

RuneQuest

Monsters



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INTRODUCTION

The tale of the adventurer is one of wonder and magic, of treasures won and lost, great deeds and foul plots, terrible foes, stalwart friends and monsters that can chill the blood of the most seasoned veteran. Depending on whether the adventurer is a hero or a villain, a miser or a spendthrift, a steadfast warrior on a noble cause or an opportunist out for nothing but gold, the details of the adventurer's story will change, but one thing remains a constant for all adventurers: they will all come face to face with monsters of every description.

This is where *RuneQuest Monsters* comes in.

Within these pages is a host of creatures to populate any *RuneQuest* setting. They range from the ordinary and familiar, creatures of the natural world such as bears and snakes, to the fantastic and alien, creatures born of chaos, magic and the spirit world.

Many of the creatures found in *RuneQuest Monsters*, such as the grotaron and the timinits, are beings native to Glorantha, the original gaming world of *RuneQuest*, but this certainly does not mean that other worlds are left out in the cold. Not only are most Gloranthan creatures perfectly suitable for use in a plethora of fantasy worlds, *RuneQuest Monsters* devotes a great deal of space to more generic beasts, at home in any fantasy milieu. Veteran players of *RuneQuest* will find many of their old favourite creatures within this book, as well as a few newcomers.

While the primary use of creatures in any roleplaying campaign is as foils for the Player Characters, there is no reason to restrict them to this role. Indeed, many of the creatures within *RuneQuest Monsters* make excellent bases for Player Characters themselves, from

old standbys such as dwarfs and elves to more exotic choices such as morokanth and timinits. As always, of course, the Games Master should retain final discretion over which races are acceptable as Player Characters in his campaign.

RuneQuest Monsters is much more than a simple listing of monsters. It provides information on how to create a full-fledged character using the various sentient races found within the book. While the text does not seek to pigeonhole any particular race to any particular role in the world, *RuneQuest Monsters* does provide guidance on which backgrounds and professions are most common for the different races most likely to be used as Player Characters.

Of course, not all creatures are viable as Player Characters, but even those that are not have other purposes within a *RuneQuest* campaign. *RuneQuest Monsters* touches on some of the most common uses for different creatures, other than simply as faceless enemies for the Player Characters. Perhaps the Player Characters will find a nest of griffon chicks and try to raise them as mounts – *RuneQuest Monsters* contains the information the Games Master will need to determine how difficult this will be, how long it will take and how much it will cost. Or perhaps the Player Characters have just accomplished the near-impossible task of slaying a dragon, and one of them wishes to have the beast's scaly hide converted into armour. Within these pages the Games Master will find rules governing how difficult this task is and how effective the final product will be.

For now, steel your heart and take sword in hand, for a menagerie of beasts awaits you within.

CREATURES IN THE CAMPAIGN

Creatures from the strange and fantastic to the ordinary and everyday are part and parcel of a fantasy roleplaying game like *RuneQuest*. From the mighty dragon in his mountaintop lair to the faithful steed of a mounted knight to the hordes of ravaging, inhuman beasts sweeping down upon a defenceless settlement of farmers, creatures have thousands of roles to play in any game session. This chapter examines a few of those roles.

CREATURES AS ADVERSARIES

Though many of the Player Characters' greatest enemies may simply be other humans, fellow adventurers, scheming nobles or corrupt priests who set themselves against the heroes time and again, there is little doubt the Player Characters will have nonhuman enemies to cope with as well.

Every creature in *RuneQuest* has a set of statistics that may be used to represent a typical member of that race – these can be considered 'average' members of the species. Just as the Player Characters cannot be considered merely 'average,' however, many of the creatures they face will also be exceptional. For example, the Player Characters may find themselves in a long-term struggle against a large band of broo attempting to seize new land. The majority of these broo will likely be perfectly average and ordinary, their Characteristics and Skills taken directly from the entry in this book. However, the broo will almost certainly have a leader, a warrior or magic wielder (or both) of exceptional skill and cunning, easily a match for all the heroes put together. Constructing such a foe means building the broo leader as a character, as described below.

CREATURES AS CHARACTERS

The 'default' race for Player Characters in *RuneQuest* is human, but Players and Games Master should certainly not feel constrained to populate the world with nothing but human characters. Though humans, through fecundity, opportunism, adaptability and occasionally divine right may have come to be one of the dominant races in Glorantha and most any other fantasy world, such worlds are also full of nonhuman races with their own strengths and weaknesses, many of which are excellent candidates for Player Characters.

