will tend to feel that emotion more often, slightly stronger than normal, in order to best harvest it.

The crystal can then be eaten (willingly or not) by a target in order for them to suffer the crystal's effects as detailed on the table below. Once imbibed, the crystal's effects last for a number of hours equal to three times the Jelmre's POW score (if not an instant effect).

### Jelmre Emotion Crystals

Emotion	Colour	Effect
Anger	Red	Increase STR score by 50% (round up) and suffer an additional 1D3 levels of Fatigue at the end of crystal's effects
Bravery	Dark Blue	Act as though under the <i>Fanaticism</i> spell (see page 72 of the <i>RuneQuest</i> core rulebook)
Fear	Yellow	Act as though under the <i>Demoralise</i> spell (see page 72 of the <i>RuneQuest</i> core rulebook) and double Movement away from enemies
Hatred	Black	Instantly suffers 1D6 damage to the Abdomen (or equivalent) hit location with no protection possible
Paranoia	Pink	Adds +25% to Perception and Dodge tests
Pity	Light Blue	Instantly heals 1D3 damage to all hit locations
Self-Loathing	Green	Cannot Dodge or parry attacks
Self-Pity	Rose	Heals 1 hit point of damage for every minute spent sobbing, weeping or whining
Stoicism	White	Ignores the effects of pain and gains +25% on all Resilience tests

Once a jelmre has created a given emotion-crystal, it can no longer naturally feel that emotion unless it somehow eats another jelmre emotion-crystal (or its own) of the same type. If it does so, it will not suffer the normal effects of eating an emotion-crystal, it will merely regain the ability to feel that emotion naturally.

### Characteristics

STR	2D6	(7)
CON	3D6	(11)
DEX	3D6+18	(29)
SIZ	3D6	(11)
INT	3D6	(11)
POW	3D6	(11)
CHA	3D6	(11)

### Jelmre Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/5
4 – 6	Left Leg	-/5
7 – 9	Abdomen	-/6
10 – 12	Chest	-/7
13 – 15	Right Arm	-/4
16 – 18	Left Arm	-/4
19 – 20	Head	-/5

### Weapons

Type	Weapon skill	Damage / AP
Blowgun	40%	1D2
Dagger	30%	1D4+1-1D2 / 4

### Special Rules

<i>Combat Actions:</i>	4
<i>Strike Rank:</i>	+20
<i>Movement:</i>	4m
<i>Traits:</i>	–
<i>Skills:</i>	Athletics 45%, Craft (gemcutter) 65%, Dodge 65%, Stealth 50%
<i>Typical Armour:</i>	None

### Jerendal (Shell Deer)

An odd creature from the plains and woods of southern Peloria, the jerendal are a species of deer that has evolved a few strange bodily features to better help it survive during the Darkness. They were one of the reasons why mankind survived the Great Darkness, able to subsist on the meagre foods available then and providing many survivors with a supply of meat.

The shell deer, called thusly for its primary physical oddity, is roughly the same size as a small elk. It has russet brown to dark brown fur and a tan

underbelly. Their easily identifiable feature, the row of segmented armour plates that grow down the animal's spine, protects them from predators and hunters. Like most deer, however, the jerendal prefers a rapid escape to any form of conflict.

The antlers of a male jerendal are the most interesting of features that the shell deer has evolved. Whenever the energies of Chaos draw near the jerendal's antlers begin to shiver and vibrate, alerting it to the presence and giving it time to flee. This unique property remains with the antlers even when severed from the deer for a long time. Unlike most deer, the jerendal does not shed its antlers annually, making the gathering of such a useful tool the providence of hunters or the extremely fortunate.

A jerendal's antlers vibrate when anything with the Chaotic Aura or Chaotic Feature trait (or someone that has more than one Chaos Rune integrated) draws within 20 metres of them. This ability functions for a number of months equal to the shell deer's POW Characteristic after the antler is severed from the jerendal.

A jerendal deals 1D6+1D6 damage when it uses its Head Butt attack as part of a charge.

### Characteristics

STR	3D6+6	(17)
CON	3D6+2	(13)
DEX	3D6	(11)
SIZ	3D6+10	(21)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)

### Jerendal Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	-/7
4 – 6	Left Hind Leg	-/7
7 – 9	Hindquarters	4/8
10 – 12	Forequarters	4/8
13 – 15	Right Front Leg	-/7
16 – 18	Left Front Leg	-/7
19 – 20	Head	2/7

### Weapons

Type	Weapon skill	Damage
Head Butt	40%	1D6+1D3
Kick	45%	1D4+1D6



### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 8m

*Traits:* None

*Skills:* Athletics 70%, Dodge 55%, Perception 70%, Stealth 45%, Survival 35%

*Typical Armour:* Shell Plates (AP 4 to hindquarters and forequarters, no Skill Penalty); Antlered Head (AP 2 to head location, no Skill Penalty)

### Jolanti (Living Statues)

Created by the dwarfs ages ago, the jolanti are huge humanoid stone statues that have rudimentary sentience and problem-solving ability. They are amazing labourers because of their construction, but they can also make fantastic workshop guardians or temple security measures. Many of the original jolanti were freed from the clutches of the dwarfs by giants

who mistook the living statues for their brethren, only to let them go free when they discovered the gravity of their mistake. Others were freed by elves and given intelligence, these now live in Saug and Aggar.

A jolanti can stand nearly five metres tall, be three metres wide, and weighs almost fifteen tons. They are comprised of granite and other sedentary stone, shaped magically into the shape of a well-muscled dwarf wearing light armour. They do not wield weapons due to the cost of making weaponry to fit their huge stony fists, making them simplistic combatants. Although they might not win a fencing duel, little can withstand the pummelling they can unload upon a target.

All of a jolanti's magical essence is contained in the upkeep and mobility of its body, disallowing it to cast any form of magic whatsoever. As beings of stone however, they can bear enchantments like a common mundane item, using their own Magic Points to activate the enchantments if necessary.



### Characteristics

STR	50	(50)
CON	20	(20)
DEX	3	(3)
SIZ	30	(30)
INT	5	(5)
POW	3D6	(11)
CHA	2	(2)

### Jolanti Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	12/10
4 – 6	Left Leg	12/10
7 – 9	Abdomen	12/11
10 – 12	Chest	12/12
13 – 15	Right Arm	12/9
16 – 18	Left Arm	12/9
19 – 20	Head	12/10

### Weapons

<i>Type</i>	<i>Weapon skill</i>	<i>Damage / AP</i>
Fist	50%	2D6+2D8 / 12

### Special Rules

- Combat Actions:* 1
- Strike Rank:* +4
- Movement:* 2m
- Traits:* Formidable Natural Weaponry
- Skills:* Athletics 85%
- Typical Armour:* Stone Flesh (AP 12, no Skill Penalty)

### Kivis (Fire Bear)

A strange and wondrous beast known only to the volcanic mountains and hot plains of Glorantha, the kivis – or fire bear – was originally created by a strange encounter with the prophet Malkion. The source of Malkionism was set upon by two bears, which he defeated by turning the essence of the bears' rage and anger into the first kivis and setting them against the true bears. In exchange for their defending him successfully, it is said that Malkion gave the kivis freedom to go and procreate, thereby creating the race of fire bears.

Kivis are large, intelligent bears that are covered in a layer of flickering red and orange flame that cannot be extinguished so long as the bear is alive. They stay mainly on their four legs, but can rise up on their hind legs in order to stand and seem even more intimidating. When doing so, they can easily reach a height of five metres or more. They have blazing yellow eyes that hide their high intelligence and knowledge, with which they look upon the world with almost bored dissatisfaction. Their claws and teeth are glowing embers, and wherever they go they leave a trail of ash and soot.

They have amazing memories and effectively ageless lives, which makes them fantastic depositories of wisdom and learning to be sought out, being particularly knowledgeable about the Otherworlds. They can become great allies of those brave and strong enough to weather their flaming aura long enough to earn their trust or even, if given time, friendship.

Kivis are covered in a layer of fiery fur that will burn and scorch anything that gets within 1 metre of it, inflicting 1D6 fire damage automatically. A successful Resilience skill test will mitigate this damage down to 1D2.

Kivis can cast any Magnitude 3 or less spell that requires the Runecasting (Fire) skill using their noted skill above and spending their own Magic Points normally.

When a kavis is slain there is a percentage chance (each) equal to its POW that its heart will become a Fire Rune.

**Characteristics**

STR	3D6+24	(35)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	3D6+24	(35)
INT	2D6+6	(13)
POW	2D6+12	(19)
CHA	3D6	(11)



**Kivis Hit Locations**

D20	Hit Location	AP/HP
1 – 3	Right Rear Leg	4/10
4 – 6	Left Rear Leg	4/10
7 – 9	Hindquarters	4/11
10 – 12	Forequarters	4/11
13 – 15	Right Front Leg	4/10
16 – 18	Left Front Leg	4/10
19 – 20	Head	4/10



## Weapons

Type	Weapon skill	Damage
Bite	60%	1D8+2D6 plus 1D6 fire
Claw	65%	1D6+2D6 plus 1D6 fire

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +12

*Movement:* 6m

*Traits:* Immunity to Fire/Heat, Night Sight, Vulnerable to Water

*Skills:* Athletics 30%, Lore (all) 55%, Perception 65%, Resilience 62%, Runecasting (Fire) 40%, Survival 55%

*Typical Armour:* Fiery Hide (AP 4, no Skill Penalty)

## Krarshtkid

Krarshtkids are a vile Chaos nuisance that can be found in the underground regions of Genertla and Jrustela. They are the devoted and disgusting ‘children’ of the god Krarsht, and they inflict suffering upon anything they come in contact with that is not devoted to the god already.

Most Gloranthans have no idea these creatures even exist. Krarshtkids burrow from place to place, leaving a web of tunnels behind them for explorers and adventurers to discover and get lost within. Priests of their god can, on occasion, control them, but they will attack intruders into their underground realm without such direction.

A Krarshtkid is a roughly dog-sized crustacean with a ring of six segmented legs spaced evenly around its roughly disc-shaped body. These legs are able to bend in any direction, allowing the creature to walk on any surface in any orientation in order to bring its three-sided mouth full of rows of shark’s teeth to bear upon an enemy and inject its paralytic poison. If this is not efficient, the Krarshtkid’s tongue is covered in tiny chitinous barbs that can lash out and slice flesh.

Any Krarshtkid that comes into contact with a living target will immediately attack it, climbing into a position where it can spew sticky webbing-like



substance before slashing at it with its clawed legs and bite at it with its mouth. Nothing is too large or too deadly of an enemy to attack, as they know that even if they die the great Mother will give them new life.

The Tongue attack of a krarshtkid can Impale a target upon a critical hit and is covered in an acidic slime, making the five metre range of this attack very dangerous indeed. The acid inflicts 1D4 additional damage on any hit and in addition will reduce the AP of any armour on that location by one point for each successful hit. If parried by a weapon or shield then 1 point of AP damage will be caused to the parrying weapon.

Krarshtkids can spit a gummy web-like substance called pratzim at a range of its POW in metres. Anything hit by the substance is considered to be entangled by it unless it can successfully overcome the pratzim’s strength of 90% with an opposed brute force athletics roll. While entangled the target cannot use Combat Actions to do anything but try to free itself.

### Characteristics

STR	2D6+6	(13)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6	(7)
INT	3D6	(11)
POW	2D6+12	(19)
CHA	1D6	(4)

### Krarshtkid Hit Locations

D20	Hit Location	AP/HP
1 – 2	Leg #1	3/4
3 – 4	Leg #2	3/4
5 – 6	Leg #3	3/4
7 – 8	Leg #4	3/4
9 – 10	Leg #5	3/4
11 – 12	Leg #6	3/4
13 – 20	Body	3/6

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D6-1D2 plus poison
Claw	50%	1D4-1D2
Spit Pratzim	55%	Special (see above)
Tongue	40%	2D4-1D2 plus acid

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +14

*Movement:* 6m (-1m per Major Wound on a leg location)

*Traits:* Burrower, Chaotic Aura, Communal Mind, Echolocation, Poison, Wall Walking

*Skills:* Athletics 65%, Dodge 50%, Resilience 55%

*Typical Armour:* Chitin Shell (AP 3, no Skill Penalty)

Anything that suffers damage from the Bite attack from a Krarshtkid suffers the effects of the following poison:

### Krarshtkid Venom

**Type:** Smeard

**Delay:** 1D2 Combat Rounds

**Potency:** 35

**Full Effect:** Paralysis

**Duration:** 2D6 days

## Leaping Bear

This animal is omnivorous, but tends more toward carnivorous behaviour and has a strong attraction to fresh meat. They live in green woods and forests, enjoying treetop rests between their ambush-styled hunting. The leaping bear is a tiger-sized predator with thick brown fur and an extremely ursine body and limbs. Thick limbs pack remarkable strength, forcing sharp yellowed claws into wood or flesh alike. Although it has a canine-like head and wagging tail, it is no relation to dog or wolf at all. It uses these features to smell the air and keep treetop balance so it can home in on possible prey and then drop down on top of them with its teeth and claws.

The leaping bear doubles the result of all Damage Modifier dice when leaping down on top of an unaware target.



### Characteristics

STR	5D6+12	(30)
CON	3D6+4	(15)
DEX	3D6+6	(17)
SIZ	5D6+12	(30)
INT	5	(5)
POW	3D6	(11)
CHA	5	(5)

### Leaping Bear Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Rear Leg	2/9
4 – 6	Left Rear Leg	2/9
7 – 10	Hindquarters	2/10
11 – 12	Forequarters	2/10
13 – 15	Right Front Leg	2/9
16 – 18	Left Front Leg	2/9
19 – 20	Head	2/8

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D8+1D12
Claw	60%	1D6+1D12

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Athletics 68%, Perception 60%, Resilience 50%, Stealth 35%, Survival 38%, Tracking 40%

*Typical Armour:* Thick Skin (AP 2, no Skill Penalty)

## MAGISAUR

Almost all dinosaurs reproduce naturally and are relatively dumb beasts – with the exception of the magisaur. For reasons unknown, a Crested dragonewt sometimes fails to reincarnate into a higher form and instead regresses to a dinosaur stage. The regression takes time to complete, but once it begins it is irreversible. When the Crested dragonewt is reborn into a Crested stage, it emerges with webbed fingers and toes, the first sign of the magisaur curse, and each subsequent rebirth regresses the dragonewt further until the fully-fledged magisaur emerges from the birth egg for a final time.



No one has been able to understand what triggers this degeneration and it is very rare. Magisaur are intelligent, retain their magical knowledge, but are removed from the draconic path completely. It is thought that particularly heinous Wrong Actions trigger the curse, but there is little evidence to support the theory. What is intriguing is that when the regression is complete it emerges with a defined sex – something alien to dragonewts – and the desire to mate. Naturally the magisaur is cast out from the colony and it must make its own way in the world. Dragonewts do not, and will not, herd magisaur.

Magisaur display a natural affinity for swamps and form social groups dominated by an alpha male. They have forgotten all memories of their dragonewt existence, save for occasional dreams that hint at what they once were. Each magisaur has the runes it knew as a dragonewt embossed onto its hide with all known spells firmly embedded in its memory. It can learn more Rune Magic if it chooses and magisaur have been known to establish cults worshipping Hykim and their own deity, The Scaled Mother.

Magisaur are herbivorous and passive. They only show aggression when their herds are threatened by predators or when challenging the leader of the herd for social position, where combat involving weapons and magic are involved in an intense, bloody struggle.

The most common type of magisaur, those freshly regressed from the dragonewt stage, is the small magisaur. It retains much of the dragonewt intelligence but none of its memories. As the magisaur ages, it grows larger and its intelligence ebbs. By the time it is fully mature – some 60 years of age – it is intellectually little more than a dinosaur.

### Characteristics

	Small	Medium	Large
STR	2D6+8 (15)	2D6+18 (25)	2D6+24 (31)
CON	3D6 (11)	3D6+6 (17)	3D6+12 (23)
DEX	1D6+6 (10)	1D6+6 (10)	1D6+6 (10)
SIZ	2D6+12 (19)	2D6+24 (31)	2D6+36 (43)
INT	3D6 (11)	2D6 (7)	1D6 (4)
POW	2D6+12 (19)	2D6+18 (25)	2D6+24 (31)
CHA	3 (3)	3 (3)	3 (3)

### Magisaur Hit Locations

D20	Hit Location	AP/HP (S, M, L)
1-2	Tail	2/5 4/8 6/11
3-5	Right Leg	2/5 4/8 6/11
6-8	Left Leg	2/5 4/8 6/11
9-11	Abdomen	2/6 4/10 6/14
12-15	Chest	2/6 4/10 6/14
16	Right Claw	2/4 4/6 6/9
17	Left Claw	2/4 4/6 6/9
18-20	Head	2/5 4/8 6/11

### Weapons

Type	Weapon skill	Damage*
Bite	30%	1D6+1D4/1D12/2D8
Kick	30%	1D6+1D4/1D12/2D8

\* Damage bonus varies for either small, medium or large sized magisaur.

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11/ +9 / +7

*Movement:* 6m

*Skills:* Athletics 30%, Perception 50%, Resilience 70%, Stealth 40%, Tracking 20%

*Typical Armour:* Thick Hide (AP as above, no Skill Penalty)

*Typical Magic:* Runecasting 40%, with 1D6 Rune spells appropriate to runes known as a dragonewt

### Mastodon

One of the largest natural land mammals, the mastodon is a primal cousin of the elephant. Towering over even its plain-roaming cousins, this northern behemoth lives in the cold grasslands of Fronela and Pent. They move in small herds from place to place in search of what little vegetation they can find in order to stay fed, rooting around with their long trunks to try and find anything edible.

A single mastodon is a titan of woolly flesh and slabs of muscle standing over six metres tall at the top of its thick-skulled head. It has thick brown or reddish fur that keeps it warm and protected, even running down its elephantine trunk. Its tusks are larger and more central than the straight ones found on an elephant, creating a much wider area in which the mastodon can bash enemies with a simple swing of the head.

Mastodons are one of the best sources of fur, leather, meat and ivory to be found in the north, so many tribes of target them for hunting at all times. This is dangerous work however, and mastodon hunters know well the deadly risk going up against one of these beasts represents.

### Characteristics

STR	6D6+28	(49)
CON	3D6+16	(27)
DEX	1D6+6	(10)
SIZ	8D6+22	(50)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)



### Mastodon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	4/16
3 – 5	Left Hind Leg	4/16
6 – 8	Hindquarters	4/17
9 – 10	Forequarters	4/17
11 – 14	Right Front Leg	4/16
15 – 16	Left Front Leg	4/16
17 – 18	Trunk	4/14
19 – 20	Head	4/16

### Weapons

Type	Weapon skill	Damage
Trunk	60%	Grapple
Tusk	50%	1D12+1D12

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 6m

*Traits:* Trample

*Skills:* Athletics 60%, Perception 45%, Resilience 70%, Survival 70%

*Typical Armour:* Thick, Woolly Hide (AP 4, no Skill Penalty)

A mastodon inflicts an additional 1D12 damage when it uses its Tusk attack as part of a charge.

## Mechazombie

Not every Zistorite mechamagic implant combines with its user properly, and the results are disastrous. If the implant festers it can easily kill the Zistorite, creating one of these horrific aberrations. Part mechamagic technology, part undead flesh, a mechazombie is everything that the followers of the Machine God fears most. They are not only a symbol that mechamagic implants are not as universal as first believed, they are also a deadly adversary.

Mechazombies are rotting humans covered in tarnished implants. Those that still have fleshy eyes in their heads have a blank and cataract-glazed gaze, always staring forward in search for their next victim. They move awkwardly and jerkily through the world day and night, never ceasing in their hunt.

These terrible undead mistakes spend their existences looking for living beings, forever needing their life energy to keep their implants functional. Normal mechamagic implants run off of the life and magic essence of the being they are part of, but a mechazombie does not produce these sorts of energies. This forces the mechazombie to continually be on the search for living flesh and organs to devour, pumping their essence into their implants to keep them going for a few more days. It is possible to cause a mechazombie to stall and become inert by keeping it from its meals for long enough, but such a task is normally far more difficult than just destroying the abomination.

The Bite attack of a mechazombie will drain 1D2 POW (and therefore Magic Points) from anything it inflicts damage upon. This drain is temporary, returning at a rate of 1 POW per eight hours of light activity.

Mechazombies must feast upon flesh and organs to gather the POW of living (or very recently dead) creatures to continue to function. Each day that a mechazombie does not ingest at least 1 POW will cause one of the creature's mechamagic implants to cease functioning. When all implants cease to function, the mechazombie becomes inert until destroyed or reanimated with flesh force-fed into it.

Each mechazombie has 1D3 mechamagic implants that it must try to keep functional. These implants augment and alter the mechazombie's Characteristics, and should be rolled randomly on the following table.

### Mechazombie Implants

1D8	Mechamagic Implant	Game Effect for Mechazombie
1	Arm	+10% to Athletics, +1 STR (Damage Modifier increases to 1D4), AP 4 to random Arm location
2	Eye	Gain Night Sight trait, +15% to Perception, AP 2 to Head location
3	Hand	+5% to Athletics, +1 damage to Fist attacks, AP 2 to random Arm location
4	Heart	+2 CON (+1 hit point to all locations), AP 2 to Chest location
5	Jaw	+1 damage to Bite attacks, AP 2 to Head location
6	Leg	+20% to Athletics, +2 STR and DEX, +1m Movement, AP 4 to random Leg location
7	Lungs	+2 CON (+1 hit point to all locations), AP 3 to Chest location
8	Skull	+20% to Perception, AP 5 to Head location

### Characteristics

STR	5D6	(18)
CON	2D6	(7)
DEX	2D6	(7)
SIZ	3D6+1	(12)
INT	1D3	(2)
POW	1D6	(4)
CHA	1D3	(2)

### Mechazombie Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/4
4 – 6	Left Leg	-/4
7 – 9	Abdomen	-/5
10 – 12	Chest	-/6
13 – 15	Right Arm	-/3
16 – 18	Left Arm	-/3
19 – 20	Head	-/4

### Weapons

Type	Weapon skill	Damage
Bite	30%	1D3+1D2 plus
1D2 POW (see below)		
Fist	35%	1D4+1D2

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +5

*Movement:* 2m

*Traits:* Characteristic Drain (POW), Disease Immunity, Poison Immunity

*Skills:* Athletics 35%, Perception 35%, Resilience 40%

*Typical Armour:* None

## Megalodon (Titanic Shark)

Some rare species of sharks are not susceptible to common causes of death like disease or aging, meaning that some of these sharks could be decades or even centuries old. Some sharks never stop growing if they have sufficient food supplies, becoming larger and more powerful than even the ten-metre long specimens that sometimes plague deep sea fishermen and the merfolk kingdoms. These unbelievably huge sharks, called megalodons, are terrors of the deep that will devour anything made of flesh that gets in their way.

Sometimes as large as twenty metres from nose to tail, a megalodon has nothing to fear from the vastness of the ocean. A single titanic shark like these can decimate entire merfolk armies should they cross paths. They have insatiable appetites that can swallow up hundreds of pounds of living flesh, organs and bones in a sitting, and tough grey skin that turns most weapons. There is little more frightening above or below the surface.

Megalodons do not come within fifteen metres of the ocean's surface unless chasing worthy prey, which unfortunately they sometimes consider sailing vessels. If a megalodon is hungry or angry enough, it will follow the trail of blood and waste in the water to fishing barges or passenger ships – seeing their hull as nothing more than another hide to chew through.

### Characteristics

STR	8D6+28	(56)
CON	5D6+20	(38)
DEX	2D6+3	(10)
SIZ	10D6+30	(65)
INT	2	(2)
POW	4D6	(14)
CHA	2	(2)

### Megalodon Hit Locations

D20	Hit Location	AP/HP
1 – 4	Tail	10/24
5 – 8	Rear Body	10/25
9 – 13	Fore Body	10/25
14	Right Fin	10/23
15	Left Fin	10/23
16 – 20	Head	10/24

### Weapons

Type	Weapon skill	Damage
Bite	90%	3D10+3D12

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +6

*Movement:* 9m when swimming

*Traits:* Disease Immunity, Excellent Swimmer, Night Sight

*Skills:* Athletics 65% (95%), Perception 80%, Resilience 55% Stealth 45%

*Typical Armour:* Tough Skin (AP 10, no Skill Penalty)

## Megatherium (Giant Sloth)

One of the ancient beasts that survived throughout the ages, the megatherium is a titanic relative of the common tree sloth. Its size and weight forces it to live out its long life on the ground, walking about on its knuckles like an ape, but it still has the reach and determination to grasp at treetops. It bends or breaks the tallest branches to get at the delicious leaves that make up the giant sloth's preferred diet. Too strong and tough to make a good meal for most predators, the megatherium has never learned much in the way of fear – making it a curiously deadly foe to any who might threaten it.

Six and a half metres long, three metres tall, and weighing over seven tons of tough hide, thick fur and



dense muscle, the megatherium is a massive beast. It has long forelegs and thick rear legs that end in strong and sharp claws the sloth uses to shred bark from trees or limbs from foolish attackers. Its head is tapered and stocky, with a broad snout and hooded eyes. Like their smaller tree-dwelling cousins, megatherium have dense and powerful cords of muscles hidden away under their fur. They are tremendously strong and unfaltering, and little can hope to stand in the way of a megatherium when spurred to anger.

Megatherium do not commonly attack anyone or anything unless directly threatened, but when they are driven to violence they are devastating foes. Their size and strength gives them the only weapons they need to protect themselves, crushing some foes under their feet and knuckles or impaling them upon their claws. With a single blow the giant sloth can tear a man and horse in two, and nearly nothing can hope to withstand a second.

The Claw attack of a megatherium can Impale upon a critical hit.

Megatherium do not suffer penalties from Fatigue levels until they are fully Debilitated, and even then only suffer half normal penalties.

### Characteristics

STR	6D6+12	(33)
CON	3D6+6	(17)
DEX	2D6+1	(8)
SIZ	8D6+15	(43)
INT	3	(3)
POW	2D6	(7)
CHA	3	(3)

### Megatherium Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	6/12
4 – 6	Left Hind Leg	6/12
7 – 9	Hindquarters	6/13
10 – 12	Forequarters	6/13
13 – 15	Right Foreleg	6/12
16 – 18	Left Foreleg	6/12
19 – 20	Head	6/12

### Weapons

<i>Type</i>	<i>Weapon skill</i>	<i>Damage / AP</i>
Claw	50%	2D6+2D8 / 7
Knuckle	60%	2D4+2D8 / 6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +6

*Movement:* 5m

*Traits:* Formidable Natural Weapons, Night Sight, Trample

*Skills:* Athletics 85%, Perception 45%, Persistence 55%, Resilience 72%, Survival 55%

*Typical Armour:* Thick Fur and Hide (AP 6, no Skill Penalty)

### Memovore (Thought Daemon)

A horrible being that exists to pull the thoughts and memories from the minds of sentient beings, the memovore floats silently through the air in search of powerful minds to sate its thirst. It is invisible and dangerous, especially to sorcerers, as it thrives on the logic and intellect that gives some magicians their power.

A memovore is utterly invisible to the mundane eye, but

appears as a floating cloud of glittering motes surrounding a trio of tiny glowing eyes formed in the shape of an Illusion Rune when viewed with sorcerous senses. They are silent, odourless and drift around like a jellyfish in the air, homing in on the strongest minds (highest INT) in the area to feast upon.

Memovores are not bottomless feeders, devouring their fill from unfortunate victims before floating back to a safe place to digest these images and memories like a lion would take a nap after dining on a gazelle. After a night of rest and relaxation the thought daemon will once again slowly creep out into the world in search of intelligent beings to feed upon – leaving countless mindless dolts in its wake until it can be found and stopped.

Memovores can sense the thoughts of sentient beings, meaning that they can use their Tracking and Perception skills to find targets they cannot normally see.

When a memovore makes contact with a sentient being that being must make an immediate Persistence test. If this test is failed, the target immediately loses 1D4 points from all of their INT-based skills. This loss is permanent and is accompanied by a strange feeling of euphoria that the memovore uses to hopefully continue feeding. When





a memovore has eaten its fill (it can feed for up to ten rounds, draining skills every round), it will move on, but not before it tries to erase the knowledge of its visit from the target. The target must make a Resilience test, with failure resulting in the last 2D20 hours of the target's life erased from its memory.

Memovores do not suffer damage like normal creatures; instead they suffer damage to their POW Characteristic whenever they are injured by a magical source. This means that a single memovore could devour the thoughts of an entire village unscathed, but be laid low with a single magical blast that finds their physical form.

### Characteristics

STR	–	(–)
CON	4D6	(14)
DEX	1D6	(4)
SIZ	2D6	(7)
INT	3D6	(11)
POW	4D6	(14)
CHA	4	(4)

### Weapons

Type	Weapon skill	Damage
None	–	–

### Special Rules

*Combat Actions:* 1

*Strike Rank:* +8

*Movement:* 2m when flying

*Traits:* Immunity to Physical Damage

*Skills:* Perception 75%, Persistence 100%, Resilience 65%, Tracking 85%

*Typical Armour:* None

## Midget Slasher

Frightening beings, midget slashers are primitive relations to trolls, living on the stretching plains of Pamaltela. They live in small communities and nomadic hunting packs, and serve as a true threat to any form of life in the area. Small in stature but limitless in their hunger and rage, midget slashers are a terror to travellers and explorers of the plains.

Each midget slasher is the size of a large child in height. It has a pair of long and slender legs that hold up its nearly spherical body and sinewy arms, designed to better bring their savage mouth to bear



on their victims. They actually have an oversized and powerful set of jaws filled with needle-thin fangs arranged to scissor off chunks of flesh. Their mouths are low and forward in their round bodies, best suited for their style of hit and run attacks upon wounded animals or travellers.

Midget slashers hunt in small packs and use simple weaponry to slow down their prey, and then take huge bites out of their targets. They have voracious appetites and have no qualms about hurling spears at rhinoceros or enormous elephants, eventually bringing the huge animals down in order to feed the whole community. Large prey will be torn to smaller chunks to be brought back for the young of the midget slasher lair, while man-sized prey will invariably be eaten on the spot.

### Characteristics

STR	3D6	(11)
CON	2D6+6	(13)
DEX	4D6	(14)
SIZ	1D6+6	(10)
INT	1D6+2	(6)
POW	1D6+6	(10)
CHA	1D6	(4)

### Midget Slasher Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/5
4 – 6	Left Leg	-/5
7 – 9	Abdomen	-/5
10 – 12	Chest	-/6
13 – 15	Right Arm	-/4
16 – 18	Left Arm	-/4
19 – 20	Head	-/5

### Weapons

Type	Weapon skill	Damage
Javelin	50%	1D6
Bite	65%	2D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 4m

*Traits:* Night Sight

*Skills:* Athletics 70%, Dodge 55%, Lore (Animal) 55%, Perception 50%, Resilience 60%, Survival 40%

*Typical Armour:* None



## Mongoose, Gloranthan

Never a very populous species the antipathy of these highly intelligent creatures to all things serpentine has led to them becoming extremely rare. Once populous in the eastern realms of Kralorela they are now extinct there, being wiped out due to their constant attacks on all things draconic. Their singleminded obsession with the destruction of snakes, dragons and dragonewts meant that there were already very few of these creatures in the west, their last strongholds were on the fringes of Dara Happa, but with the expansion of the EWF's influence there they have been hunted down and now there are only a few scattered individuals left in that area. A small number of tiny, scattered clans can be found further west, but the future for this race seems extremely bleak.

A Gloranthan mongoose is a metre-and-a-half tall, thin and wiry with hidden cords of muscle under their

short and soft coat of fur. They have thin and very nimble fingers with which they use to wield tools and weaponry. Their pointed heads end in a twitching nose surrounded by whiskers that help them 'see' in darkness, and their wide grin is filled with sharp shrew-like teeth. Gloranthan mongooses move with jerky but precise movements, which is just another reason why so many other races do not trust them.

The Gloranthan mongoose's one true enemy is a foe that burns inside their blood from the ancient days before they rose up on two legs – serpents. Common animal mongooses have an interesting resilience to the poisons due to centuries of hunting cobras and scorpions for food; the Gloranthan mongoose takes this resilience to a new level of nigh immunity. Just as apt slicing a serpent's throat as the strings of a purse, they live dangerously and without fear.

Gloranthan mongooses still bear their cousins' hatred for serpents, granting them +15% to attack rolls and +1D6 damage when fighting against anything serpentine (Games Master's discretion) in melee combat.

### Characteristics

STR	2D6+3	(10)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	1D6+3	(7)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	3D6	(11)

### Gloranathan Mongoose Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-4
4 – 6	Left Leg	-4
7 – 9	Abdomen	-5
10 – 12	Chest	-6
13 – 15	Right Arm	-3
16 – 18	Left Arm	-3
19 – 20	Head	-4

### Weapons

Type	Weapon skill	Damage / AP
Bite	35%	1D3-1D2
Dagger	40%	1D4+1-1D2 / 4
Shortsword	40%	1D6-1D2 / 4

### Special Rules

- Combat Actions:* 3  
*Strike Rank:* +14  
*Movement:* 6m  
*Traits:* Immunity to Natural Poisons, Night Sight  
*Skills:* Acrobatics 38%, Athletics 35%, Dodge 45%, Mechanisms 65%, Perception 45%, Resilience 35%, Survival 35%  
*Typical Armour:* Occasionally in piecemeal leather armour

## MONOCEROS

The larger and more aggressive cousins of the common unicorn, the monoceri (plural) are a race of magical beasts that embody violence and masculinity. Always male and in search of a potential mate, these beautiful stallions are found on the Hero Planes, and no longer

roam Glorantha. They are aggressive creatures, unlike their more common cousins, and will either chase off or attack any humanoids they encounter.

The monoceros is as large as a draft horse, often larger, and has skin, hooves, horn and eyes the colour of a moonless sky. Its mane is a golden blonde, unlike the black hair of its tail and over its hooves. It has a spiralling horn similar to its white-skinned cousins, except it is much larger and longer, with a tiny upward curve that makes it look almost blade-like. As if the physical differences were not enough to tell a monoceros from a normal unicorn, the king unicorns have a coruscating nimbus of electricity that courses over their eyes, hooves and horn at all times – causing sparks and arcs to leap off of them at all times.

Although they rarely do so for anything other than other animals and beings of nature, a monoceros has a somewhat diminished healing ability. The monoceros must touch the wound it wishes to heal with its muzzle, but the effects are the same as a Magnitude 6 Heal spell,



save that it costs the monoceros only 4 Magic Points and any requisite casting tests are automatically passed.

A monoceros will often try to scare off a would be attacker or predator by stamping its electrified hooves, drumming up a crackling and popping sound like tiny thunderclaps. Any living thing capable of feeling fear within 15 metres will need to pass a Persistence skill test or spend the next 1D6 Combat Actions fleeing the monoceros. The save for this sound and light show need only be passed once per combat.

A monoceros is constantly charged with the energy of lightning in its hooves and horn, giving it the additional electrical damage listed in its combat statistics below. With a flick of its head however, a monoceros can hurl a small lightning bolt at a target within 30 metres and line of sight. This attack costs the monoceros 1 Magic Point and inflicts 1D6 electricity damage with an attack skill of 75%. Metal armour offers no protection against this damage.

Monoceri deal 2D6+1D12 plus 1D6 electricity damage when their Horn is used with a Charge action.

**Characteristics**

STR	4D6+12	(26)
CON	4D6+12	(26)
DEX	3D6+3	(14)
SIZ	4D6+12	(26)
INT	2D6+6	(13)
POW	2D6+12	(19)
CHA	3D6+12	(23)

**Monoceros Hit Locations**

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	5/11
3 – 4	Left Hind Leg	5/11
5 – 7	Hindquarters	5/12
8 – 10	Forequarters	5/12
11 – 13	Right Front Leg	5/11
14 – 16	Left Front Leg	5/11
17 – 20	Head	5/11

**Weapons**

<i>Type</i>	<i>Weapon skill</i>	<i>Damage / AP</i>
Horn	80%	2D6+1D6 plus 1D6 electricity / 5
Kick	60%	1D6+1D12 plus 1D6 electricity

**Special Rules**

- Combat Actions:* 3  
*Strike Rank:* +14  
*Movement:* 6m  
*Traits:* Dark Sight, Disease Immunity, Formidable Natural Weaponry, Immunity to Electricity, Poison Immunity, Trample  
*Skills:* Athletics 90%, Dodge 40%, Perception 70%, Persistence 85%, Resilience 65%, Survival 55%  
*Typical Armour:* Tough Hide (AP 5, no Skill Penalty)

**Mraloting (Fey Boar)**

The mraloting are a race of giant boar that can be found in forests in some regions. They are enormous, vicious and enchanted on a base level that gives them a strange command of certain magic abilities and immunity to hostile magic.

Hailing from ancient times, the mraloting are as large as small horses in size. They have cobalt blue fur that sometimes bears strange mottled markings that almost look like writing. Their cunning green eyes shine like emeralds in their wrinkled snouts, four huge tusks protruding outward from their thick lips like yellowing daggers. They are big, mean and utterly without fear. Some heroes manage to tame the fierce creatures, gaining great renown when they do so as well as a powerful ally.

A mraloting can cast any spells that require the Beast Rune using the below listed Runecasting skill and spending their own Magic Points normally. When a mraloting dies however, there is a % chance equal to the beast's original POW score that it will leave behind a Beast Rune to be found inside its corpse.

A mraloting inflicts 1D10+1D12 damage when it uses its Tusks attack as part of a charge.