Many of the creatures listed in this book are well suited to be Player Characters, though naturally the Games Master should retain final judgement on which races he will allow the Players to take. Elfs, dwarfs, ogres, orcs and even broo are just a few examples of nonhuman races that would make for perfectly serviceable Player Characters – though in the case of broo, it would likely be best if *all* the Player Characters were broo, as no other race willingly associates with the filthy things. Other creatures, of course, are less suitable as Player Characters. It is a matter of common sense that fixed INT creatures, beasts without rational thought that rely solely on instinct, are poor choices for Player Characters, despite the sheer power many of these creatures possess. Likewise, incomplete creatures, those that are missing one or more Characteristics, are also too limiting to truly make viable Player Characters.

On the other end of the spectrum are those rational, complete creatures which are simply too powerful to make good Player Characters. While some Players might hunger after the strength and abilities of a dragon,

such a beast as a Player Character in a group composed otherwise of humans and their ilk will almost certainly eclipse the remainder of the group, unless those Player Characters are themselves unspeakably powerful.

Naturally, while many of these powerful creatures would be overpowering to include in a group of Player Characters, as Non-Player Characters they make excellent adversaries and foils for the adventurers.

A creature is made into a full character just as any Player Character is created. The creature's Characteristics are determined, along with its Combat Actions, Damage Modifier and sundry other Attributes according to the Characteristic ranges given in its description. At the Games Master's discretion, you may add one more die to the Characteristic and drop the lowest, just as is done for human characters (for example, a character playing a great troll would roll 5D6, drop the lowest and add 12). However, instead of applying a single modifier to each of its Skills, its base skill percentages should be determined for each Skill according to its Characteristics. Finally, the creature's background and profession are chosen.

The background and profession options in *RuneQuest* were designed primarily for human Player Characters, but they work equally well for most nonhuman races. The demands on a herdsman, for example, are more or less the same whether the herdsman happens to be a human, an elf, a trollkin or a broo (though what a broo herdsman might do with his luckless charges is likely to be unfit for print). However, each race of creatures has its own cultural and professional proclivities, those ways of life its members are most likely to adhere to. For example, broo are almost always primitive creatures, hunching in caves and using weapons made of bone and stone, but it is very limiting and short sighted to insist all broo are this way. It is perfectly reasonable to assume there is a civilised broo scholar somewhere in the world – though the story of how this broo came to be a civilised scholar would surely be a fascinating one.

For example, a Player wishes to create an ogre Player Character named Horeth. After consulting the ogre entry (see page 101), the Player rolls for Horeth's Characteristics and generates the following:

*STR: 22
CON: 11
SIZ: 17
INT: 14
POW: 12
DEX: 8
CHA: 15*

These Characteristics in turn create the following Attributes:

*Combat Actions: 2
Damage Modifier: +1D6
Hit Point Total: 28
Magic Points: 12
Strike Rank: 11*

Skills

*The description of ogres gives them a 20% chance on all skills other than Athletics, Influence and Perception, but this is primarily a time-saving device for the Games Master, allowing him to make quick skill tests for Non-Player Characters without needing to create entire character sheets for them, and should not be used for Player Characters. Instead, Horeth's Player will compare the Characteristics rolled to the chart in the Basic Skills section of the *RuneQuest* core rulebook to determine the ogre's base score with each Skill. Horeth's Characteristics give him a base score of Acrobatics +8, Athletics +30%, Boating +22%, Dodge +1 and so forth.*

Background & Profession

*Though Horeth might not have existed in his Player's mind an hour before character generation began, it is safe to say that in the context of the game world, Horeth has been alive and kicking for quite some time. After considering Horeth's abilities and preconceived personality traits, Horeth's Player decides the most appropriate background for the ogre is townsman, and the most appropriate profession is merchant. Horeth's Player, after receiving approval from the Games Master, adds the appropriate skill increases, free skill points and new equipment to Horeth's character sheet. Horeth the ogre is now ready to enter the *RuneQuest* campaign as a Player Character.*

The Race Backgrounds & Professions table is designed to show which backgrounds and professions are most likely for a host of the nonhuman races presented in *RuneQuest Creatures*. These are not written in stone, they are merely intended to indicate what is most likely for any given race. A Player who wishes to play a race against type should certainly not feel forbidden from doing so simply because it is against type. However, when Games Masters are creating Non-Player Characters for the campaign, they may wish to reference this table to determine how the majority of any given race live and work.

Creatures As Resources

Humanity has used creatures for a variety of purposes since history began. Dogs make excellent hunting companions and guardians, cats clear vermin from

homes and grain stores faster than any human could, horses carry people and heavy loads and a host of other creatures serve a thousand different functions in a human society.

Very often, however, an adventurer's first reaction upon slaying some monstrous beast is this: 'Can I make armour out of it?' Usually, the answer is 'yes,' though it is hardly so simple as cutting off the beast's thick skin and draping it around one's shoulders. This section of *RuneQuest Monsters* is devoted to rules for when and how a creature's tough hide can be converted into armour for an adventurer.