**Characteristics**

STR	4D6+6	(20)
CON	3D6+6	(17)
DEX	3D6	(11)
SIZ	4D6+6	(20)
INT	5	(5)
POW	4D6	(14)
CHA	5	(5)

### Mraloting Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	4/8
4 – 6	Left Hind Leg	4/8
7 – 9	Hindquarters	4/9
10 – 12	Forequarters	4/9
13 – 15	Right Front Leg	4/8
16 – 18	Left Front Leg	4/8
19 – 20	Head	4/8

### Weapons

Type	Weapon skill	Damage
Tusks	65%	1D10+1D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 6m

*Traits:* Immunity to Magic, Night Sight, Trample

*Skills:* Perception 66%, Resilience 60%, Runecasting (Beast) 55%, Survival 50%

*Typical Armour:* Thick Hide (AP 4, no Skill Penalty)

## Nakasa

Native only to Glorantha, the nakasa is an aberration created by the goddess Babeester Gor, born from a few of her own plucked hairs sprinkled on the ground. These horrid beasts are the guardians of her temples and those of some other Earth cults. They are deadly and relentless, and utterly untameable – as they only serve the will of their mother.

A nakasa has a large, hyena-like body that has a longer and thicker neck to support a massive crocodilian head and jaws. Intelligent, human-like eyes star out from under the knobbly brow of the crocodile face. All along the beast's shoulders sprout long and sharp quills like that of a porcupine which rise menacingly when the nakasa is agitated. They are always female, a fact that means that the cult of Babeester Gor must be creating more of these beasts to replace those who have fallen.

A nakasa's Quills attack can Impale a target upon a critical hit.

### Characteristics

STR	3D6+8	(19)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	4D6	(14)
INT	2D6	(7)
POW	4D6	(14)
CHA	2D6	(7)

### Nakasa Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	3/6
4 – 6	Left Hind Leg	3/6
7 – 9	Hindquarters	3/7
10 – 12	Forequarters	5/7
13 – 15	Right Front Leg	3/6
16 – 18	Left Front Leg	3/6
19 – 20	Head	6/6



## Weapons

Type	Weapon skill	Damage / AP
Bite	65%	1D8+1D4
Claw	50%	1D6+1D4 / 3
Quills	75%	1D4+1D4 plus poison

## Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 6m

*Traits:* Dark Sight, Disease Immunity, Formidable Natural Weapons, Paired Attack (Bite to Bite to Bite and so on), Poison

*Skills:* Athletics 40%, Dodge 35%, Lore (Animal) 35%, Perception 50%, Resilience 55%, Survival 50%, Tracking 60%

*Typical Armour:* Thick Hide (AP 3 on legs and hindquarters, no Skill Penalty); Quills (AP 5 on forequarters, no Skill Penalty); Scaly Hide (AP 6 on head, no Skill Penalty)

Nakasa secrete a powerful toxin to coat their numerous quills. Anyone suffering damage from their Quills attack, or when striking their forequarters hit location with an Unarmed attack will also need to resist the following poison:

### Nakasa Toxin

**Type:** Smear

**Delay:** 1D4 Combat Rounds

**Potency:** 65

**Full Effect:** 1D6 hit point damage to location struck

**Duration:** 2D6 minutes

## Nightflyer (Sen Bardi)

A relative to the uz (trolls), the sen bardi nightflyers are also nocturnal hunters. They fly on thick leathery wings in search of anything they can snatch up into their claws that can be eaten, which is nearly anything for any of the Uz family. They cannot eat in the same volume as their landed cousins and still manage to fly, but they are not opposed to killing a few potential food sources and stashing what they cannot eat for later.



Each sen bardi is a lot like a small uz or enlo (trollkin) that has its arms replaced with a three-metre wingspan of leathery bat wings. They have slightly oversized ears from a common uz, helpful for hearing their prey from up in the sky, but have no eyes. Their feet have evolved into long talons, like that of a hawk or falcon, which they use to slash at enemies or grasp at prey. Sen bardi tend to have darker colouration on their undersides to better hide their shapes when flapping across the moonless sky, but albinism occasionally occurs – arranging for that nightflyer to become a flock leader from birth.

Flying in small flocks of five to six individuals near their mountainside roosts, sen bardi are just as happy snatching a hunter's take or a merchant's wares as they would be taking fresh prey. They are extreme opportunists and dislike confrontations that might cause them to injure their wings; such an instance is a fate worse than death, and sen bardi will put each other out of their misery if it occurs. When they do engage in combat with either an inferior or easily bested foe, they use their tusked jaws, sharp claws, or the occasional simple weapon to lay low their targets.

### Characteristics

STR	2D6	(7)
CON	3D6	(11)
DEX	3D6+4	(15)
SIZ	1D6+8	(12)
INT	2D6	(7)
POW	3D6	(11)
CHA	1D6+4	(8)

### Nightflyer Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	1/5
4 – 6	Left Leg	1/5
7 – 9	Abdomen	1/6
10 – 12	Chest	1/7
13 – 15	Right Wing	1/4
16 – 18	Left Wing	1/4
19 – 20	Head	1/5

### Weapons

Type	Weapon skill	Damage / AP
Bite	60%	1D4-1D2
Claw	55%	1D4+1-1D2 or
Grapple		
Shortspear	40%	1D8-1D2 / 2

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 4m, 8m when flying

*Traits:* Dark Sight, Echolocation

*Skills:* Athletics 55%, Dodge 50%, Perception 45%, Stealth 65%, Survival 35%

*Typical Armour:* Hide (AP 1, no Skill Penalty)

### Nightstalker

These odd humanoids are a predatory threat for anyone who travels through the thickly wooded areas of cooler climates. They hunt from the tree canopy in small numbers, swooping down from above with their agile limbs to take their prey. Called 'nightstalkers' by those who have survived their attacks; these beings have an awkward appearance that hides a vicious and powerful foe.

Nightstalkers are large humanoids that have huge, thick-fingered hands at the end of their long arms and legs that they use to propel their hairy, trunk-like bodies through the tree canopy. They have evolved a long and flexible neck to help plunge their sharp-toothed mouth into the flesh of a fallen foe.

These beasts are savage ambush predators that fall down onto a foe from the branches to surprise their targets. When they fight, they use their very surroundings as a weapon. Grabbing a tree bough with one of their hands and a target with the others, a nightstalker is instinctively adept and hurling someone into a tree, rock or even the ground with immense force. Once prone a target can be pounced and feasted upon.



### Characteristics

STR	12D6	(42)
CON	4D6	(14)
DEX	2D6+10	(17)
SIZ	6D6	(21)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6	(7)

### Nightstalker Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	1/7
4 – 6	Left Leg	1/7
7 – 9	Abdomen	1/8
10 – 12	Chest	1/9
13 – 15	Right Arm	1/6
16 – 18	Left Arm	1/6
19 – 20	Head	1/7

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+2D6
Fist	70%	1D4+2D6
Grapple	60%	Special
Slam	Special	2D6+2D6

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +12

*Movement:* 4m, 6m when climbing

*Traits:* Night Sight, Paired Attack (Grapple to Slam)

*Skills:* Athletics 55% (85% when climbing), Dodge 40%, Perception 50%, Stealth 55%, Survival 30%

*Typical Armour:* Tough Skin (AP 1, no Skill Penalty)

### Nilmerg

Nilmergs are tiny dwarf-made constructs that exist solely to be trained to serve one purpose and one purpose alone. Due to their small size and stature nilmergs cannot be used to do much in the way of physical labour or servitude, but they are undeniably useful to craftsmen and manufacturers.

Every nilmerg that is created lies dormant and inactive until taught to fill one particular role. Once programmed on how to perform their given task, the

nilmerg will happily fulfil that task until they cease to function. They cannot choose to do anything else but their chosen task, as they have no real or independent ability of thought. Nilmerg's are up to one foot tall grey or brown creatures that have impish features and large eyes. Their limbs are wiry, strong and end in long-fingered hands that can manipulate any manner of tool or device. They are often equipped with the right kind of tools for their chosen job, but strangely enough – they can function perfectly fine without them.

A nilmerg is created and trained for one service – cleaning a room, mixing food, reloading crossbows and so on. This service is chosen at the time of programming and cannot be changed. Whatever skill that is required to perform their trained task is set automatically at 85%, but can be increased by the training efforts of the owner through the normal expenditure of an Improvement Roll.





### Characteristics

STR	2D6	(7)
CON	2D6	(7)
DEX	2D6+6	(13)
SIZ	2	(2)
INT	6	(6)
POW	1D6	(4)
CHA	5	(5)

### Nilmerg Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/2
4 – 6	Left Leg	-/2
7 – 9	Abdomen	-/3
10 – 12	Chest	-/4
13 – 15	Right Arm	-/1
16 – 18	Left Arm	-/1
19 – 20	Head	-/2

### Weapons

<i>Type</i>	<i>Weapon skill</i>	<i>Damage</i>
Bite	20%	1

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 2m

*Skills:* Athletics 25%, Craft (varies) 85%,  
Dodge 50%

*Typical Armour:* None

## Nur-san

A horrible monstrosity that hunts the frozen tundra of northern Pent and the Valind Glacier, the nur-san is a creature born of the coldest winters. The beast is a voracious and violent meat-eater that roams the territory around its icy lair in search of anything it might be able to kill and eat. Few have ever spoken of the nur-san from witnessed accounts; few who cross its path survive.

The horse-sized quadruped looks similar to a polar bear in its body and legs. It is covered in stark white fur that it grows long and shaggy to help insulate its own internal

cold energies from escaping into the air around it. It has long white claws that it uses to shred its victims to small chunks of flesh before scooping them up into its wide and menacing jaws. Between its tiny pinpricks of blue that serve as the creature's eyes sprouts a huge metallic horn that radiates the wellspring of magical cold that exists within the nur-san.

A deadly hunter, the nur-san is known to charge down a single foe and try to run it through with its deadly horn. If the wound itself is not enough to kill a target, the supernatural cold energy that the horn emanates will. What is not killed by a single goring charge is then set upon by the animal's deadly claws. Although the nur-san can bring a very powerful bite to bear from its vice-like jaws, it rarely does so in combat because of the impracticality of getting anything into its mouth until after the target is unconscious.

Nur-san have been known to attack anything that they cross paths with ferociously, even other nur-san. It is unknown how these creatures possibly breed considering their proclivity to same-species violence. It could be that they spawn asexually, but there is no evidence to back up this theory. So deep is their fury that a nur-san will gladly throw itself into combat against any odds, attacking a multitude of foes if they cross into its territory – just another sign that these creatures are a great danger to anyone travelling in the frozen north.

The 'Dark Sight' of a nur-san is actually their ability to see things by the heat their bodies are giving off. This means that other heat sources could possibly confuse a nur-san, and the use of cold to hide body heat could aid in hiding from one.

A nur-san inflicts 1D8+2D8 plus 1D8 cold damage when it uses its Gore attack as part of a charge.

### Characteristics

STR	10D6+12	(47)
CON	4D6+6	(20)
DEX	2D6	(7)
SIZ	3D6+15	(26)
INT	4	(4)
POW	3D6	(11)
CHA	3	(3)



### Special Rules

*Combat Actions:* 2

*Strike Rank:* +6

*Movement:* 6m

*Traits:* Dark Sight, Formidable Natural Weapons, Immunity to Cold, Vulnerable to Heat/Fire

*Skills:* Athletics 50%, Dodge 20%, Perception 40%, Resilience 68%, Survival 60%, Tracking 45%

*Typical Armour:* Dense Flesh and Fur (AP 6, no Skill Penalty); Metallic Horn (AP 8, no Skill Penalty)

### Ouori (Walrus People)

These heavy, saggy triolini are found in colder waters. Ouori are possibly the most friendly and understanding of the merfolk, even if they are one of the most unattractive. They are not totally trusting, however, as experience has taught them caution when dealing with surface races, but once the good intentions have been proven they will happily interact with those they trust.

Ouori are mammalian, with flabby and brown humanoid upper bodies topped with a walrus-like head and a wide and powerful tail that propels them through the water but can also allow them to walk slowly on land. They have flattened hands that are thickly webbed to almost resemble flippers, giving them a decent degree of manipulative skill without losing the ability to swim and manoeuvre aptly underwater. They are coloured dark brown to tan, with some marked with splotches of yellow or orange.

The family herds of ouori generally consist of several dozen adults, with a few young offspring that the women are still teaching survival skills to. They live in harmony except in the rutting season when the bulls will compete for the affections of the females.

Ouori have no gills; they must have access to the air to breathe. When not engaged in strenuous activity, they breathe about once every hour, though they may remain submerged and sedentary as long as three hours if necessary.

### Nur-san Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	6/10
4 – 6	Left Hind Leg	6/10
7 – 9	Hindquarters	6/11
10 – 12	Forequarters	6/11
13 – 15	Right Front Leg	6/10
16 – 18	Left Front Leg	6/10
19 – 20	Head	8/10

### Weapons

Type	Weapon skill	Damage / AP
Bite	50%	2D6+2D8
Claw	75%	2D4+2D8 / 6
Gore	65%	1D8+1D8 plus 1D8 cold

### Characteristics

STR	6D6	(21)
CON	2D6+6	(13)
DEX	3D6+6	(17)
SIZ	2D6+12	(19)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	2D6	(7)

### Ouori Hit Locations

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

### Weapons

Type	Weapon skill	Damage / AP
Dagger	55%	1D4+1+1D6 / 4
Longspear	45%	1D10+1D6 / 2
Tail Slap	40%	1D6+1D6



### Special Rules

*Combat Actions:* 3

*Strike Rank:* +15

*Movement:* 2m, 4m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 50% (80%), Lore (Animal) 30%, Perception 40%, Resilience 60%, Survival 40%

*Typical Armour:* Blubber (AP 1, no Skill Penalty)

## Owl-Lion (False Griffon)

Where the griffon is the combination of a lion and a hawk, the owl-lion is its smaller and less unruly cousin that consists of the head and wings of a great horned owl and the body of a puma. It lives in the hills and mountains of Carmania and Northern Fronela, swooping down to snatch sheep and small game from farmers' fields and open territories. Its flashing claws and hooked beak are built to dig into flesh at the end of a diving descent, climbing high into the sky once again with its next meal.

The flying predator is about the size of a pony, and unlike the horse-flesh need of a common griffon, has no specific tastes. It only has two oddities of behaviour that is beyond the knowledge of animal experts. The first and easiest to deal with is its stubborn nocturnal sleep cycle; it is impossible to get even a trained owl-lion to function regularly during daylight hours. The second is a strange proponent for violence against normal pumas and owls. For whatever reason, every owl-lion will forget its training and current plan of action in order to attack and brutally kill any example of owl or puma.

### Characteristics

STR	6D6	(21)
CON	3D6+6	(17)
DEX	3D6+12	(23)
SIZ	5D6	(18)
INT	4	(4)
POW	2D6+6	(13)
CHA	6	(6)

### Owl-Lion Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	2/7
3 – 4	Left Hind Leg	2/7
5 – 7	Hindquarters	2/8
8 – 10	Forequarters	2/8
11	Right Wing	2/6
12	Left Wing	2/6
13 – 15	Right Front Leg	2/7
16 – 18	Left Front Leg	2/7
19 – 20	Head	2/7

### Weapons

Type	Weapon skill	Damage / AP
Bite	50%	1D6+1D6
Claw	60%	1D4+1D6 / 3

### Special Rules

*Combat Actions:* 4

*Strike Rank:* +14

*Movement:* 6m, 12m when flying

*Traits:* Diving Strike, Formidable Natural Weapons, Night Sight

*Skills:* Athletics 85%, Dodge 45%, Resilience 60%, Survival 55%, Tracking 45%

*Typical Armour:* Tough Hide (AP 2, no Skill Penalty)



## Panda Bear

The panda bear is one of the most distinctive looking animals to exist in the jungles and woodlands of the world. Dining almost vely on the long bamboo groves where it lives, with the occassional treat of carrion, it appears a slow and relatively harmless creature but it is capable of great savagery when it is surprised or threatened.

A panda is a large mammal with white and black fur that covers all of its ursine features. It has very dextrous claws that it uses to shear and pull down lengths of its main food – bamboo. They are found frequently sitting in an almost meditative position chewing away at the long shoots of the tough grass, giving them a mystique concerning their perceived wisdom. No matter what others think of them, the panda bear can get very aggressive when it feels its space has been threatened, coming at a foe with powerful teeth and claws.

The Hsunchen of the Shanshan Mountains, where these animals live, believe that pandas are actually the holders of tiny slivers of the shattered soul of Korgatsu. Their fur represents the darkness and light that comprises the universe, and they are considered to be spiritually protected by the shapeshifting Hsunchen. No panda will be allowed to come to harm in their presence.

### Characteristics

STR	3D6+12	(23)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	3D6+6	(17)
INT	5	(5)
POW	3D6	(11)
CHA	6	(6)

### Panda Bear Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Rear Leg	1/6
4 – 6	Left Rear Leg	1/6
7 – 10	Hindquarters	1/7
11 – 12	Forerters	1/7
13 – 15	Right Front Leg	1/6
16 – 18	Left Front Leg	1/6
19 – 20	Head	1/6



### Weapons

Type	Weapon skill	Damage
Bite	30%	1D6+1D6
Claw	50%	1D8+1D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 5m

*Traits:* Night Sight

*Skills:* Athletics 55%, Perception 50%, Resilience 48%, Survival 35%

*Typical Armour:* Thick Skin (AP 1, no Skill Penalty)

### Rascullu (Rhinaur)

A native race of the Pamaltelan plains of Glorantha, the rascullu are enormous beastmen born of rhinoceros and man. These powerful omnivores wander the plains in search of food, giving them a generally peaceful look – from far away. The rhinaurs are far from it. They are actually extremely violent and prone

to murderous rages, making them one of the most dangerous creatures to cross paths with. They are very rare, with the first sightings of them reported not long after the God Learners began to make inroads into the continent. There are no myths about their creating dating back to before that date, leaving some scholars to speculate whether they have been created by Sorcery and then let loose onto the plains when their creators realised these beings were too stupid and aggressive to be of much use as either servants or troops.

The rascullu are five metre tall centaur-like beastmen that have the animal features of a rhinoceros instead of a horse. They have bulging muscles and wide-toed feet, thick plated hide and a stiff horn growing from their sloping foreheads. They can be found holding shorn tree trunks like huge clubs in their three-fingered hands, which they use to swat predators down in short order. They are huge and formidable, with very little in the way of natural enemies due to their sheer size and power. Rascullu tend to be too large and the clubs they wield too awkward to be of much use in parrying, so they tend not to bother, instead they may use their Reactions as additional attacks instead as they are very adept at this all or nothing approach to combat, trusting their thick hides to keep them alive long enough to enable victory.