The primary source of hide for armour is the cow. Docile and useful for a dozen different purposes, the cow boasts a thick hide than can easily be converted into armour. However, many beasts that prowl the

Race Backgrounds & Professions

Race	Common Backgrounds	Common Professions
Arachan	Civilised*, Noble, Townsman	Alchemist, Diplomat, Merchant, Wizard
Broo	Barbarian, Nomad (Temperate)*, Primitive*	Herdsman, Mercenary
Centaur	Barbarian, Nomad (Temperate)*	Bard or Minstrel, Hunter
Dragonewt	Barbarian, Civilised*	Varies by Stage
Duck	Peasant, Townsman	Craftsman, Fisherman, Soldier
Dwarf	Civilised *, Noble, Townsman	Blacksmith, Craftsman, Knight*, Merchant, Miner, Thief, Wizard
Elf	Barbarian, Civilised*, Noble	Bard, Craftsman, Farmer, Knight*
Goblin	Primitive*	Mercenary, Miner, Thief
Halfling	Civilised*, Townsman	Craftsman, Farmer, Herdsman, Thief
Minotaur	Barbarian	Blacksmith, Herdsman, Mercenary, Tracker
Morokanth	Barbarian, Nomad (Temperate)*	Healer*, Herdsman, Priest
Newtling	Civilised*, Peasant	Bard, Diplomat, Fisherman
Ogre	Any	Any
Orc	Barbarian, Civilised*	Craftsman, Hunter, Mercenary
Slarge	Barbarian, Nomad (Desert)*, Primitive*	Animal Trainer, Blacksmith, Mercenary
Troll, Dark	Barbarian, Civilised*, Peasant, Primitive*	Craftsman, Herdsman, Hunter, Mercenary, Merchant, Priest
Troll, Great	Barbarian, Primitive*	Herdsman, Hunter, Mercenary
Troll, Snow	Barbarian, Nomad (Arctic)*	Craftsman, Herdsman, Hunter, Mercenary, Merchant, Priest
Trollkin	Barbarian, Peasant	Acrobat, Bard, Herdsman, Mercenary, Merchant
Tusk Rider	Nomad (Temperate)*, Primitive*	Animal Trainer, Herdsman, Mercenary
Waertagi	Civilised*, Mariner*	Craftsman, Fisherman, Healer*, Thief
Wind Child	Barbarian, Civilised*, Townsman	Bard, Hunter, Priest, Tracker

* Cultural Backgrounds and Professions marked with an asterisk are in the *RuneQuest Companion*.

jungles and mountains of the world have significantly tougher hides, hides that translate into tougher armour for the adventurers who manage to procure them.

The Monster Hide Armour table displays the difficulty and skills needed to transform the hide of a freshly killed beast into a new suit of armour for an adventurer to wear, as well as the final statistics of that armour. As including a separate entry for each creature that might potentially be made into armour would make for a long and cumbersome table, individual entries for each creature are excluded in favour of grouping them by the resiliency of their natural armour. For example, rather than including entries for cliff toads (AP 6), rocs (AP 6) and gorgons (AP 8), these three creatures are all grouped together in the 'AP 6 to 9' group.

Armour made from the hide of some fantastic creature can be crafted as an exceptional item (see the *RuneQuest Companion*). However, all skill penalties will compound. If a craftsman were to try to create an exquisite suit of armour from the tanned hide of a wyrm (AP 8), for example, he would have to combine the two penalties of -75% for crafting an exquisite suit of armour and the -10% penalty for working with the tough wyrm hide for a final penalty of -85% to his Craft (Armourer) skill test.

If a hide is to be made into armour, it must be harvested from the carcass and prepared within 48 hours of the creature's death. Generally, this requires a normal Craft (Leatherworking) skill test, though the Games Master may assign a penalty for particularly odd beasts. Characters may also attempt to successfully (and properly) harvest a beast's hide with a Hard (-40%), Lore (Animal) or Survival skill test.

Some creatures' hides may not be suitable for use as armour, no matter how tempting they may seem to an adventurer. For example, the behemoth's hide (AP 30) is nearly impenetrable. However, the behemoth does not gain this amazing AP from having skin as hard as a diamond. Certainly, its hide is tough, but it gains much of its AP due to the fact that its hide is also nearly 30 centimetres thick. Obviously, it is possible to make armour from a behemoth's hide, but the average human would be virtually unable to move in something so cumbersome. Likewise, the Games Master may wish to rule that the hides of some creatures simply cannot be made into armour. Much of a whale's AP, for example, comes from its blubber, which obviously cannot be tanned and preserved. In general, creatures with a natural AP greater than 25 are unsuitable candidates for harvesting armour from, as they usually gain these high APs from some factor other than simple toughness of their skin.

ARMOUR & LARGE CREATURES

While behemoth armour would obviously be far too bulky for a human-size character to wear and still be effective (a skill penalty of -150% would not be unreasonable), a creature a great deal larger than a human may be able to wear it with no problem. For example, what would prove impossibly cumbersome for a human may be perfectly acceptable for a giant.

For every 10 SIZ points past SIZ 30 a character has, the 'ceiling' of natural armour that can be used for that character should increase by five AP. A SIZ 40 giant, for example, should be able to make use of armour crafted from the hide of a creature with a natural AP of 30, while a SIZ 50 giant should be able to use armour crafted from the hide of a creature with a natural AP of 35.

Games Masters should take extraordinary care in outfitting these large creatures with such remarkable armour. In most cases, such as giants, these creatures are quite tough enough as they stand. Adding a great deal of armour to one can speedily place it outside the realm of most Player Characters to even scratch, let alone defeat.

A character can wear armour made from a creature of no less than half his own SIZ. If the creature has a SIZ less than that, it may still be made into armour, but may only cover a limited number of hit locations. If a creature has a magical ability of some kind invested in its skin, that ability does not remain in armour constructed of its hide.

The type of armour a creature is made into depends primarily on what sort of creature it was in life. Animals with a pliant skin, for example, will be made into a hide armour that approximates the movement of leather (though its properties may be different). Armour made from a dragon or wyvern will most closely approximate scale mail in appearance, while armour constructed from the chitin of a great insect will most closely resemble plate mail.

Generally, armour crafted from a creature's hide has a lower AP than the creature enjoyed in life. However, some armourers of surpassing skill are able to preserve the creature's full AP in the armour they craft, substituting the rigidity of the creature's musculature with their own preservation processes. Obviously, such armourers are rare and difficult to find, though someone with a dragon hide who wishes to have the creature's entire AP preserved in armour may be willing to put in the effort. Finding someone able to perform such work should be a Quest in itself. In general, however, armour crafted from a creature's hide will have half the AP the creature had when alive. The values reflected on the Monster Hide Armour table assume the final product will indeed have half the creature's AP. If the Games Master wishes to allow for 'full AP' armour to be made, the craft penalties, time required and sale price should go up dramatically.

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. Armour crafted from the skin of some fantastic beast is generally far too exotic to be found in a smaller population – and for those Player Characters interested in selling such an item, it will be all but impossible to find an interested buyer amongst the herders and farmers of the hinterlands.

Creatures as Commodities

As any farmer knows, animals have value beyond the thickness of their skin and the efficacy of their hide as armour. This value may be for their exotic meat, their abilities as guardians or their desirability as mounts. Whatever the exact reason, many creatures are valuable commodities for sale and trade.

The precise value of any given creature is likely to vary dramatically depending upon where the adventurers are trying to sell it and what use the beast can be put to. In general, however, creatures that are used for their meat carry a much lower value than those which can be used as guardian animals and mounts.

Perhaps the most common desire adventurers have for an exotic creature is to use the beast as a mount. Of course, the most common mount in any human culture is the horse, but why ride a horse when you can ride a wyvern instead? The short and obvious answer is that the horse is highly unlikely to inject you with half a litre of venom from its stinger-equipped tail before gobbling you down whole. Likewise, an innkeeper will certainly be unenthused at the prospect of keeping some travelling adventurer's griffin in his stables

Monster Hide Armour

Natural AP of Creature	Armour AP	Craft Penalty	Time Required	ENC (head/arm/per leg)	ENC (abdomen/chest)	Sale Price (by armour AP)
1-5	1-2	-0%	2 days	½ ENC	1 ENC	150 SP per AP
6-9	3-4	-10%	5 days	1 ENC	1 ENC	175 SP per AP
10-13	5-6	-20%	10 days	1½ ENC	2 ENC	500 SP per AP
14-17	7-8	-30%	20 days	2 ENC	3 ENC	750 SP per AP
18-19	9	-50%	30 days	2½ ENC	4 ENC	750 SP per AP
20-21	10	-100%	60 days	3 ENC	5 ENC	1,500 SP per AP
22-23	11	-150%	90 days	3½ ENC	6 ENC	2,500 SP per AP
24-25	12	-200%	180 days	4 ENC	7 ENC	5,000 SP per AP
+5	+1	-50%	+90 days	+½ ENC	+1 ENC	+2,500 SP per AP

Flying Mounts

Wishing to use a flying creature as a mount is all well and good, but there are some things that must be considered. Flying is a vastly more strenuous activity than walking – while a horse can trudge along under a crushing load, a griffin cannot possibly take wing under similar circumstances. A creature can only fly while carrying a light load, limited to its STR or less in ENC. Additionally, for a flying creature to be used as a mount, it must have a SIZ double or more that of its passenger or passengers. For example, a griffin or a giant hawk could only carry one human passenger of average SIZ, while a roc, with its SIZ of 90, could conceivably carry four.

overnight – given that the great beast sees horses as walking meals – and when dawn comes he is sure to find his stables a shambles, demolished by a dozen terrified horses and one peckish griffin. Many adventurers, however, are nonplussed by such inconveniences and passionately demand a fantastic mount to accompany them on their exploits.