Blessed with intelligence only slightly higher than that of an animal, the rascullu roam the plains either alone or in very small families in order to stay well fed. They require a great deal of food to keep their strength, meaning that they spend most of the day gathering leaves, fruits and insects to fill their bellies. It is the main reason why the rhinaurs fly off the handle so easily – because something just interrupted their daily grazing!

### Characteristics

STR	6D6+36	(57)
CON	3D6+18	(29)
DEX	3D6	(11)
SIZ	6D6+30	(51)
INT	1D6+2	(6)
POW	3D6	(11)
CHA	1D6	(4)

### Rascullu Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	6/12
3 – 4	Left Hind Leg	6/12
5 – 6	Hindquarters	6/13
7 – 8	Forequarters	6/13
9 – 10	Right Front Leg	6/12
11 – 12	Left Front Leg	6/12
13 – 14	Chest	6/14
15 – 16	Right Arm	6/11
17 – 18	Left Arm	6/11
19 – 20	Head	6/12

### Weapons

Type	Weapon skill	Damage / AP
Fist	75%	1D3+3D8
Great Club	65%	2D6+3D8 / 3
Kick	70%	1D4+3D8



### Special Rules

*Combat Actions:* 2

*Strike Rank:* +9

*Movement:* 6m

*Traits:* Trample

*Skills:* Athletics 75%, Resilience 62%,  
Survival 30%, Tracking 45%

*Typical Armour:* Thick Hide (AP 6, no Skill Penalty)

### Redcap (Bloodpoll)

Wicked sorcerors create redcaps from the corpses and souls of murderers. The resulting entity takes on a form from its own body, with features resembling its former living self, but with a pale hue and otherworldly features, such as claws and large teeth. It often has features that reflect the manner of its death, such as scars from the wounds of weapons or the executioner's axe. It serves the needs of its creator through commands given telepathically, and will remain a potent and evil slave until the sorcerer's demise, when the redcap gains its own free will to wreck havoc through murder whenever it can.

The only piece of apparel that a redcap wears at all times is some form of cloth headgear, be it a woollen hood or canvas trilby, that they soak consistently in the blood of their victims. Their three-fingered hands end in hooked talons and their gaping jaw bears a low under bite due to the size of their vicious fangs. Redcaps are often streaked with gore, either fresh or dried, making them even more foul and disgusting to look upon – something that they assuredly do purposefully. They are horrific creatures that are energised by the slaughter of living things, like a battery of suffering and bloodshed.

A redcap can become free only through two means – the willing release by the summoner, or the summoner's untimely demise. Either case the result is a free-willed and roaming redcap. Such a sort of beast is a truly frightening thing, as a redcap kills it becomes stronger and more powerful, making it desire more sentient beings to kill. More kills makes the redcap even stronger, causing the cycle to go on and on. A freed redcap will go upon nothing short of a murderous rampage until it is eventually hunted down and destroyed. It requires the Redcap to be literally torn limb from limb to ensure its destruction, otherwise it will just reform and arise anew, to continue its evil.

Redcaps gain strength and regenerate damage by killing sentient beings. For every sentient creature that the redcap manages to land the killing blow upon, they immediately heal 1D6 hit points to all of their hit locations. Additionally, the redcap gains +1 to their STR, DEX, and POW for every sentient being killed by their actions. Also, for truly proficient recaps that go on continued killing sprees, they gain additional powers and abilities as detailed on the table below.

Redcaps that are kept from killing sentient beings for whatever reason will begin to have their 'cap' dry out and lose its potency. For every week that the redcap does not kill a sentient being, it loses 1 point permanently from its STR, DEX and POW – making the need for new targets a must before it eventually dries up and withers completely.

### Characteristics

STR	3D6	(11)
CON	2D6	(7)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6-1	(6)

### Redcap Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	1/4
4 – 6	Left Leg	1/4
7 – 9	Abdomen	1/5
10 – 12	Chest	1/6
13 – 15	Right Arm	1/3
16 – 18	Left Arm	1/3
19 – 20	Head	1/4

Number of Sentient Lives Taken	Redcap Bonus
5 – 9	+20% to all melee and other attack skills
10 – 14	Claw and Bite base damage is increased to 1D6 and 1D8 respectively
15 – 19	Movement rate increases to 6m
20 +	Claw and Bite base damage is increased to 1D8 and 1D10 respectively



### Weapons

Type	Weapon skill	Damage / AP
Bite	40%	1D6
Claw	50%	1D4
Dagger	50%	1D4+1 / 4

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +9

*Movement:* 4m

*Traits:* Dark Sight, Disease Immunity, Poison Immunity, Regeneration (Special), Wall Walking

*Skills:* Athletics 35%, Dodge 60%, Stealth 65%, Tracking 57%

*Typical Armour:* Thick Skin (AP 1, no Skill Penalty), plus whatever is given to it by its creator or stolen

## Rubble Runner

These foot-long vermin are a constant nuisance to Gloranthan travellers and explorers. Rubble runners are armadillo-like shrews with gray or dark brown plated skin, long tails and a gigantic mouth filled with very sharp teeth. Packs of rubble runners live in ruins, small caves and rockpiles and are always on the prowl for possible prey. Although they are small and individually not much a threat, they can be deadly in groups.

Ten to twenty rubble runners will claim an area for themselves, coming out at night to ambush small animals and wayward vagrants. A pack of rubble runners is a deadly foe to fall upon a tired human, taking huge bites out of exposed flesh, rendering a target to little more than bloody bones in seconds.

When a rubble runner hits with its Bite attack, any subsequent Bite attacks upon the same target from the same rubble runner cannot be Dodged or parried that Combat Round.



### Characteristics

STR	1D6	(4)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	1D4	(3)
INT	4	(4)
POW	1D6+6	(10)
CHA	2	(2)

### Rubble Runner Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	-/3
4 – 6	Left Hind Leg	-/3
7 – 9	Hindquarters	-/4
10 – 12	Forequarters	-/4
13 – 15	Right Front Leg	-/3
16 – 18	Left Front Leg	-/3
19 – 20	Head	-/5

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D6-1D6

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +9  
*Movement:* 6m  
*Traits:* Night Sight  
*Skills:* Stealth 55%, Survival 20%, Tracking 40%

*Typical Armour:* Thick Hide (AP 1, no Skill Penalty)

## Runchunter

In worlds where Runes of Power can be discovered there is a beast that roams the land day and night in search of those runes – so it may kill their current bearer and confiscate the runes for itself. They are voracious ‘magivores’, living off the magical energies that course through the runes they find, swallow and integrate.

A runehunter looks roughly like a bear without any semblance of fur or hair on its leathery hide. Various runic objects – stones, leaves, bones and so forth – stick out of its tan flesh sporadically, giving each runehunter its own unique appearance. Humanlike hands spread out to serve as the feet of the creature’s four stumpy legs, and a short muzzle filled with two sharp, bony ridges that it uses to defend itself. Its eyes



are two white orbs that see things by their magical residues, making hiding from a runehunter impossible for anyone with runic talents.

Runehunters are relatively simple and magical beasts that live only to try and devour runes, adding them to their own body and magical abilities. They do not sleep or need rest in any way, and regenerate their Magic Points every eight hours automatically. Nothing is more important to a runehunter than finding more runes, even self preservation. Once one of these voracious and deadly creatures has picked up the trail of a magical target, it will pursue that target until it or they are dead.

Fortunately they are rare indeed and are often the target of hunters themselves, for their collection of runes makes one a prize well worth hunting down, despite the risks involved.

Due to their instincts to find runes, a runehunter can use its Tracking skill to follow any creature with integrated runes by following their magical scent. When using the Tracking skill to track anything with integrated runes the runehunter gains +10% per rune the target has integrated.



Runehunters have 2D6+2 random Runes of Power (determined on the table below) integrated, and they may use their Runecasting skill to cast any spells they have the proper runes to do so. When they cast these runic spells, the individual runes are absorbed into the runehunter's body and appear in the forepaws of the creature. These runes have a 50% chance each of remaining behind when the runehunter is killed.

### Runehunter Integrated Runes

d20	Integrated Rune	d20	Integrated Rune
1	Air	11	Harmony
2	Beast	12	Heat
3	Cold	13	Illusion
4	Darkness	14	Law
5	Death	15	Magic
6	Disorder	16	Man
7	Earth	17	Motion
8	Fate	18	Plant
9	Fertility	19	Stasis
10	Fire	20	Water

### Characteristics

STR	5D6+6	(24)
CON	4D6	(14)
DEX	2D6	(7)
SIZ	4D6+6	(20)
INT	2D6	(7)
POW	3D6	(11)
CHA	3D6	(11)

### Runehunter Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	5/7
4 – 6	Left Hind Leg	5/7
7 – 9	Hindquarters	5/8
10 – 12	Forequarters	5/8
13 – 15	Right Front Leg	5/7
16 – 18	Left Front Leg	5/7
19 – 20	Head	5/7

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+1D8

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 4m

*Traits:* Dark Sight, Disease Immunity, Immunity to Rune Magic, Poison Immunity

*Skills:* Athletics 42%, Perception 40%, Resilience 58%, Runecasting (all) 65%, Survival 75%, Tracking 50%

*Typical Armour:* Thick Hide (AP 5, no Skill Penalty)

## Runner

These ape-like beings are like stunted, degenerate elves. Generally they have none of the advantages of the elf species, but they are not much worse off than humans. They have a primitive attitude, as they tend to do without armour, clothing, and most tools. Runners can come from either forests or jungles, and thus tend to be associated with brown, green, or yellow elves.

An offshoot of early elf, the runners are found growing and thriving anywhere there is a tree-elf community. They are smaller and lither than a common elf, and must be thought of as a completely separate species. Instinctively subservient to any elf or dryad, the runners live in small groups on the outskirts of elf communities in order to serve as scouts and messengers for them.

As the elves are tied to specific types of trees, runners are tied to leafy bushes, ferns and vines. They are shorter and more primate-like than the common elf, with longer arms and larger feet and hands. They are excellent tree climbers and very quick on their feet, the feature that lent them their race's name. Covered from wrists to ankles in leafy 'fur', a runner could almost pass for a green or yellow orang-utan with a cursory glance.

Runners have a rudimentary animal-like intelligence. They are used by the Aldryami as workers, tending plants with simple needs, removing debris, and otherwise keeping the forests clean. In this way they are not unlike a peasant caste, though with less intelligence.

Most runners are equipped with a strange growth of plantlife called a 'whipstick'. An example of woody vine grown using elfin methods to serve a purpose, a whipstick stays coiled around the runner's forearm

until it is needed. When used as a weapon the whipstick snaps outward like a whip to lacerate a foe, but it can be held a certain way to remain limp as well in order to entangle a foe or even strangle them. Runners loathe combat, but will gladly stand defiant against surprising odds if an elf or dryad tells them to.

## Characteristics

STR	2D6	(7)
CON	2D6+6	(13)
DEX	2D6+6	(13)
SIZ	2D6	(7)
INT	3D6	(11)
POW	2D6+6	(13)
CHA	2D6	(7)

## Runner Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	1/4
4 – 6	Left Leg	1/4
7 – 9	Abdomen	1/5
10 – 12	Chest	1/6
13 – 15	Right Arm	1/3
16 – 18	Left Arm	1/3
19 – 20	Head	1/4



## Weapons

Type	Weapon skill	Damage / AP
Fist	30%	1D3-1D4
Whipstick	40%	1D4-1D4 or Grapple / 2

## Special Rules

*Combat Actions:* 3  
*Strike Rank:* +12  
*Movement:* 4m  
*Traits:* Life Sense  
*Skills:* Acrobatics 40%, Athletics 48%, Dodge 55%, Lore (Plant) 70%, Perception 55%, Stealth 40%, Survival 48%

*Typical Armour:* None

## Sable Antelope

The Sable antelope is widely herded on the plains of Prax and the the Hungry Plateau, although there a still small, wild herds in those areas of up to a score of the animals.

The sable antelope is a large deer-like herbivore with a very strong musculature and two long, black and curved horns on top of its head. Only male animals have the black fur for which they are named, the females are a dark brown colour.

The sable is a wary and fast-moving animal, evolved to notice predators and escape before they can be made a meal of. They have good skin for leathers, nutritious flesh, thin but strong bones, and their horns have been used to make crude weapons.

Sable antelope deals 1D6+1D10 damage when their Head Butt is used with a Charge action.

## Characteristics

STR	3D6+12	(23)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	4D6+12	(26)
INT	4	(4)
POW	3D6	(11)
CHA	2	(2)



## Sable Antelope Hit Locations

D20	Hit Location	AP/HP
1 - 2	Right Hind Leg	1/8
3 - 4	Left Hind Leg	1/8
5 - 7	Hindquarters	1/9
8 - 10	Forequarters	1/9
11 - 13	Right Front Leg	1/8
14 - 16	Left Front Leg	1/8
17 - 20	Head	1/8

## Weapons

Type	Weapon skill	Damage
Head Butt	60%	1D6+1D6
Kick	45%	1D4+1D10

## Special Rules

*Combat Actions:* 2  
*Strike Rank:* +8  
*Movement:* 8m  
*Traits:* None  
*Skills:* Athletics 60%, Dodge 50%, Perception 75%, Survival 35%

*Typical Armour:* Thick Skin (AP 1, no Skill Penalty)

## Sabretooth Cat

The sabretooth cat is a prowler of the more remote areas, found in almost any terrain but preferring open plains. They are a stalking horror that can smell blood on the wind a half-mile away, padding through the undergrowth in search of suitable prey to bring down with their sharp claws and enormously oversized fangs.

A common sabretooth dwarfs the largest of common great cats in size and strength. Easily as large as some warhorses, a sabretooth is powerful enough to lay low seasoned warriors with single swipe of their wide-clawed paw or kill something as large as a mammoth with their deep-cutting teeth. When a sabretooth cat has chosen to make prey of a target, only the killing of the cat can hope to save the life it has targeted.

Sabretooth cats are generally brown or tan in colour, bearing rather short fur that gathers into a small mane that runs down the back of its neck to its bulging shoulders. A short tail that ends in a tuft of fur helps give the cat balance when it is climbing or leaping, but it is far more at home on the ground than in a tree or outcropping.

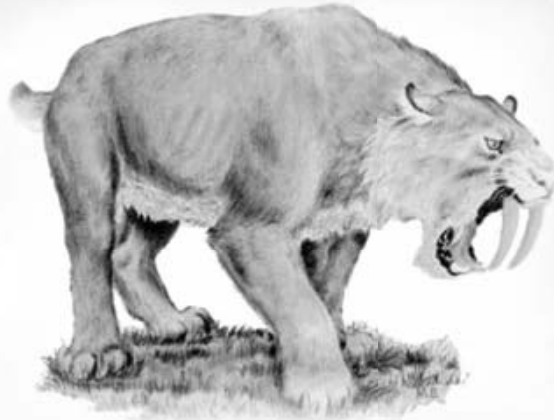
Usually they can be found in small packs of up to a half dozen animals, but lone bachelor males are also frequently encountered.

### Characteristics

STR	4D6+18	(32)
CON	2D6+10	(17)
DEX	2D6+10	(17)
SIZ	4D6+12	(26)
INT	4	(4)
POW	2D6+6	(13)
CHA	2	(2)

### Sabretooth Cat Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	1/9
3 – 4	Left Hind Leg	1/9
5 – 7	Hindquarters	1/10
8 – 10	Forequarters	1/10
11 – 13	Right Front Leg	1/9
14 – 16	Left Front Leg	1/9
17 – 20	Head	1/9



### Weapons

Type	Weapon skill	Damage
Bite	70%	2D6+1D12
Claw	55%	1D6+1D12
Fang Rip	Special	5D6

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 6m

*Traits:* Night Sight, Paired Attack (Bite to Fang Rip)

*Skills:* Acrobatics 45%, Athletics 65%, Dodge 50%, Perception 65%, Resilience 60%, Stealth 50%, Survival 30%, Tracking 50%

*Typical Armour:* Thick Skin (AP 1, no Skill Penalty)

## Savanger (Bloodbird)

The savanger is a very distinct predatory sea-bird that lives on the coastal shores where their primary food source – seals – can be found. The savanger is an agile, crane-like bird that gets its nickname from the swelling blood sacs it has at the underside of its long, sharp beak. The savanger is actually a communal hunter, travelling in small packs to surround its prey in order to maximise the number of blood-sucking strikes they can achieve on a single target.

The savanger is a skinny, two metre tall bird with black and white feathers. It has greenish-pink legs and a narrow, black, needle-sharp beak as long as a man's sword. Their wings tend to be larger than a common

bird their size, which are designed to give them lift when bloated with food.

When a savanger attacks a victim it does so with rapid beak-strikes in order to punch through any armour the target might have, getting to its blood supply. Once a savanger has positioned its beak in a place to begin to fill its blood sacs it does so rapidly, incapacitating the victim while the bloodbird feeds at its leisure.

The 'Neck' hit location of a savanger has all of the same rules for suffering Wounds as the 'head' location.

### Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	4D6+6	(21)
SIZ	4D6	(15)
INT	4	(4)
POW	2D6	(7)
CHA	2	(2)

### Savanger Hit Locations

D20	Hit Location	AP/HP
1 - 2	Right Leg	-/6
3 - 4	Left Leg	-/6
5 - 9	Body	-/8
10 - 12	Right Wing	-/6
13 - 15	Left Wing	-/6
16 - 18	Neck	-/5
19 - 20	Head	-/6

### Weapons

Type	Weapon skill	Damage
Beak	65%	1D4+1D2

### Special Rules

- Combat Actions:* 4
- Strike Rank:* +12
- Movement:* 4m, 10m when flying
- Traits:* Blood Drain (1D3 hit points/Combat Action)
- Skills:* Athletics 70%, Perception 60%, Survival 35%, Tracking 38%
- Typical Armour:* None



## Sea Lion

A larger relative of a common seal, the sea lion is generally as large as a man and the males can weigh nearly three times as much. . A bull seal lion is a powerful foe in or out of the water, as the sheer muscle required to propel them through the water make them a dangerous foe while their thick layer of blubber keep them from true harm.

A single sea lion is very intelligent, able to be trained rather easily, and is very loyal to anyone it makes a bond with. They can become very defensive though, of anyone they consider part of their 'family', attacking new faces to try and come too close to their trainer or owner. This instinctive defensiveness and their reliance on bodies of saltwater make them perhaps not the most suitable of companions.

Merfolk of all types use the largest breeds of sea lion to create fantastic shoreline pets and guardians. When an intruder draws near to the sea lion's territory, the entire pride will begin to roar and bark at them - a sound which carries well underwater to reach merfolk scouts (+10% to Perception). Should the intruder not

leave in the wake of this cacophony, a show of force from several sea lion bulls is likely, advancing rapidly to attack with their sharp-toothed muzzles.

Female sea lions outnumber the numbers of males in their colonies, with up to a dozen in each males' harems. The constant fighting for mates keeps the numbers of males down to this low figure, as after several successful breeding seasons most males will have suffered extensive injuries whilst protecting their territory from unattached competitors. The statistics for females follow those of the males to reflect their smaller size and strength.