Ultimately, if a beast such as a griffin or wyvern is to serve as a mount, it must be trained, a process requiring time, money and skill. The beast must be captured while young – a wild adult can never truly be trained. While it might eventually be beaten into service, it will never be loyal, and will be seeking a means of escape or perhaps of exacting vengeance on the character who has tormented it so.

The Training Creatures table below lists a number of useful creatures *RuneQuest* characters may wish to employ as guardian animals or mounts. 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 (Wyvern)). 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 lion carries a skill test penalty of –20%. A character training the lion using Lore (Lion) will add his 40% bonus to this, netting a final bonus of +20% 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
Bear, Any	–20%	100 days	250 SP	600 SP
Beetle, karrg	0% (+20% for trolls)	150 days	300 SP	550 SP
Dog	+40%	30 days	15 SP	25 SP
Elephant	–20%	200 days	750 SP	3,500 SP
Grampus	–60%	250 days	1,000 SP	4,000 SP
Griffin	–40%	150 days	1,000 SP	6,000 SP
Hawk, Normal	–40%	100 days	250 sp	400 SP
Hawk, Giant	–40%	200 days	1,250 SP	6,500 SP
Horse	+20%	25 days	100 SP	350 to 400 SP
Lion	–20%	100 days	250 SP	800 SP
Lizard, Rock	0%	75 days	200 SP	300 SP
Mammoth	–30%	250 days	1,000 SP	5,500 SP
Manticore	–60%	200 days	1,100 SP	5,000 SP
Panther	–20%	100 days	250 SP	800 SP
Praying Mantis, Giant	–60% (–20% for trolls)	100 days	1,500 SP	8,500 SP
Roc	–60%	300 days	2,500 SP	15,000 SP
Stoorworm	–80%	250 days	2,000 SP	10,000 SP
Tiger	–20%	100 days	350 SP	1,000 SP
Wyvern	–60%	250 days	2,000 SP	12,000 SP

CREATURES & CHAOS

Games Masters setting their *RuneQuest* campaigns in Glorantha's Second Age should be aware that Chaos has been quelled, and the chaos creatures once so prevalent in the world are now in short supply. Chaos creatures still exist, certainly, but are rarely seen outside of such inhospitable and dangerous places as Dorastor. Naturally, Games Masters are free to use as many of these beasts as they wish, but officially, they are considered to be rare.

Chaotic Features

Creatures of Chaos are often hideously malformed, displaying a wide range of mutations that can both help and hinder the recipient. If a creature is noted as having Chaotic Features, use the table on page 10 to determine their effect. Although Chaotic Features can make for some truly deformed and horrid creatures, some results are simply not appropriate for some monsters. The gorp, for example, is an amoeboid blob of tissue. If the Games Master rolls for a Chaotic Feature for a gorp and gets a result such as 'snake neck,' he should re-roll – the gorp's body cannot have a neck, snake or otherwise.

CREATURES & INTELLIGENCE

Some of the creatures listed in this book have randomly determined INT, such as the broo with an INT of 2D6+6. Others have only a single number listed as their INT. A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient.

Fixed INT creatures operate solely on instinct rather than logic or intuition. This does not mean that all fixed INT creatures with the same INT score are identically intelligent, but it does mean that all lions (INT 5) are more intelligent than horses (INT 4). Creatures with a very large fixed INT have rudimentary reasoning abilities, as well as a set of complex and finely-honed instincts.

TRAITS

Many creatures have Traits, which are special abilities above and beyond their normal Characteristics, Attributes and Skills. The full description of these Traits and their effect on the game are covered here.

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

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

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

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

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

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

Chaotic Feature: Creatures of Chaos do not always obey the normal laws of physical growth and many are hideously malformed. Each Chaotic Feature trait forces the creature to roll once on the Chaotic Feature table on page 10, applying the effects immediately.

Chaotic Feature

D100	Chaotic Feature	Effect
01-02	Acid for Blood	Opponent takes 1D4 damage to random hit location if creature is wounded
03-05	Additional Eye	+20% Perception
06-07	Albino	-50% hit points in all locations
08-09	Atrophied Arm	Loses the use of one arm
10-11	Cloud of Flies	All opponents within 2m suffer -10% to Weapon skill tests
11-14	Cloven Hooves	None
15-18	Cyclops	-50% to all Ranged Weapon skill tests
19-21	Disease Carrier	Carries one random disease (creature is immune to this disease)
22-23	Exploding Death	Does damage equal to Damage Modifier (minimum 1D4) to all within 5m upon death; creatures may dive to avoid this damage
24-26	Extra Arm	Fully functional
27-30	Extra Leg	Fully functional
31-33	Eyes on Stalks	+5% Perception
34-36	Fangs	Gains natural weapon bite attack (1D6 damage)
37-39	Fire Breathing	Creature gains Breathe Fire trait (1D4, 1/day)
40-42	Great Stench	Opponents within 5m must make Easy (+20%) Resilience test every Combat Round or fall unconscious for 1D4 Combat Rounds
43-44	Heart of Gold	Heart is made of gold, worth 1D6 x 1,000 silvers
45-46	Horns	Gains natural weapon head butt attack (1D6 damage)
47-48	Huge Ears	+10% Perception
49-50	Huge Nose	+5% Perception
51-54	Hunchback	-50% Movement
55-57	Long Legs	+1m Movement
58-59	Metallic Skin	+4 AP to all hit locations
60-62	Obese	Halve Movement, hit points doubled on all locations
63-64	Perspires Acid	Unarmed attacks are considered natural weapons, +1D4 acid damage on all Unarmed attacks; also causes 1D4 acid damage to any creature grappling it
65-67	Pin Head	Halve INT
68-70	Poison Touch	Unarmed attacks are considered to be poisoned with equivalent of Wetslag Root (see the <i>RuneQuest</i> rulebook for more details)
71-72	Regeneration	Regenerates one hit point to all hit locations every Combat Round; will not regenerate Major Wounds
73-75	Shaggy	Skin overgrown with long hair, +1 AP to all hit locations
76-77	Shell Hide	+3 AP to all hit locations
78-79	Single Leg	-1m Movement, -10% to Dodge tests
80-81	Snake Neck	Gains a 1m long neck
82-85	Tail	Gains a 1m long tail
86-89	Tentacles	Two limbs are changed into tentacles; +10% to Athletics tests, -10% to Sleight and Mechanisms tests
90-92	Thick Hide	+2 AP to all hit locations
93-94	Tiger Stripes	Skin changes colour and pattern; +10% to Stealth tests
95-96	Valuable Gem	Fixed on random location, worth 1D6x100 silvers
97-98	Wings	Gains Flying Movement equal to normal Movement
99-00	Blessed by Chaos	Roll twice on this table

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 treat pitch black conditions as darkness.

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

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

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

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

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

Gaze Attack: The creature has a gaze attack. This attack may be active (the creature must consciously use it on a foe) or passive (anyone looking at the creature is affected).

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

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

Poison: The creature has a venomous bite, sting or other means of attack. The description will describe the particular poison or venom the creature displays.

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

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

Possession, Dominant: The more well-known and obvious form of possession, dominant possession occurs when the possessing entity literally takes control of the possessed body. The identity (INT, POW and 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.

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

Vampiric Touch: The creature can drain one or more of a character's Characteristics by touch.

CREATURE DESCRIPTIONS

The following is an extensive but by no means complete list of creatures found on Glorantha and many other worlds. For more creatures, consult the setting book for the world the characters are adventuring in. Each statistic block is divided into four sections.

Characteristics: Both random and average Characteristic scores are listed here.

Hit Locations: As well as the random scores for determining which Hit Location is struck in combat, there are two scores listed – the first is the natural Armour Points of the location (if any) and the second is its hit points.

Weapons: This features the creature's weapon type, skill and damage.

Special Rules: Skills, Movement, Traits, typical armour and special rules are noted here.

Amphisboena

An amphisboena is a large serpent with a head at each end. Amphisboeans are almost always solitary, lurking on the fringes of forbidding forests or in ancient, crumbling ruins.