**Characteristics**

STR	4D6+6	(3D6)	(20 or 11)
CON	3D6		(11)
DEX	2D6+6		(13)
SIZ	4D6+12	(2D6+9)	(26 or 16)
INT	5		(5)
POW	3D6		(11)
CHA	5		(5)

**Sea Lion Locations**

D20	Hit Location	AP/HP
1 – 2	Right Hind Flipper	2/6 or 4
3 – 4	Left Hind Flipper	2/6 or 4
5 – 7	Hindquarters	2/9 or 7
8 – 10	Forequarters	2/9 or 7
11 – 13	Right Front Flipper	2/6 or 4
14 – 16	Left Front Flipper	2/6 or 4
17 – 20	Head	2/8 or 6

**Weapons**

<i>Type</i>	<i>Weapon skill</i>	<i>Damage</i>
Bite	40%	1D3+1D10 or 1D3+1D2

**Special Rules**

- Combat Actions:* 3
- Strike Rank:* +9
- Movement:* 2m, 6m when swimming
- Traits:* Excellent Swimmer
- Skills:* Athletics 50% (80%), Dodge 40%, Perception 60%, Survival 35%
- Typical Armour:* Thick Skin and Blubber (AP 2, no Skill Penalty)

**Seal**

The most numerous of coastal mammals, seals live in huge pods along the oceanfront in numbers that sometime exceed the hundreds. They are excellent swimmers and hunt fish and small oceanic birds, making a quick meal out of a loon or a mackerel before quickly returning back to the safety of the shore.

There are many types of seals, mostly differentiated by the colour of their coats. Their coats are silky and warm; making them targeted by hunters anywhere they can be found. Seals have strong jaws filled with small but pointed teeth that are built for gripping their meal while they swim, and nostrils that can close to keep the water out. They have short and stubby flippers that are powerfully muscled to propel them through the ocean currents, hopefully to get them to their food and away from their predators.

**Characteristics**

STR	3D6	(11)
CON	3D6	(11)
DEX	2D6+8	(15)
SIZ	2D6+4	(11)
INT	5	(5)
POW	2D6+6	(13)
CHA	6	(6)

### Seal Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Flipper	1/4
3 – 4	Left Hind Flipper	1/4
5 – 7	Hindquarters	1/6
8 – 10	Forequarters	1/6
11 – 13	Right Front Flipper	1/4
14 – 16	Left Front Flipper	1/4
17 – 20	Head	1/5

### Weapons

Type	Weapon skill	Damage
Bite	40%	1D3

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 2m, 8m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 60% (90%), Dodge 45%, Perception 45%, Resilience 50%, Survival 50%

*Typical Armour:* Thick Skin and Blubber (AP 1, no Skill Penalty)



## Seal, Agira (Lion Seal)

A strange play on nature, the agira seal is what one might think of when someone thinks of a literal ‘sea lion’. Created by the machinations of the gods of nature and the sea, this creature is a powerful shoreline predator with the head and shoulders of the savannah great cat and the body of an oversized seal. It roams in voracious packs like a pride of true lions, swimming up and down the coastline in search of prey.

A lighter tan in coat than most seals and sea lions, the mane of an agira seal is almost always a golden or reddish blonde. When shooting through the water in their groups of five to six individuals, their golden manes look like streaks of sunlight in the saltwater spray as they leap in and out of the surface to gain speed. There is little that can survive the rapid-momentum bite that an agira seal can lay into a target when swimming at top speed, breaking bones from the impact as much as tearing flesh with the oversized teeth.

Even merfolk try to steer clear of packs of agira seals if they can help it. The lion seals are bold and daring

in large groups; able to take down armed warriors with hit and run pack tactics if they can get one alone. Their primary food source are normally small seals and unfortunate coastal waders, picking off whatever they want from the waves or chasing them ashore if they are forced to do so. There is not much that can deter a lion seal; they are mostly fearless except in the presence of the deadly orca, which even they know can crush them quickly into a bloody pulp.

Lion Seals are antagonistic to almost all other forms of life in Glorantha’s seas, and this feeling is reciprocated. This dates back to their creation, since they were originally creatures of the land that fled to the sea to escape the Great Flood and are not descended from Tholaina.

### Characteristics

STR	6D6+12	(33)
CON	3D6+6	(17)
DEX	2D6+4	(11)
SIZ	5D6+12	(30)
INT	5	(5)
POW	3D6	(11)
CHA	4	(4)

### Agira Seal Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Flipper	2/9
3 – 4	Left Hind Flipper	2/9
5 – 7	Hindquarters	2/11
8 – 10	Forequarters	3/11
11 – 13	Right Front Flipper	2/9
14 – 16	Left Front Flipper	2/9
17 – 20	Head	3/10

### Weapons

Type	Weapon skill	Damage
Bite	65%	1D8+2D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 2m, 6m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 50% (80%), Dodge 35%, Perception 55%, Survival 45%, Tracking 55%

*Typical Armour:* Thick Skin and Blubber (AP 2, no Skill Penalty); Thick Mane (AP 3, no Skill Penalty)

## Seal, Kar (Elephant Seal)

The kar seal is a massive oceanic mammal that lives in small numbers along the coast of northern Kralorela and Koromandol. This elephant-headed seal spends most of its life in the shallows of the beach digging for clams and crabs with its tusks, plucking them up quickly with its dextrous trunk to be smashed by the kar seal's broad, flat teeth. They can be seen sunning themselves between grazing the tides, but will quickly crawl to the sea if threatened.

Larger than the largest draft horse by far and even dwarfing a normal walrus in comparison, the kar seal can reach lengths of over four metres and a weight of over two tons. They have the dark grey head of an elephant atop the brownish-grey body of a giant walrus, giving them a deadly pair of tusks turned outward to attack with and a flexible trunk to grab and manipulate with. Although rather ponderous and awkward on land, the kar seal is remarkably graceful in the water.

If a lone kar seal is encountered it will almost assuredly flee to the water, where it has a much higher degree of manoeuvrability and survivability. If cornered or defending the young in their herd, a kar seal will gladly stand its ground in or out of water. A bull kar seal is a deadly opponent to face, and those few communities that seek them out to hunt them for their blubber skin and ivory tusks are running a great risk.

A kar seal inflicts 1D10+2D8 damage when it uses its Tusk attack as part of a charge.

### Characteristics

STR	5D6+20	(38)
CON	3D6+8	(19)
DEX	2D6+2	(9)
SIZ	5D6+18	(36)
INT	5	(5)
POW	3D6	(11)
CHA	4	(4)

### Kar Seal Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Flipper	3/10
3 – 4	Left Hind Flipper	3/10
5 – 7	Hindquarters	3/12
8 – 10	Forequarters	3/12
11 – 12	Right Front Flipper	3/10
13 – 14	Left Front Flipper	3/10
15 – 17	Trunk	3/9
18 – 20	Head	3/10





## Weapons

Type	Weapon skill	Damage
Trunk	60%	Grapple
Tusk	55%	1D10+1D8

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 2m, 6m when swimming

*Traits:* Excellent Swimmer

*Skills:* Athletics 45% (75%), Perception 45%, Resilience 58%, Survival 55%

*Typical Armour:* Thick Skin and Blubber (AP 3, no Skill Penalty)

## Sedrali (Dog-Man)

The sedrali dog-men are rather unique in the fact that their genders are drastically physically different. Created during the Great Darkness because of a race of dogs joined with a race of humans in order to survive, the sedrali had to mix their two species. By combining the superior instincts of dogs with the intellect of humans they managed to survive and can now be found in the forests of Ralios, where they are friends with the elves.

The male sedrali, who had to hunt and fight against the Wolf Alliance who were hounding them, kept their human body in order to wield weaponry but kept the head of the hound to retain its bite and animal senses. The females instead kept only their human heads to be the messengers and communicators for the sedrali, running on the hound's legs their husbands did not take. Together the two genders are both a whole human and a whole hound, making the race strong as one.

The sedrali have a longstanding respect for Darkness due to their origins within it, but they have never shaken their fear of wolves.

### Characteristics (Male)

STR	2D6+3	(10)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	2D6+1	(8)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6	(7)



### Sedrali (Male) Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/5
4 – 6	Left Leg	-/5
7 – 9	Abdomen	-/6
10 – 12	Chest	-/7
13 – 15	Right Arm	-/4
16 – 18	Left Arm	-/4
19 – 20	Head	-/5

### Characteristics (Female)

STR	2D6+3	(10)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	2D6	(7)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6	(7)

### Sedrali (Female) Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	-4
3 – 4	Left Hind Leg	-4
5 – 7	Hindquarters	-5
8 – 10	Forequarters	-5
11 – 13	Right Front Leg	-4
14 – 16	Left Front Leg	-4
17 – 20	Head	-5

### Weapons

Type	Weapon skill	Damage / AP
Bite (Male)	45%	1D4-1D2
Claw (Female)	45%	1D4-1D2
Dagger (Male)	50%	1D4+1-1D2 / 4
Shortspear	45%	1D8-1D2 / 2

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +11  
*Movement:* 4m, 8m (Female)  
*Traits:* Night Sight  
*Skills:* Athletics 40%, Dodge 48%,  
 Lore (Animal) 55%, Stealth 50%,  
 Tracking 75%

*Typical Armour:* None

## Skeletons, Inhuman

The statistics listed in *RuneQuest: Monsters* for Skeleton were designed with a common human skeleton in mind, but there are many other body frames and skeletal structures that can be animated into these undead creatures. When these other skeletons are raised and animated they have different strengths and weaknesses than the commonplace one listed there. Although these other skeletons have their own types of statistics, they must still follow the basic rules of all skeletons.

Inhuman skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Because of this, attempts to control an inhuman skeleton's mind or influence its personality will automatically fail. Inhuman skeletons are also immune to disease, fatigue, poisons and to damage from weapons that cause Impaling critical hits, although an attacker's Damage Modifier will still cause damage nonetheless.

The following entries detail the statistics of five inhuman species being turned into animated skeletons. To create a different type of skeleton use the following modifiers, each refers to part of the original statistics for an alive example of that creature:

### Characteristics

STR Change 1D6 to +6  
 CON Reduce by 2D6, or 1D6+6 to 1D6  
 DEX Remains the same  
 SIZ Reduce +6 to +1D6  
 INT 0  
 POW 0  
 CHA 0

*Example: A human has 3D6 STR, to convert to a skeleton 1D6 will be changed to +6, giving a skeletal human 2D6+6 STR. He will have 3D6 CON, so this will be reduced by 2D6 to 1D6. A Humans SIZ is 2D6+6, change the +6 to +1D6, making the new SIZ statistic 3D6. DEX stays the same at 3D6, and INT, POW and CHA are all 0.*

## Broo Skeleton

The broo are some of the most commonly battled forces, the foot soldiers of Chaos leave behind the most hideous of corpses behind when they are killed. If someone can work up the courage to strip the diseased flesh and organs from the broo, they can use the bones to build these animated monsters – even if the taint of Chaos can never be stripped from their bones. Due to their chaotic nature it is not unknown for strange effects to occur when creating undead from their corpses, most simply destroy them by burning and rely on other sources for skeletons, however Chaotic beings will not hesitate to use broo skeletons.

### Characteristics

STR 1D6+12 (16)  
 CON 2D6 (7)  
 DEX 3D6 (11)  
 SIZ 2D6+6 (13)  
 INT 0 (0)  
 POW 0 (0)  
 CHA 0 (0)

### Broo Skeleton Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	5/4
4 – 6	Left Leg	5/4
7 – 9	Abdomen	5/5
10 – 12	Chest	5/6
13 – 15	Right Arm	5/3
16 – 18	Left Arm	5/3
19 – 20	Head	5/4

### Weapons

Type	Weapon skill	Damage / AP
Club	50%	1D6+1D2 / 2
Head Butt	50%	1D6+1D2
Target Shield	20%	1D6+1D2 / 8

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +6

*Movement:* 4m

*Traits:* Chaotic Aura, Dark Sight, Night Sight

*Skills:* Athletics 35%

*Typical Armour:* Skeletal (AP 5, no Skill Penalty)

## CENTAUR SKELETON

Made from the thick bone structure of the half-equine beastmen, centaur skeletons are surprisingly fast undead cavalry soldiers for those who can build and animate them. Stronger, faster and tougher than a normal skeleton, centaur skeletons are a powerful asset to their controlling necromancer.

### Characteristics

STR	2D6+12	(19)
CON	1D6	(4)
DEX	3D6+3	(14)
SIZ	5D6+6	(24)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

### Centaur Skeleton Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	6/6
3 – 4	Left Hind Leg	6/6
5 – 6	Hindquarters	6/6
7 – 8	Forequarters	6/6
9 – 10	Right Front Leg	6/6
11 – 12	Left Front Leg	6/6
13 – 14	Chest	6/8
15 – 16	Right Arm	6/5
17 – 18	Left Arm	6/5
19 – 20	Head	6/6

### Weapons

Type	Weapon skill	Damage / AP
Kick	20%	1D6+1D8
Lance	30%	1D10+1D8 / 2
Long Bow	60%	2D8+1D6
Target Shield	20%	1D6+1D6 / 8
War Sword	30%	1D8+1D6 / 4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +7

*Movement:* 6m

*Traits:* Dark Sight, Night Sight

*Skills:* Athletics 45%

*Typical Armour:* Skeletal (AP 6, no Skill Penalty)

## DARK TROLL SKELETON

Dangerous to acquire but more dangerous to stand against, the skeleton of a full-blooded troll can be made into the most stalwart of creations. Large, strong and far tougher than most other skeletons, an animated troll skeleton is a juggernaut of bone and dark magic. Many trolls, especially the worshippers of the fierce Zorak Zoran, see being animated as a way to continue their service to their fellow trolls, making troll skeletons fairly common in their lairs and strongholds.

### Characteristics

STR	2D6+12	(19)
CON	1D6	(4)
DEX	3D6	(11)
SIZ	4D6+3	(17)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

**Troll Skeleton Hit Locations**

D20	Hit Location	AP/HP
1 – 3	Right Leg	8/5
4 – 6	Left Leg	8/5
7 – 9	Abdomen	8/6
10 – 12	Chest	8/7
13 – 15	Right Arm	8/4
16 – 18	Left Arm	8/4
19 – 20	Head	8/5

**Weapons**

Type	Weapon skill	Damage / AP
Club	40%	1D6+1D6 / 2
Great Hammer	30%	1D10+3+1D6 / 3
Kite Shield	20%	1D6+1D6 / 10

**Special Rules**

- Combat Actions:* 2
- Strike Rank:* +6
- Movement:* 4m
- Traits:* Dark Sight, Night Sight
- Skills:* Athletics 35%
- Typical Armour:* Enhanced Skeletal (AP 8, no Skill Penalty)

**Duck Skeleton**

Although unlikely for most necromancers to ever care enough about the diminutive avians to animate their remains, ducks can make surprisingly useful skeletal servants. They are small and dextrous creations that are often overlooked until they slip right up and stick a dagger between their controller's enemy's ribs.

**Characteristics**

STR	1D6+9	(13)
CON	2D6	(7)
DEX	2D6+6	(13)
SIZ	2D6	(7)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

**Duck Skeleton Hit Locations**

D20	Hit Location	AP/HP
1 – 3	Right Leg	5/3
4 – 6	Left Leg	5/3
7 – 9	Abdomen	5/4
10 – 12	Chest	5/5
13 – 15	Right Arm	5/2
16 – 18	Left Arm	5/2
19 – 20	Head	5/3



### Weapons

Type	Weapon skill	Damage / AP
Buckler	30%	1D4-1D2
Dagger	40%	1D4+1-1D2 / 4
Shortsword	40%	1D6-1D2 / 3
Sling	50%	1D6-1D2

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +6  
*Movement:* 3m  
*Traits:* Dark Sight, Night Sight  
*Skills:* Athletics 25%, Stealth 35%  
*Typical Armour:* Skeletal (AP 5, no Skill Penalty)

## Minotaur Skeleton

One of the hardest whole skeletons to acquire, a minotaur makes one of the toughest and most aggressive animated skeletons a necromancer can assemble. They are huge and powerful undead engines of destruction that excel at forward assaults. A minotaur skeleton can be perfect for tearing apart any obstacle in its controller's way.

### Characteristics

STR	2D6+18	(25)
CON	1D6+6	(10)
DEX	3D6	(11)
SIZ	4D6+6	(20)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

### Minotaur Skeleton Hit Locations

D20	Hit Location	AP/HP
1 - 3	Right Leg	6/6
4 - 6	Left Leg	6/6
7 - 9	Abdomen	6/7
10 - 12	Chest	6/8
13 - 15	Right Arm	6/5
16 - 18	Left Arm	6/5
19 - 20	Head	6/6

### Weapons

Type	Weapon skill	Damage / AP
Great Axe	30%	2D6+2+1D8 / 3
Head Butt	45%	1D6+1D8

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +6  
*Movement:* 4m  
*Traits:* Dark Sight, Night Sight  
*Skills:* Athletics 45%  
*Typical Armour:* Skeletal (AP 6, no Skill Penalty)

## Slime Deer

One of the strangest creatures native to Glorantha, the slime deer is a corrupted creature of Chaos. Descended from a deer god that turned to Chaos they exist to spread the taint of Chaos and these horrific aberrations run across the grasslands and wooded areas in small herds of six to ten always on the lookout for regular deer to corrupt. Slime deer are hideous animals but thankfully not the most mighty of foes.

A slime deer is a yellowish green woodland deer with mottled brown spots and an utterly boneless head 'sac' that hangs limply from its muscular neck. This sac has swollen and clouded eyes bulging from the sides, limp ears that twitch slightly in the presence of alarming sound, and a puckered opening that serves as the creature's mouth. The sac sashes with a thick gelid mass inside, like a bulbous tumour growing from the slime deer's body. Unless Chaos has gifted it further, this is the only difference between the slime deer and a common lowland deer.

Slime deer roam in small herds to seek out normal deer to somehow corrupt into more slime deer. It is unknown how this occurs, but everywhere a slime deer herd goes the deer population transforms soon after. It is unknown whether slime deer breed naturally or whether this corruption process is the only method of propagation they have.

Slime deer attack by squirting the acidic contents of their head sac at a target. This acid has a range of 3 metres and strikes 1D3 hit locations when it is not dodged or parried with a shield. The attack inflicts 1D6 acid damage to every location struck. If this area is armoured by a piece of equipment (or blocked by a shield) the equipment suffers the damage directly to its AP rating permanently, destroying it when it reaches 0. A slime deer can use this attack once every three Combat Rounds.

Due to the lack of a brain in the head sac of a slime deer, taking a Major Wound to the head sac hit location will not automatically kill the creature. It will blind it and remove its acid attack, but it will only count as any other limb for Wound purposes. All head sacs have two hit points, no matter how high a particular characteristic may be in any given slime deer, and do not take damage from blunt or piercing weapons, only slashing ones (axes, swords and so on).