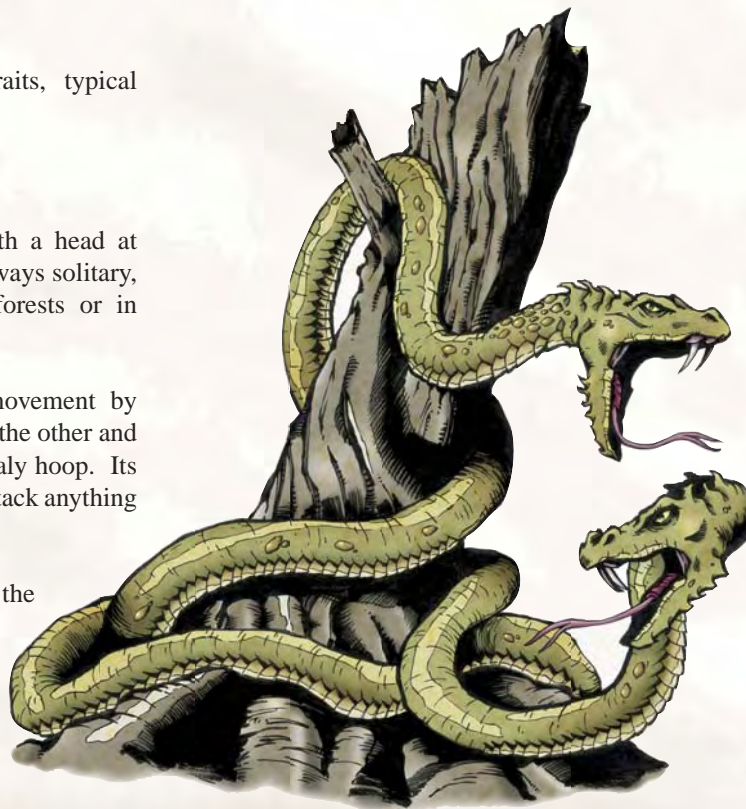
An amphisboena is capable of fast movement by taking one of its heads into the mouth of the other and rolling across the ground like a large, scaly hoop. Its bite is deadly poison, and it will gladly attack anything that intrudes on its territory.

Numbers divided by a slash in the Characteristics below indicate the amphisboena actually has two such Characteristic scores – one for each head. All resistible attack spells targeted at an amphisboena must overcome both heads separately in

order to take effect on the monster. This means the amphisboena is able to attempt to resist all incoming spells twice. Only if both heads are overcome will the spell work. Emotional and mental spells, such as Befuddle, or spells affecting the snake's INT, POW or Magic Points, may only affect one head, chosen by the caster. The remaining head is unaffected.

CHARACTERISTICS

STR	4D6	(14)
CON	3D6	(11)
DEX	3D6+12	(23)
SIZ	3D6+6	(17)
INT	2/2	(2/2)
POW	3D6/3D6	(11/11)
CHA	2/2	(2/2)



Amphisboena Hit Locations

D20	Hit Location	AP/HP
1-6	Right Head	3/6
7-14	Body	3/8
15-20	Left Head	3/6

Weapons

Type	Weapon skill	Damage
Bite	45%	1D8+1D4+poison
Jump	85%	1D6+1D4+poison

Special Rules

Combat Actions: 4

Strike Rank: +12

Movement: 6m, 8m when rolling

Traits: Poison (bite, see below for details on Amphisboena Venom)

Skills: Athletics 85%, Dodge 60%, Influence 60%, Persistence 55%, Resilience 40%

Typical Armour: Scales (AP 3, no Skill Penalty)

Amphisboena Venom

Type: Ingested or smeared

Delay: 2 Combat Rounds

Potency: 28

Full Effect: 1D3 hit point damage to location struck, applies -6 penalty to victim's CON

Duration: 6D10 minutes

Ant, Giant

Normal, everyday ants are no more trouble to *RuneQuest* Player Characters than they are to anyone else – an inconvenience and annoyance, perhaps, but certainly not a deadly foe to be slain. However, there exists a species of ants that commonly grow to the size of large dogs, and against a colony of these creatures, even the strongest adventurer would find his mettle sorely tested.

Aside from their size, giant ants behave much like their smaller cousins. They live in complex underground chambers and tunnels, some holding food and loot, others holding the ants' larvae and one holding the colony's queen.

Ants have a communal mind. Although an individual ant has an INT of two, the ant colony as a whole also has its own INT, which varies with the size of the colony. Though determined randomly according to the table below, this INT is considered to be fixed INT.

Colony Size	Communal INT
Fewer than 100	1D6
100-300	2D6
300-1,000	3D6
1,000-3,000	4D6
3,000-10,000	5D6
Each additional 20,000	+1D6

An anthill can react and adapt to its needs, setting ambushes, barricading tunnels, raiding animal herds and clearing out nearby menaces. Invading an ant colony is a difficult prospect – groups of the ants will ambush the invaders from the rear, seal off passages and set traps such as deadfalls for the unwary.

The queen of an ant colony is simply a breeding machine, possessed of no more INT than any other ant. If the queen dies, however, the colony is doomed, as no more eggs will be laid. Thus, other ants defend her fiercely. Queens are approximately twice as large and strong as other ants of the colony, but do not engage in combat.

An ant's sting injects an acid that does an additional 1D3 points of damage to the location struck. This acid is only injected if the ant's sting overcomes the target's armour, but if it does, the acid damage is applied directly to the location's hit points, bypassing armour entirely. An ant can only sting a target it has already caught with its mandibles.