### Characteristics

STR	2D6+2	(9)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	3D6+4	(15)
INT	4	(4)
POW	2D6	(7)
CHA	2	(2)

### Slime Deer Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	2/6
3 – 4	Left Hind Leg	2/6
5 – 8	Hindquarters	2/7
9 – 11	Forequarters	2/7
12 – 14	Right Front Leg	2/6
15 – 17	Left Front Leg	2/6
18 – 20	Head Sac	2/2

### Weapons

Type	Weapon skill	Damage
Acid Spray	65%	Special
Hooves	50%	1D4

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +11  
*Movement:* 8m  
*Traits:* Chaotic Aura, Chaotic Feature (1D3–1), Night Sense  
*Skills:* Athletics 70%, Dodge 50%, Perception 55%, Survival 40%  
*Typical Armour:* Thick Skin (AP 2, no Skill Penalty)

### Snagarl (Sea Wolf)

A strange combination of two of the most deadly predators the world harbours, one from the land and the other the sea, and their instinct is sharper than both. They came about during the Darkness, the result of a conflict between wolves and sharks, where the losers swore to bear the victors' offspring.

A single snagarl is a deadly creature that reaches up to three metres in length and lives solely underwater, although it is capable of dragging itself across land slowly for several minutes. It has the general body layout of a common bull shark, but the head and fore



body of a large grey wolf. Its strong forelegs end in sharp claws that have not been dulled due to walking, and its muzzle tends to be slightly longer and thinner than a normal wolf's.

Drawing its legs up under it when it barrels through the water, a snagarl tries to stay as streamlined as possible for fast and fatal assaults. It is only in extreme circumstances that a snagarl will ever use its claws in attack. A snagarl has a keen sense of smell that it uses to locate prey on the coast or surface, this ability is unusable underwater, and will likely to pursue some wounded targets onto land for a short way if they think their meal is still attainable.

Malasps often use trained and specially bred snagarl as hunting and attack animals, tasks for which they are ideally suited.

For every consecutive Combat Action the snagarl swims in straight-line movements toward a target it may add +1 to the damage dice of its Bite attack after the eventual charge action, up to a maximum of +3.

### Characteristics

STR	3D6+10	(21)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	3D6+8	(19)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

### Snagarl Hit Locations

D20	Hit Location	AP/HP
1 – 4	Tail	4/7
5 – 8	Rear Body	4/8
9 – 14	Forequarters	2/9
15	Right Foreleg	2/6
16	Left Foreleg	2/6
17 – 20	Head	2/7

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D2+1D6
Claw	60%	1D4+1+1D6

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 2m, 8m when swimming

*Traits:* Excellent Swimmer, Night Sight

*Skills:* Athletics 55% (85%), Perception 60%, Resilience 45%, Survival 40%, Tracking 65%

*Typical Armour:* Thick Skin (AP 4, no Skill Penalty); Fur (AP 2 on head, forelegs and forequarters, no Skill Penalty)

### Snatching Daemon

These frightening creatures are called 'jukhar' by Gloranthan demonologists and scholars, and are thought of as the guardians of Hell itself. Spawned and released into the world during the Great Darkness, the jukhar and other darkness minions swarmed over the world until they were banished away by the return of Yelm, the result of the Lightbringer's Quest.

A single jukhar is a horrifying creature to behold. Covered in black rubbery flesh and taller than a man, the daemon stands on thick avian-like legs that end in savage talons. It has four muscular arms sprouting from its shoulders and sides that end in powerful, three-fingered hands tipped with long claws and ridged in spurs. A long, lashing tail covered in dense, bony barbs is constantly swaying behind a jukhar to help it keep its balance. The most memorable feature of the daemon is its head – smooth, domed and nearly bisected by a multi-rowed maw of sharp teeth under an orange swirl of colour that replaces all other facial features. It has no eyes, ears or tongue at all, just an eerie sense for anything in its vicinity.

As inhabitants of Hell they can be summoned forth by those who deal with such things, most frequently creatures associated with darkness. Normally they run in large packs led by a powerful individual and spend their time fighting off intruders and hunting down those who would escape Hell, being extremely diligent in carrying out their tasks.

Snatching daemons are utterly blind so they cannot be fooled through invisibility or the Stealth skill by any target within the range of their Dark Sense.

The jukhar also have the innate ability to 'see' the weakness of any given target they look upon with their



swirling patterned face. This translates to a penalty equal to the snatching daemon's POW to any Dodge or Parry attempts made by a foe against the daemon's attacks.

### Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+12	(19)
INT	2D6+4	(11)
POW	3D6	(11)
CHA	1D6+2	(6)

### Snatching Daemon Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tail	4/6
3 – 4	Right Leg	4/6
5 – 6	Left Leg	4/6
7 – 8	Abdomen	4/7
9 – 10	Chest	4/8
11 – 12	Lower Right Arm	4/5
13 – 14	Lower Left Arm	4/5
15 – 16	Upper Right Arm	4/5
17 – 18	Upper Left Arm	4/5
19 – 20	Head	4/6

### Weapons

Type	Weapon skill	Damage / AP
Bite	50%	1D10+1D6
Claw	75%	1D6+1D6 / 3
Net	80%	Grapple
Rake	65%	1D6+1+1D6
Shortsword	65%	1D6+1D6 / 4
Tail	60%	1D8+1D6 / 6

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 4m

*Traits:* Disease Immunity, Dark Sense, Formidable Natural Weapons, Paired Attack (Claw to Claw), Poison Immunity

*Skills:* Athletics 75%, Dodge 42%, Evaluate 65%, Influence 50%, Perception 45%, Resilience 48%, Stealth 25%, Tracking 65%

*Typical Armour:* Rubbery Hide (AP 4, no Skill Penalty)

### Sons of Sh'kaharzeel

These are dragon spirits who exist only on the Hero Plane. They resemble small dragons but they have bones of earth and wings of cloud and their eyes are burning stars.

### Characteristics

STR	6D6+3	(24)
CON	4D6+6	(20)
DEX	3D6	(11)
SIZ	3D6+8	(19)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6+6	(13)



### Sons of Sh'kaharzeel Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	4/9
3-4	Right Hind Leg	4/9
5-6	Left Hind Leg	4/9
7-8	Hindquarters	4/10
9-10	Forequarters	4/10
11-12	Right Wing	4/8
13-14	Left Wing	4/8
15-16	Right Front Leg	4/9
17-18	Left Front Leg	4/9
19-20	Head	4/9

### Weapons

Type	Weapon skill	Damage / AP
Bite	60%	1D8+1D12

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +11

*Movement:* 8m (flying)

*Traits:* Night Sight, Breathe Fire (1D6)

*Skills:* Athletics 70%, Dodge 30%, Persistence 40%, Resilience 60%

*Typical Armour:* Mythic Dragonhide(AP 4, no Skill Penalty)

### Sprite (Faerie, Pixie)

The most diminutive of the aldryami, sprites are flying humanoids that rarely reach a more than 10 centimetres in height. They are connected to flowers and herbs in the same way as elves are connected to trees, and the colours of their wings reflect the plants they are associated with.

There are sprites for every flower and herb, and their visual beauty is staggering to behold. Beyond the wonder of their creation and physical attractiveness, sprites have sinewy limbs and angular features that make them seem somewhat primal.

Sprites generally rely on their flight and small size to keep them out of trouble, only falling upon the use of violence when all else fails. They are generally good-natured beings, but they will protect their territories and friends fiercely.

These flying plant beings largely exist to pollinate flowers. By all logic they should be even less intelligent than runners due to their reduced size and utility. Nonetheless they seem nearly fully intelligent, though some Aldryami claim this is a recent change that came about in the Gray Age or Dawn Age. Some of the sprites that may be encountered are extremely impish. It is not uncommon for those that encounter them to be injured by their 'pranks', although the creatures do not appear to be malicious.

Sprites are born integrated with a Plant Rune, have a +10% bonus to their Runecasting (Plant) skill, and are always considered to be holding that rune for casting purposes. When a sprite is killed there is a % chance equal to its POW that its corpse will become a Plant Rune to be integrated. This can be a gruesome sight for elves and other sprites, as it never stops looking like a sprite's corpse!

They can turn invisible at will, although this requires all their attention, so they will be unable to attack or cast spells whilst invisible.



## Characteristics

STR	1D3	(2)
CON	3D6	(11)
DEX	4D6+1	(15)
SIZ	1	(1)
INT	3D6	(11)
POW	2D6+8	(15)
CHA	4D6	(14)

## Sprite Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Leg	-3
3 – 4	Left Leg	-3
5 – 7	Abdomen	-4
8 – 11	Chest	-5
12 – 13	Right Arm	-2
14 – 15	Left Arm	-2
16	Upper Right Wing	-2
17	Upper Left Wing	-2
18	Lower Right Wing	-2
19	Lower Left Wing	-2
20	Head	-3

## Weapons

Type	Weapon skill	Damage / AP
Dagger	60%	1D4+1-1D8 / 4
Short Bow	75%	1D8-1D8

## Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 2m, 4m when flying

*Traits:* Life Sense

*Skills:* Athletics 42%, Craft (alchemy) 75%, Dodge 68%, Lore (Plant) 75%, Perception 55%, Runecasting (Plant) 75%, Stealth 85%

*Typical Armour:* None

## Storm Tiger

These wondrous beasts have flown magically from cloud to cloud since the Darkness, lurking within the crackling storms like their jungle cousins would do in the trees and grasses.



A storm tiger is not that much physically different than a common jungle tiger, except for its natural ability to fly and the cloud patterns to its stripes. They mostly hunt other aerial creatures, rarely coming to earth. Their claws are shining and very sharp from running on air instead of soil, slicing through flesh like a paw full of razors.

They swoop down from their perches in the clouds to drive like a six hundred pound ram into their targets, slicing them to ribbons and crushing bones in their long-fanged jaws. They are to be found amongst the Shanshan mountains and shamans are known to call them down from time to time.

## Characteristics

STR	5D6+15	(33)
CON	3D6+3	(14)
DEX	3D6+6	(17)
SIZ	5D6+12	(30)
INT	5	(5)
POW	2D6+6	(13)
CHA	5	(5)

### Storm Tiger Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	2/9
3 – 4	Left Hind Leg	2/9
5 – 7	Hindquarters	2/10
8 – 10	Forequarters	2/10
11 – 13	Right Front Leg	2/9
14 – 16	Left Front Leg	2/9
17 – 20	Head	2/9

### Weapons

Type	Weapon skill	Damage
Bite	65%	1D10+2D6
Claw	75%	1D8+1+2D6

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +11

*Movement:* 6m, 8m when flying

*Traits:* Diving Strike, Immunity to Electricity, Night Sight

*Skills:* Acrobatics 45%, Athletics 75%, Dodge 35%, Perception 65%, Resilience 45%, Stealth 55%, Survival 45%, Tracking 40%

*Typical Armour:* Hide (AP 2, no Skill Penalty)

## Stranglekelp

Growing in long forests along the ocean floor, stranglekelp is a vicious carnivorous plant that feeds by grasping animals that swim by and dragging them down to their eventual demise at the roots of the kelp. It is there that the animal will eventually decay, providing nutrients for the plants. These forests of seaweed can stretch for dozens of metres along the sandbars and shallows of the sea, making those waters treacherous to swim.

Stranglekelp is actually a colony plant of many frond stalks, each one reaching several metres in length from its bulbous root. It is wide and tape-like, with hundreds of tiny whipping protrusions along the fronds' edge. The plant is the colour of fresh milk, with the stalk darkening to a near grey at its base. If the stranglekelp is particularly well-fed it will have reddish streaks along its stalk, but they will fade to pink by the whipping tip of the fronds.



Anything that swims too near to the fronds of the stranglekelp is immediately attacked and ensnared, tangled up in the strong tendrils of fibrous plant matter and reflexively pulled down toward the bottom. Either by drowning air breathers or crushing water breathers, the stranglekelp kills its victims and holds them near to the roots to succumb to the saltwater and currents. Only when the body falls completely apart to nothing but bones will the plant unfurl its frond stalk again to sway gently in the tides, until it manages to catch another meal.

Anything struck by the stranglekelp's Fronds attack are automatically drawn 1m further toward the plant's roots, calling for opposed Athletics tests each round to attempt to get free. Up to six fronds can be found per square metre, destroying this many fronds will lead the plant to release its prey.

### Characteristics

STR	4D6+2	(16)
CON	3D6	(11)
DEX	1D6+2	(6)
SIZ	6D6	(21)
INT	0	(0)
POW	1D3	(2)
CHA	0	(0)

### Stranglekelp Hit Locations

D20	Hit Location	AP/HP
1 – 20	Fronde Stalk	2/8

### Weapons

Type	Weapon skill	Damage
Fronde	50%	1+1D6 plus grapple

### Special Rules

*Combat Actions:* 1  
*Strike Rank:* +4  
*Movement:* 0  
*Skills:* Athletics 55%, Resilience 30%  
*Typical Armour:* Flexible Fibres (AP 2, no Skill Penalty)

## Succubus (Incubus)

Chaos spirits called to flesh form by a horrible act of sexual perversion or violence (rape, incest and so on), the succubus – or incubus in its male aspect – is a wandering entity fuelled by the energies of physical lust. Taking on the gender of the wronged party, they materialise in the wake of the sexual act, immediately searching for their first conquest in the physical realm.

Once materialised the succubus seeks out the nearest male (or female in the case of an incubus) to attempt to seduce with their shapely bodies and lustful guises, falling back on their mystic abilities if need be. They get their victims to perform sexual acts with them, draining some of their life energies as they do so. The succubus will return nightly to continue the process until it or its target is destroyed. Succubus are brutally voracious and will take another lover every night if they are allowed to do so, only retreating back to the netherworld when it has been discovered by knowledgeable beings who might be able to destroy it.

Although a single succubus is a real threat to the men of a community, an incubus poses a completely different threat. Instead of simply draining the life force of any women it couples with, it also attempts to pass on its tainted seed in order to sow the world with monsters like lamia, ogres and gorgons. These pregnancies are painful and herald a vicious and bloody labour that will ultimately end in the death of the mother.

The succubus drains 1 point of CON from anything it has sexual relations with. This drain is unavoidable, permanent and accompanied by a greying of the hair and deepening of the facial features of the victim, and will reoccur with every subsequent visit.

The succubus has a hypnotising gaze attack that it uses against a single target when alone in order to ensure it will *cooperate* with the carnal duties the spirit has planned for them. Looking in the target's eyes, the succubus spends any number of Magic Points. The target must spend an equal or greater number of Magic Points immediately or automatically by charmed by the succubus' gaze. Anyone that is charmed in this way has a – 50% penalty to resist any Influence skill tests the succubus initiates against them. Those succeeding in throwing off the effects of the gaze can make an immediate Perception skill test at +10% to know that they were just targeted by strange and powerful emotion-magics.

### Characteristics

STR	5D6	(18)
CON	2D6+15	(22)
DEX	4D6	(14)
SIZ	Up to POW	(Varies, commonly 14)
INT	3D6+6	(17)
POW	2D6+12	(19)
CHA	2D6+18	(25)



### Succubus Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	-/8
4 – 6	Left Leg	-/8
7 – 9	Abdomen	-/9
10 – 12	Chest	-/10
13 – 15	Right Arm	-/7
16 – 18	Left Arm	-/7
19 – 20	Head	-/8

### Weapons

Type	Weapon skill	Damage
Fist	75%	1D3+1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +16

*Movement:* 4m

*Traits:* Chaotic Aura, Characteristic Drain (CON), Gaze Attack (active), Night Sight

*Skills:* Athletics 40%, Craft (seduction) 85%, Dodge 50%, Influence 90%, Lore (Animal) 45%, Stealth 45%

*Typical Armour:* None

## Titanothere

This ancient herbivore is a common sight on the Pamaltelan plains. It wanders and grazes the scrub in small herds protected by their large and imposing bull males. They are generally peaceful creatures that live quiet lives of feeding and migrating, but are capable of unleashing some very devastating attacks in defence of themselves and their herds.

A titanothere is six metres tall at its hairy shoulders, with a length of ten metres. It lumbers around on wide-toed feet, using its thick and muscular tail to swat flies off of its leathery haunches. Its great, concave skull ends with a massive fork of two flat horns. These wedge-like horns allow the beast to root in soil for tubers or knock over small trees to get at the foliage in their uppermost branches. They are also the titanothere's most vicious weapon, able to tear a man in two from just the sheer force behind them.

The statistics below are for a bull, cows are usually smaller (STR and SIZ only 6D6+20, only 4 AP on all locations). These animals will usually charge their opponents, before using their rear and plunge attack to finish them off.



## Characteristics

STR	6D6+30	(51)
CON	3D6+12	(23)
DEX	2D6	(7)
SIZ	6D6+30	(51)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

## Titanothere Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	5/13
3 – 4	Left Hind Leg	5/13
5 – 7	Hindquarters	5/14
8 – 10	Forequarters	5/14
11 – 13	Right Front Leg	5/13
14 – 16	Left Front Leg	5/13
17 – 20	Head	5/13

## Weapons

Type	Weapon skill	Damage
Head Butt	50%	1D10+2D12
Kick	40%	1D6+2D12
Rear & Plunge	30%	1D10+2D12

## Special Rules

*Combat Actions:* 2

*Strike Rank:* +5

*Movement:* 6m

*Traits:* Trample

*Skills:* Athletics 50%, Perception 55%,  
Resilience 60%, Survival 38%

*Typical Armour:* Thick Skin (AP 5, no Skill Penalty)

## Umbroli

The umbroli are essentially living winds. They can be found above all of Glorantha and come in a variety of sizes. The most powerful are gods, and great Orlanthi heroes and champions become umbroli upon their death.

An umbroli is utterly invisible to mundane senses, only truly able to be seen by the objects they move with them or with mystic sight. The umbroli can be summoned and controlled by servants of Storm or Air cults, making very useful allies, although they normally have very little to do with the affairs of men.

An umbroli can carry objects or other targets with a total SIZ/ENC equal to or less than the umbroli's STR. Additionally the presence of an umbroli automatically adjusts the local weather towards more windy and stormy. Depending on the size of the umbroli, a clear sky can become cool and breezy in an instant – or a sunny day could be transformed into a tornado!

Umbroli naturally fly at all times and cannot have this ability taken from them for any reason. They are the essence of motion and wind, and therefore must always move at least 1 metre in any direction with every Combat Action if they can.

A slain umbroli has a percentage chance equal to its POW to become an Air Rune when its body breaks apart.

Umbroli generally avoid combat, but combine their natural invisibility and immunity to physical attack together to help them survive the rare instances where they are forced into conflict. When they need to cause harm, an umbroli fights by hurling debris at its enemies. The skill in which the umbroli uses and the damage an average piece of debris will inflict is listed in the individual statistic blocks below.

Stronger umbroli also occasionally grab hold of the enemy and drag them up into the air to be dropped, hopefully crushing them with the impact upon the ground. A victim can resist being lifted by an umbroli with an opposed Athletics test. Alternatively, he may try to destroy the umbroli through damage before the wind daemon can lift him into the air. An umbroli can lift multiple targets by dividing its STR between them.

Umbroli do not suffer damage like normal creatures, instead they suffer damage to their POW Characteristic whenever they are injured by a magical source. This means that a single umbroli could thwart an army full of soldiers for years, but be laid low with a single swipe of a magical blade that finds their physical form.

There are four main types of umbroli – Breeze, Gust, Storm, and Gale – varied by their size and power. Although each type is essentially the same creature given a larger body and power scale, they have a great degree of difference between them.

## Breeze Umbroli

Breeze umbroli make excellent companions for Air or Storm Rune priests, and are one of the best messengers they have access to.

### Characteristics

STR	2D6	(7)
CON	2D6	(7)
DEX	4D6	(14)
SIZ	1D6	(4)
INT	3D6	(11)
POW	3D6	(11)
CHA	3D6	(11)

### Weapons

Type	Weapon skill	Damage
Hurled Debris	55%	1D6-1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 10m when flying

*Traits:* Disease Immunity, Echolocation, Immunity to Physical damage, Poison Immunity

*Skills:* Athletics 45%, Perception 55%, Persistence 65%, Stealth 150%

*Typical Armour:* None

## Gust Umbroli

These are the most common of umbroli to be interacted with, and are oftentimes recruited by the Storm cult Runelords to serve as invisible cavalry of a sort in their wars.

### Characteristics

STR	3D6+6	(17)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+6	(13)
INT	3D6	(11)
POW	4D6	(14)
CHA	3D6	(11)

### Weapons

Type	Weapon skill	Damage
Hurled Debris	75%	1D8

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 12m when flying

*Traits:* Disease Immunity, Echolocation, Immunity to Physical damage, Poison Immunity

*Skills:* Athletics 65%, Perception 75%, Persistence 68%, Stealth 100%

*Typical Armour:* None

## Storm Umbroli

Storm umbroli are the whipping winds during a summer thunderstorm or the force that drags the clouds across the sky. They are powerful, prideful and rarely come down to the surface of the world, unless a worthy foe presents itself.

### Characteristics

STR	5D6+12	(30)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	4D6+12	(26)
INT	3D6	(11)
POW	6D6	(21)
CHA	3D6	(11)

### Weapons

Type	Weapon skill	Damage
Hurled Debris	95%	1D10+1D12

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +13

*Movement:* 14m when flying

*Traits:* Disease Immunity, Echolocation, Immunity to Physical damage, Poison Immunity

*Skills:* Athletics 85%, Perception 85%, Persistence 72%, Stealth 80%

*Typical Armour:* None

## Gale Umbroli

The gale umbroli exist at the uppermost reaches of the world's sky in an effort to avoid the earthly realm completely. They are powerful beings that know the destruction they will bring when they come to the surface in the form of tornadoes and hurricanes, but will only do so when it is truly necessary.

## Vug (Ice Worm, Woolly Worm)

A large and menacing creature that lives in the frozen wastes, the vug tunnels through the ice of glaciers to create its lair. Occasionally they venture out from the ice and into the permafrost soil to hunt for live prey, making themselves a definite nuisance to any northern communities. The vug are drawn to the heat of potential prey, tunnelling up to the surface to claim their kill. Their frozen territory is not known for its high concentration of worthy food sources, making anything made of living meat – including a few travelling humanoids – a viable target for attack. The uzhim fear the predations of these creatures, and anything that would cause fear in the northern trolls is something truly formidable.

An individual vug is up to two metres wide and twelve-metres long, covered in a thick woolly fur, and ends in a white-scaled serpentine head. Its eyes are slitted like any other snakes, but instead of golden they are shining silver. Two rows of sword-length fangs fill the beast's tapered head, allowing it to slice chunks of flesh off of anything that it cannot get past its distending jaw.

The vug are one of the worst things to encounter in the frozen wastes. They rocket up from the icy underworld to surprise their prey, taking it into their jaws and hopefully puncturing it fatally before swallowing it down and moving on to the next. They are savage fighters that happily maim everything in sight before retreating back down into the icy ground or glacial tunnels, resurfacing to eat anything that it previously left to die above ground.

A vug tunnelling up from below to attack a target on the first round is considered to have a Stealth skill of 75%, which they lose as soon as they surface.



### Characteristics

STR	10D6+24	(59)
CON	4D6	(14)
DEX	4D6	(14)
SIZ	10D6+24	(59)
INT	3D6+6	(17)
POW	6D6+12	(33)
CHA	4D6	(14)

### Weapons

Type	Weapon skill	Damage
Hurled Debris	125%	2D8+3D10

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +16

*Movement:* 20m when flying

*Traits:* Disease Immunity, Echolocation, Immunity to Physical damage, Poison Immunity

*Skills:* Athletics 155%, Perception 98%, Persistence 120%, Stealth 50%

*Typical Armour:* None

### Characteristics

STR	6D6+20	(41)
CON	3D6+6	(17)
DEX	3D6	(11)
SIZ	8D6+20	(48)
INT	2	(2)
POW	3D6	(11)
CHA	2	(2)



### Vug Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	6/14
7 – 14	Body	6/15
15 – 20	Head	6/14

### Weapons

Type	Weapon skill	Damage
Bite	55%	1D10+2D10

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +7

*Movement:* 6m, 4m when burrowing

*Traits:* Burrower, Dark Sight, Immunity to Cold, Vulnerable to Fire/Heat

*Skills:* Athletics 65%, Perception 45%, Resilience 60%, Survival 40%

*Typical Armour:* Woolly Scales (AP 6, no Skill Penalty)

## Vuskarasas (Fox-woman)

A native creature to Kralorela, the vuskarasas is a magical shape changing being from the eastern realm, although a small number are now in Dragon Pass, slaves captured for Delecti and his experiments. These creatures go by several names, with the leading nomenclature being the simplest – fox-women.

The vuskarasas have two natural shapes that they can assume, fox and human. The ‘fox’ shape of a vuskarasas is actually a sort of mix of racoon and dog called a tanuki. It has a fluffy tail and silvery fur marked with brown ripples, walks on all fours, and watches the world with piercing blue eyes that display their cunning. In the human form the vuskarasas has the body of a lithe and seductive woman with exotic features and the tail of their fox form.

The fox-women are a magical species that always produce new fox-women in their wombs, so long as they mate with a male from any of the beast-men races (satyr, centaur and so on). Even though they spend most of their lives seducing men and abusing them sexually, they only seek out a potential mate once a year. The controlling of men is a game to the vuskarasas, but they take the reproduction of their species very seriously – and will gladly kill to ensure their survival.



Fox-women are powerfully magical beings that use stealth and trickery to do much of their influencing of others, but they also command strong divine or runic magic as well. A common vuskarasas will have 2D3 random runes integrated to them, and may well know several Divine Magic spells. They do not commonly resort to using combative magic, but are quite capable of doing so. Although they do not have much of a taste for combat in most cases, their natural instinct to flee danger or hide from it, but they are quite physically strong, agile and capable of adequately defending themselves.

### Characteristics (Human Form)

STR	3D6	(11)
CON	2D6+6	(13)
DEX	4D6	(14)
SIZ	2D6+6	(13)
INT	2D6+6	(13)
POW	4D6	(14)
CHA	4D6+6	(20)

### Vuskarasas (Vixen) Hit Locations

D20	Hit Location	AP/HP
1	Tail	-/5
2 – 3	Right Leg	-/6
4 – 5	Left Leg	-/6
6 – 8	Abdomen	-/7
9 – 11	Chest	-/8
12 – 14	Right Arm	-/5
15 – 17	Left Arm	-/5
18 – 20	Head	-/6

### Weapons

Type	Weapon skill	Damage / AP
Dagger	55%	1D4+1 / 4

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +14  
*Movement:* 6m  
*Traits:* Night Sight  
*Skills:* Acrobatics 55%, Athletics 50%, Dance 65%, Disguise 65%, Dodge 45%, Evaluate 65%, First Aid 45%, Influence 65% (85%), Lore (Animal) 75%, Lore (carnal arts) 85%, Perception 62%, Persistence 55%, Resilience 50%, Riding 40%, Stealth 50%, Streetwise 50%

### Characteristics (Fox Form)

STR	2D4+1	(6)
CON	2D6+6	(13)
DEX	4D6	(14)
SIZ	1D4	(3)
INT	2D6+6	(13)
POW	4D6	(14)
CHA	4D6+6	(20)

### Vuskarasas (Fox) Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	1/3
4 – 6	Left Hind Leg	1/3
7 – 9	Hindquarters	1/5
10 – 12	Forequarters	1/5
13 – 15	Right Front Leg	1/3
16 – 18	Left Front Leg	1/3
19 – 20	Head	1/4

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D3–1D4

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +14  
*Movement:* 8m  
*Traits:* Night Sight  
*Skills:* Acrobatics 62%, Athletics 60%, Disguise 65%, Dodge 55%, Evaluate 65%, First Aid 45%, Influence 65% (85%), Lore (Animal) 75%, Perception 68%, Persistence 55%, Resilience 55%, Stealth 65%, Streetwise 50%

*Typical Armour:* Hide (AP 1, no Skill Penalty)

## Whale, Sperm

A threat to shipping and sailing ships everywhere, sperm whales are utterly fearless and nearly unparalleled in strength and size amongst the sea's many creatures. Swimming through the depths for many hours at a time in search of giant squid to make a meal of, sperm whales sometimes come to the surface to plume huge gouts of seawater out of their blowholes and take a big breath before heading back down into the deep. These fifty-metre tall waterspouts are signs to sailors to avoid an area of sea – as a single run in with a sperm whale can shatter a boat's hull and send men to their deaths in an instant.

Sperm whales are immense sea mammals built much like an orca or porpoise, but with a large jaw filled with sharp teeth that they use to hold prey. They have a broad and flat head layered in thick blubber, muscle and bone that makes their bodies into oceanic battering rams. Sperm whales are so large that they will sometimes attack sailing or fishing vessels on accident; thinking that the ships are other bull whales to be dominated or scared off.

Some coastal or merfolk communities hunt sperm whales for their copious amounts of oil, blubber and meat. This is not an easy task and ships full of whalers die each year trying to harpoon the massive creatures. Magic is frequently utilised when possible, evening the odds against such titanic and powerful beasts.

For every consecutive Combat Action the sperm whale swims in straight-line movements toward a target it may add +1D6 to the damage dice of its Head Ram attack after the eventual charge action, up to a maximum of +3D6. A ramming attack may only be performed against targets such as ships and the damage caused is measured in structure points - an enraged whale will make short work of most vessels.

### Characteristics

STR	7D6+50	(75)
CON	3D6+40	(51)
DEX	2D6+3	(10)
SIZ	7D6+60	(85)
INT	8	(8)
POW	4D6	(14)
CHA	5	(5)

### Sperm Whale Hit Locations

D20	Hit Location	AP/HP
1 – 3	Tail	10/28
4 – 8	Rear Body	10/29
9 – 13	Forward Body	10/29
14	Right Flipper	10/28
15	Left Flipper	10/26
16-20	Head	10/28

### Weapons

Type	Weapon skill	Damage
Bite	50%	2D10+4D12
Head Ram	60%	1D6+2D12
Tail Slap	55%	2D8+4D12

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +9

*Movement:* 12m when swimming

*Traits:* Echolocation, Excellent Swimmer

*Skills:* Athletics 30% (60%), Perception 38%, Resilience 75%, Survival 60%

*Typical Armour:* Thick Blubber (AP 10, no Skill Penalty)

## Wind Ram (Cloud Ram, Storm Ram)

The wind rams are powerful magical beasts found in Glorantha's skies, where they call the creature 'urothrorol'. Wind rams are mystical creatures that spend their lives living amongst the clouds, occasionally galloping down to fight the enemies of the Air cults. They are very rare in the Second Age, having died out almost completely in the Great Darkness, but a few solitary rams still exist.

Wind rams are large mountain rams with shaggy wool and shining blue-black horns and hooves, and the inherent ability to run upon the air as if it were the ground. They are most often white in colour, but can be grey or even black occasionally. There are blue wind rams as well, but they are the rarest example of the species. When a wind ram moves its cloud-wool drifts away in wisps from its body in tracers of motion, stretching farther and farther the faster the ram moves.

Wind rams do not normally like to fight at all, but will defend themselves and their allies with deep vigour. They use their powerful hooves and thick horns to batter at most foes, but can also direct natural lightning at some targets. This latter technique does not allow the ram to actually create lightning; merely direct the energies of an existing storm – meaning that a clear day partially disarms the wind ram.

Wind rams will sometimes choose to drum their hooves on the air to create a growing, rumbling thunder that can frighten their foes. Any living thing capable of feeling fear within 10 metres will need to pass a Persistence skill test or spend the next 1D6 Combat Actions fleeing the wind ram. The save for this thunder need only be passed once per combat.

Wind rams can call down a single *Skybolt* spell (see page 77 of the *RuneQuest* core rulebook) upon a single target once every three Combat Rounds, as long as the target is under an open and raining sky. The wind ram is considered to have a Runecasting skill of 80% for these purposes.

A wind ram inflicts 1D8+1D8 damage when it uses its Head Butt attack as part of a charge.

When a wind ram is slain there is a percentage chance equal to its POW that one (or both) of its horns become an Air Rune (roll separately for both).

### Characteristics

STR	5D6	(18)
CON	4D6	(14)
DEX	3D6+4	(15)
SIZ	3D6+12	(23)
INT	6	(6)
POW	4D6	(15)
CHA	5	(5)

### Wind Ram Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	3/8
4 – 6	Left Hind Leg	3/8
7 – 9	Hindquarters	3/9
10 – 12	Forequarters	3/9
13 – 15	Right Front Leg	3/8
16 – 18	Left Front Leg	3/8
19 – 20	Head	6/8

### Weapons

Type	Weapon skill	Damage
Head Butt	65%	1D8+1D4
Hooves	75%	1D4+1D8

### Special Rules

**Combat Actions:** 3  
**Strike Rank:** +11  
**Movement:** 6m, 6m when flying  
**Traits:** Dark Sight, Diving Strike, Immunity to Electricity, Trample  
**Skills:** Athletics 78%, Dodge 40%, Perception 65%, Resilience 54%, Survival 45%

**Typical Armour:** Woolly Hide (AP 3, no Skill Penalty); Horned Head (AP 6, no Skill Penalty)

### Wolf Sub-races

The wolf can be found across Genertla, being the most common large predator on that continent. In addition to the standard breed there are a number of sub-species that are much rarer but offer a far greater threat than their more frequently encountered cousins, who rarely attack humans and avoid them in most circumstances.

### Fell Wolf (Dark Wolf)

Born of darker fur hue, fell wolves are much like their smaller, more common cousins except with a slightly wider muzzle, longer teeth and a thicker musculature. They inhabit Pent, where they are rightly feared, but their numbers are declining due to their lack of fear of men.

A single fell wolf is roughly a metre tall at the shoulder, dwarfing most common wolves. They have lower-stooped heads and thick, muscular necks that help support their wider-muzzled head. Seeing a fell wolf by itself may not immediately give away its differences, but in comparison to their normal brethren the degree of its feral nature is plain and simple to see.

### Characteristics

STR	3D6+6	(17)
CON	3D6+3	(14)
DEX	3D6+3	(14)
SIZ	3D6+3	(14)
INT	5	(5)
POW	3D6	(11)
CHA	5	(6)





## Great Wolf

The wolves of the telmori people are usually no different than normal wolves found outside their ranges. However there are a very few that are far larger creatures of legendary size and power, often the allies of telmori heroes and leaders. Some others lead packs of normal wolves, but in any case they are a very rare breed.

Great wolves are enormous lupine beasts, as large as a warhorse and built to be one of the most powerful predators that roams the night. They have long claws for holding onto prey, long jaws filled with dagger-long teeth, and thick wiry fur that covers leathery flesh as thick as armour. They are savage fighters and relentless hunters capable of bringing down prey large enough to feed their entire pack by themselves.

### Characteristics

STR	5D6+6	(24)
CON	4D6+3	(17)
DEX	3D6	(11)
SIZ	5D6+6	(24)
INT	5	(5)
POW	2D6	(7)
CHA	5	(5)

### Fell Wolf Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	1/6
3 – 4	Left Hind Leg	1/6
5 – 7	Hindquarters	1/7
8 – 10	Forequarters	1/7
11 – 13	Right Front Leg	1/6
14 – 16	Left Front Leg	1/6
17 – 20	Head	1/6

### Weapons

Type	Weapon skill	Damage
Bite	65%	1D8+1D4

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +10

*Movement:* 5m

*Traits:* Night Sight

*Skills:* Athletics 85%, Dodge 45%, Perception 55%, Resilience 45%, Stealth 50%, Survival 45%, Tracking 55%

*Typical Armour:* Hide (AP 1, no Skill Penalty)

### Great Wolf Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	3/9
3 – 4	Left Hind Leg	3/9
5 – 7	Hindquarters	3/10
8 – 10	Forequarters	3/10
11 – 13	Right Front Leg	3/9
14 – 16	Left Front Leg	3/9
17 – 20	Head	3/9

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D8+1D10



### Special Rules

*Combat Actions:* 2

*Strike Rank:* +8

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Athletics 90%, Dodge 35%,  
Perception 60%, Resilience 52%,  
Stealth 35%, Survival 55%,  
Tracking 45%

*Typical Armour:* Hide (AP 3, no Skill Penalty)

### Horned Wolf

A strange relative of the common wolf, the horned wolf evolved a pair of antelope-like horns to make up for its shorter muzzle. It is an odd breed that is uncommon to find, but has been the target for trophy hunters. It does not take too long for word of a horned wolf living in a given area, and shortly thereafter the hunters come looking to mount its horned head on their wall.

The horned wolf is very nearly physically identical to the common wolf in size, shape and colour. The only

difference comes from the beast's head, where it has its long black horns and a short and stubby muzzle like that of a bulldog. Its fur is slightly shaggier than a common wolf, but is no more dense or wiry. It has slightly longer claws that it uses to slash at prey that survives its horns' raking, which also grants it a limited ability to climb trees and cliff faces in order to lair in hidden locations.

Unlike normal wolves they will fight fiercely rather than running from powerful enemies. It will fight with its horns primarily, only resorting to use its short fangs to bite if it is the only option available.

### Characteristics

STR	3D6	(11)
CON	3D6+3	(14)
DEX	3D6+3	(14)
SIZ	2D6+4	(11)
INT	5	(5)
POW	3D6	(11)
CHA	5	(5)



## Spirit Wolf (Dusk Wolf, Mist Wolf)

Ghostly spirits called upon by telmori as allies they are often used as eager scouts or trackers, able to find out where their enemies are whilst remaining undetectable, quickly reporting back what they find.

### Characteristics

STR	-	(-)
CON	-	(-)
DEX	-	(-)
SIZ	-	(-)
INT	3D6	(11)
POW	5D6	(18)
CHA	3D6	(11)

HP 18  
MP 18

### Weapons

Type	Weapon skill	Damage
Spectral Bite	50%	1D4

### Special Rules

*Combat Actions:* 2  
*Strike Rank:* +11  
*Movement:* 20m  
*Traits:* Night Sight  
*Skills:* Dodge 50%, Lore (Animal) 55%, Lore (Plant) 55%, Perception 55%, Resilience 50%, Stealth 70%, Tracking 75%

### Horned Wolf Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Hind Leg	2/5
3 – 4	Left Hind Leg	2/5
5 – 7	Hindquarters	2/6
8 – 10	Forequarters	2/6
11 – 13	Right Front Leg	2/5
14 – 16	Left Front Leg	2/5
17 – 20	Head	3/5

### Weapons

Type	Weapon skill	Damage
Bite	60%	1D4
Gore	55%	1D8

### Special Rules

*Combat Actions:* 3  
*Strike Rank:* +10  
*Movement:* 5m  
*Traits:* Night Sight  
*Skills:* Athletics 80%, Dodge 55%, Perception 60%, Resilience 45%, Stealth 60%, Survival 35%, Tracking 45%

*Typical Armour:* Hide (AP 2, no Skill Penalty); Horned Head (AP 3, no Skill Penalty)



## Wolf Locust

Wolf Locusts are bred by the trolls of the Gorakiki-as-locust cults. Used as watchdogs and bloodhounds by the uz who keep them as animal companions, they are far more common than locust steeds. Their senses make them alert and skilled trackers. When cornered or otherwise endangered, a wolf locust responds viciously; however, wolf locusts are only rarely bred specifically for combat on the battlefield.

An average wolf locust is the size of a large dog or a wolf. Its shell is the grey of a winter sky, though many wolf locusts are bred with darker chitin shells. A few rare examples are born with white shells and red eyes. These are considered blessed by Gorakiki though they display no differences in size and intelligence.



### Characteristics

STR 2D6+12 (19)  
 CON 3D6 (11)  
 DEX 3D6+6 (17)  
 SIZ 2D6+3 (10)  
 INT 3 (3)  
 POW 1D4+6 (8)  
 CHA 2 (2)

### Wolf Locust Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	4/2
2	Left Rear Leg	4/2
3	Right Middle Leg	4/2
4	Left Middle Leg	4/2
5-9	Abdomen	4/2
10-13	Thorax	4/2
14	Right Front Leg	4/2
15	Left Front Leg	4/2
16-20	Head	4/2

### Weapons

Type	Weapon skill	Damage
Bite	30%	1D8+1D2

### Special Rules

*Combat Actions:* Three

*Strike Rank:* +9

*Movement:* 4m, 10m when jumping, 5m when flying

*Traits:* Wall Walking

*Skills:* Athletics 75%, Dodge 80%, Perception 50%, Resilience 25%, Tracking 60%

*Typical Armour:* Chitin shell (AP 2, no Skill Penalty)

## Worm, Giant (Caper, Quenlarg)

Deep beneath the earthen soil lies a race of gigantic creatures that burrow through rock and sand in search of anything that might serve as their next meal. These giant worms, called 'quenlarg' by Gloranthans, can grow to three metres in length. They have segmented and scaly flesh that ranged in colour from light tan to a blue grey, and a beaklike mouth that nearly comprises the whole of the beast's eyeless head. When the worm rises to the surface in order to attack, it rarely exposes much of its body, just enough to kill and grab its prey before slipping beneath the earth once more.





Nothing is known how these hideous creatures reproduce, but the occasional young quenlarg emerges prematurely from its nest of tunnels to strike at anything that could be either swallowed whole. Anything that the young worm cannot swallow in a single bite will be bitten into smaller chunks in order to be devoured. No matter the age or size of the worm it has an endless appetite, and nothing that stands on the earthen ground is safe from their rapacious hunger.

### Characteristics

STR	4D6+10	(24)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	4D6+20	(34)
INT	2	(2)
POW	3D6	(11)
CHA	2	(2)

### Giant Worm Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	3/10
7 – 14	Body	3/12
15 – 20	Head	3/10

### Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1D12

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +7

*Movement:* 5m, 6m when burrowing

*Traits:* Burrower, Earth Sense

*Skills:* Athletics 55%, Perception 55%, Resilience 65%, Survival 45%

*Typical Armour:* Armoured Segments (AP 3, no Skill Penalty)

### Ysabbau

The most violent of the merfolk, the ysabbau are hideous combinations of features to human eyes, being scaly and spined. They can be found in all the oceans, but are especially common in the Togaro ocean. They are opposed to the idea of land species plying the oceans, and do all that they can in order to dissuade them.

They are scaly, spiky and have distended mouths filled with serrated bony ridges that serve as teeth. Their flashing scales are silvery or greenish in tint, making them flash like barracuda when they propel themselves through the water, often lurking just below the surface in order to look like schools of fish to lure fishermen nearer. They have long tails with wide and bony fins that they fold into a cylinder of bony growths to increase their speed. Half again as large as a human, a single ysabbau is more than a match for a lone sailor in a direct confrontation – which they rarely commit to anyway.

The males are responsible for hunting down large sea mammals and humans to bring back to feed the females and young, sometimes happily cutting fishing nets free to steal their contents – a double benefit for the hateful ysabbau. They also enjoy attaching poisonous urchins to the bottoms of hulls or making sure that deadly rockfish or savage eels get placed into fishermen's hauls, hoping that they will strike and injure the land beings long after they have sailed away.



When not engaged in strenuous activity, they normally breathe air about once every hour, though they may force themselves to breath with great labour to their lungs for longer periods. An ysabbau who wants to stay underwater longer than a single hour must take on a level of Fatigue for every additional hour they remain submerged.

### Characteristics

STR	3D6+6	(17)
CON	1D6+12	(16)
DEX	4D6	(14)
SIZ	4D6+12	(26)
INT	3D6	(11)
POW	3D6	(11)
CHA	2D6	(7)

### Ysabbau Hit Locations

D20	Hit Location	AP/HP
1 – 6	Tail	2/9
7 – 9	Abdomen	2/10
10 – 12	Chest	2/10
13 – 15	Right Arm	2/8
16 – 18	Left Arm	2/8
19 – 20	Head	2/9

### Weapons

Type	Weapon skill	Damage / AP
Short Bow	55%	1D8+1D8 / 2
Shortsword	45%	1D6+1D8 / 4
Tail Slap	50%	1D4+1D8
Trident	40%	1D8+1D8 / 4

### Special Rules

<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+13
<i>Movement:</i>	6m when swimming
<i>Traits:</i>	Excellent Swimmer
<i>Skills:</i>	Athletics 60% (90%), Dodge 45%, Lore (Animal) 40%, Persistence 50%, Resilience 45%, Survival 30%
<i>Typical Armour:</i>	Scales (AP 2, no Skill Penalty)

## Zap (Lightning Shrew, Storm Rat)

These diminutive vermin are the bane to science and mecha-magic users, as they are attracted to the sorts of energy given off by alchemical and engineering-based experiments and devices. Called 'zaps' by the majority of those who have ever encountered them, lightning shrews are fleet footed annoyances that are notoriously curious and fearless.

Any who would consider zaps to be cute when they first see them will rapidly change their opinion as they begin to electrify whatever has their attention at the moment. The tiny magical rodents are stark white, with sparkling blue eyes that glow candescently from within. Their velvety white fur crackles with potential energy, arcing outward occasionally as a small spark or popping line. Zaps might seem like any other laboratory rodent at first look, but that illusion is cast aside as soon as they get agitated and tiny bolts of lightning begin to burn holes everywhere.

Everything is interesting to a zap. They want to smell, touch and feel everything under their tiny little paws. This would be normal and less worrisome for any normal rodent, but the electricity that a zap generates is not always under its control. Metallic objects that get too near to a zap gather minor shocks, which might bring about loud noises and aggression. Such responses are sure to work a zap into a fearful frenzy of hurled bolts of electricity and frantic bites, neither of which will be beneficial toward calming the situation.

Some scientists and scholars try to capture zaps to study exactly how and why they generate the steady flow of charge that they do, and how they might be able to use that knowledge. Zap-powered war machines or bio-electrical weapon implants require these beasts

to be lured, captured and studied in great quantities, making their rare numbers and dangerous defences problematic for the would-be researchers.

Zaps can only use their Shock attack once every other Combat Action. It ignores AP from metallic forms of protection, and has a range of 2m.

### Characteristics

STR	1D3	(2)
CON	2D6+1	(8)
DEX	4D6+10	(24)
SIZ	1D2	(2)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)

### Zap Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Hind Leg	-2
4 – 6	Left Hind Leg	-2
7 – 9	Hindquarters	-3
10 – 12	Forequarters	-3
13 – 15	Right Front Leg	-2
16 – 18	Left Front Leg	-2
19 – 20	Head	-2

### Weapons

Type	Weapon skill	Damage
Bite	70%	1D2-1D8
Shock	95%	1D4 electricity

### Special Rules

- Combat Actions:* 4
- Strike Rank:* +13
- Movement:* 4m
- Traits:* Immune to Electricity
- Skills:* Athletics 35%, Dodge 80%, Stealth 75%
- Typical Armour:* None

# LEGENDARY BEASTS

This chapter of *RuneQuest: Monsters II* is devoted to extremely rare beasts of overwhelming power. These are some of the greatest or most horrible creatures of *RuneQuest*, creatures of insurmountable power who exist for adventurers to strive toward seeing or even battling someday.

Astute Games Masters will quickly notice that these beasts are creatures far beyond the expected capabilities of common groups of Player Characters. This is not to say that they could not be defeated through the course of a story or quest, it merely shows just how high the scale of power can be tipped when the gods or destiny desire it.

## Eskaval

The eskaval is a large and intelligent deer that has, over the ages, become the single most trophy-worthy game animal in existence. Legendary hunters have travelled to the ends of the world and battled untold horrors just to find one – only to likely be thwarted by its fantastic abilities.

The eskaval is a long tailed, elk-like deer with golden fur dotted with black spots, teeth and hooves of pure silver, and a pair of iridescent antlers that shine with every colour of the natural rainbow. The males have thick chests and regal statures, the females are far more wary and alert. Their eyes are that of a sentient being, and they can speak several of the woodland tongues with little effort.

Hunting an eskaval is very difficult. They use their long tail to sweep away what little tracks they may leave, and make every effort to only expel their waste into moving water or into muddy holes to cover it. They have absolutely no natural odour or musk, making them utterly trackless to dogs and other trail-sniffing animals, and they move with an eerie silence.

Generally an eskaval will always flee from any confrontation. They are well aware of their status as a prized and hunted species, and do not want to risk making a mistake in facing an underestimated hunter. The only exception to this is if a buck eskaval is protecting a doe, which must go to secret and magical places to drop a faun. This is the only time that an eskaval will gladly lay down its life – to protect its unborn offspring.

The beauty of an eskaval is such that only the most heartless of hunters will actually slay it if they do manage to track one down. To harm the creature the hunter must win an opposed persistence test against the eskaval's influence skill, if they fail to win this opposed test they will just stand and watch as the animal makes good its escape.



Eskaval deal 1D10+1D12 damage when their Head Butt is used with a Charge action.

All Tracking and Perception skill tests made against an eskaval are made at a - 50% penalty due to their natural wariness and abilities.

### Characteristics

STR	6D6+12	(33)
CON	4D6+6	(20)
DEX	4D6	(14)
SIZ	4D6+12	(26)
INT	4D6	(14)
POW	4D6	(14)
CHA	3D6+2	(13)

### Eskaval Hit Locations

D20	Hit Location	AP/HP
1 - 2	Tail	3/8
3 - 4	Right Hind Leg	3/10
5 - 6	Left Hind Leg	3/10
7 - 8	Hindquarters	3/12
9 - 11	Forequarters	3/12
12 - 14	Right Front Leg	3/10
15 - 17	Left Front Leg	3/10
18 - 20	Head	3/9

### Weapons

Type	Weapon skill	Damage
Head Butt	110%	1D10+1D6
Kick	75%	1D6+1D12

### Special Rules

*Combat Actions:* 3

*Strike Rank:* +14

*Movement:* 8m, 4m when erasing tracks

*Traits:* None

*Skills:* Athletics 90%, Dodge 90%, Evaluate 75%, First Aid 85%, Influence 115%, Lore (all) 95%, Perception 130%, Persistence 95%, Resilience 85%, Sing 110%, Stealth 130%, Survival 75%

*Typical Armour:* Thick Hide (AP 3, no Skill Penalty)

## Hoolar

A hoolar is a five metre tall trunk of muscle atop two bulbous-kneed legs. Where shoulders on a normal humanoid would be there are four thick arms that end in six-fingered hands that are strong enough to rend steel or brush dust from porcelain. At the peak of this body-trunk, which is split and jagged like a shorn tree, there are three hook-nosed faces with emotionless black eyes that look out in different directions.

These beings are fantastically rare, with entire generations passing in between sightings. They are believed to be the first intelligent race to inhabit Pamaltela and the individual members of the race may well be immortal.

The stories about these creatures describe the protagonist as a good natured being, with Trickster often trying to cheat him through some despicable act, although the hoolar always comes out on top.

Although not the most intelligent creature that can be found in Glorantha they do have a powerful, innate spellcasting ability. As a result of this ability hoolar are capable of casting any Rune or Sorcery spell with a casting skill of 100%, and without the need of actual Runes. They never cast spells that use the Chaos Runecasting skill, and generally do not cast offensive spells at all unless seriously hindered or threatened by powerful adversaries.

### Characteristics

STR	10D6+10	(45)
CON	8D6+10	(38)
DEX	5D6+5	(23)
SIZ	6D6+14	(35)
INT	2D6+3	(10)
POW	8D6	(28)
CHA	4D6+10	(24)



## Special Rules

*Combat Actions:* 5

*Strike Rank:* +34

*Movement:* 6m

*Traits:* Dark Sight, Disease Immunity, Formidable Natural Weapons, Immunity to Magic, Life Sense, Poison Immunity, Regeneration 2D6 hit points/Combat Round

*Skills:* Athletics 100%, Dodge 65%, First Aid 85%, Influence 110%, Lore (Animal) 155%, Lore (Plant) 155%, Lore (World) 155%, Perception 115%, Persistence 150%, Resilience 150%

*Typical Armour:* Tough Skin (AP 12, no Skill Penalty)

## Luathan

The luathans are a race of near-giants that live on the continent of Luathela. This continent is in the far west of Glorantha, beyond the edge of the world, existing in the Outer World. They jealously guard their homeland from intruders from even the most heroic individuals who might travel there, their hostility capable of causing the doom of those who would foolishly travel there.

A typical luathan is roughly four to five metres tall, well-built and athletic. They have varying shades of violet skin that they occasionally mark with brilliant yellow or green tattoos to denote what house or sub-culture they hail from. Hair of silvery blonde or even white falls often in long braids from otherwise shaven scalps, with no ability to grow facial hair whatsoever. Luathan eyes tend to be of lighter tones of grey or gold, giving them remarkably sharp vision – even in the dead of night.

The most interesting thing about the luathan is their voices. When dealing with one another they communicate in unspoken mental images – a perfect form of instant communication that surpasses deception, sarcasm or miscommunication. It is only when speaking with other species do they reveal why they are sometimes called ‘singing men’. Their voices are like choral songs with multiple singers; beautiful and eerie.

### Hoolar Hit Locations

D20	Hit Location	AP/HP
1 – 2	Right Leg	12/12
3 – 4	Left Leg	12/12
5 – 7	Abdomen	12/14
8 – 10	Chest	12/16
11 – 12	Lower Right Arm	12/11
13 – 14	Lower Left Arm	12/11
15 – 16	Upper Right Arm	12/11
17 – 18	Upper Left Arm	12/11
19 – 20	Head	12/12

### Weapons

Type	Weapon Skill	Damage
Fist	150%	2D8+2D8

They are friendly towards certain races that they might encounter in the inner world. Triolini, Aldryami and beastmen have had friendly encounters, other races have not been so fortunate.

Even the weakest of their race are very powerful heroes in human terms, and there are very few of this race to be found anywhere outside of their homeland. One small colony does exist in Seshnela, with perhaps sixty individuals all told. Of these a dozen are immensely powerful leaders and sorcerers, beyond the ability of even the greatest of human heroes to withstand their wrath.

The weapons as used by a luathan are the equivalent to much smaller weapons (for example, the long bow, whilst it would be the equivalent to a large longbow for a human to use, is but a short bow in the hands of a luathan).

The statistics presented are for the weakest type of Luathan likely to be encountered, the most powerful have magical abilities so great they are capable of destroying small armies individually. The weapons of a Luathan and his armour are magically enchanted,



and it would take great magical power for a human to be able to use them and would carry the very real risk of more powerful luathans hunting down the user.

Even these weaker luathan are accomplished magic users, able to cast any rune magic spell they please of a magnitude up to six without having to use any of their magic points to do so. They have a 100% chance of successfully casting these spells.

### Characteristics

STR	5D6+6	(24)
CON	5D6+6	(24)
DEX	3D6	(11)
SIZ	3D6+16	(27)
INT	4D6	(14)
POW	3D6+12	(23)
CHA	3D6+6	(17)

### Luathan Hit Locations

D20	Hit Location	AP/HP
1 – 3	Right Leg	6/11
4 – 6	Left Leg	6/11
7 – 9	Abdomen	6/12
10 – 12	Chest	6/13
13 – 15	Right Arm	6/10
16 – 18	Left Arm	6/10
19 – 20	Head	6/11

### Weapons

Type	Weapon skill	Damage / AP
Long Bow	160%	2D8+1D12
Longspear	165%	1D8+1D12 / 4
War sword	160%	1D10+1D12 / 8

### Special Rules

*Combat Actions:* 2

*Strike Rank:* +13

*Movement:* 6m

*Traits:* Night Sight

*Skills:* Athletics 155%, Craft (any art) 185%, Dodge 140%, Persistence 170%, Resilience 180%, Sing 195%

*Typical Armour:* Enchanted Plate Armour (AP 6, no penalties)

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# RuneQuest

## Monsters II

The second tome detailing the creatures to be found in the *RuneQuest* game, *Monsters II* details those creatures to be found on the world of Glorantha. Some of these creatures are commonplace elsewhere, such as the sabretooth, whilst others such as the Jelmre and Jolanti are unique.

The creatures within are fearsome in the extreme, representing some of the vilest enemies a hero could ever come up against. Others are much more likely to become allies and friends, rather than foes, and inside are rules for using the various sentient creatures described as Player Characters.

The creatures inside represent the best, and worst, of Glorantha and represent a real challenge, although many can be used in other game settings. So prepare to face new terrors that can withstand both swords and sorcery...



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