CHARACTERISTICS

STR	4D6	(14)
CON	3D6+6	(17)
DEX	2D6+6	(13)
SIZ	2D6	(7)
INT	2	(2)
POW	1D6+3	(6)
CHA	5	(5)

Giant Ant Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	5/4
2	Left Rear Leg	5/4
3	Right Middle Leg	5/4
4	Left Middle Leg	5/4
5-9	Abdomen	5/6
10-13	Thorax	5/7
14	Right Front Leg	5/4
15	Left Front Leg	5/4
16-20	Head	5/5

Weapons

Type	Weapon skill	Damage
Bite	40%	1D8
Sting	45%	1D6+1D3 acid

Special Rules

Combat Actions: 3

Strike Rank: +7

Movement: 6m

Traits: Communal Mind, Wall Walking

Skills: Athletics 75%, Dodge 40%, Perception 60%, Resilience 35%, Stealth 25%, Tracking 85%

Typical Armour: Chitin (AP 5, no Skill Penalty)

Baboon

Baboons are omnivorous creatures that subsist mostly on fruits and roots, though they do hunt live prey from time to time. They gather in groups of as many as 100 individuals, ruled over by a handful of dominant males (roughly 10% of the population). Baboon troops are amazingly well organised. No matter what the rest of the group may be doing, there are always enough sentinels on guard to watch for intruders. When the baboons are travelling, the females and the young are kept to the centre, closely guarded by the dominant males, while the lesser males scout ahead and guard the perimeter. If a baboon group encounters a superior foe, the baboons will scatter and climb trees or rocks for protection.

Characteristics

STR	2D6+6	(7)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D3	(4)
INT	6	(6)
POW	3D6	(11)
CHA	6	(6)

Baboon Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	40%	1D8-1D2

Special Rules

Combat Actions: 3

Strike Rank: +11

Movement: 4m

Skills: Athletics 80%, Dodge 35%, Perception 45%, Resilience 40%, Stealth 55%, Survival 40%, Tracking 40%

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

Basilisk

Despite its small size, the basilisk is among the most deadly creatures in existence. Approximately the size of a large rooster, a basilisk has grey or green scales, two bat-like wings and a mane of greasy, mangy black feathers running down its spine. It supports itself on four legs ending in rooster-like claws. The creature's head is not dissimilar from that of a rooster, featuring a crown-like crest and a wattle.

Any weapon hitting the basilisk corrodes in the creature's blood, taking one point of damage for every point inflicted on the basilisk. This damage bypasses the weapon's Armour Points, and is applied directly to the weapon's hit points. However, magical damage from spells or enchantments placed on the weapon does not count as damage mirrored against the weapon. For example, a sword with a Bladesharp 4 spell placed upon it will inflict four points of additional damage to the basilisk, but those four points will not in turn be applied to the damage suffered by the sword.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties 1D3 minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for such lethal compounds.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Rune Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.



CHARACTERISTICS

STR	2D3	(4)
CON	2D6+6	(13)
DEX	2D6	(7)
SIZ	1D3	(2)
INT	3	(3)
POW	1D6+12	(15)
CHA	3	(3)

Basilisk Hit Locations

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

Weapons

Type	Weapon skill	Damage
Gaze	100%	Death
Bite	30%	1D6-1D6+poison

Special Rules

Combat Actions: 2

Strike Rank: +5

Movement: 4m, 6m when flying

Traits: Gaze Attack (active), Poison (bite, see below for details on Basilisk Venom)

Skills: Athletics 60%, Dodge +30%, Persistence +45%, Resilience 70%, Stealth +40%, Survival 40%

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

Basilisk Venom

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D3 hit point damage to all locations, applies -6 penalty to victim's CON

Duration: 6D10 minutes

Bear, Brown

Bears are often unpredictable and can display vicious or cowardly behaviour on a whim. Some adventurers manage to scare them away from camps with bravado while others have paid a heavy price for this approach. Sleeping for long periods over winter, bears will occasionally forage the snow-bound wilderness, typically preying on cattle and deer. However, being true omnivores, they are also opportunistic when it comes to food.

CHARACTERISTICS

STR 3D6+15 (25)
 CON 2D6+6 (13)
 DEX 3D6 (10)
 SIZ 3D6+15 (25)
 INT 5
 POW 3D6 (10)
 CHA 5

Brown Bear Hit Locations

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/8
3-4	Left Rear Leg	3/8
5-7	Hindquarters	3/9
8-10	Chest	3/10
11-13	Right Front Leg	3/7
14-16	Left Front Leg	3/7
17-20	Head	3/8

Weapons

Type	Weapon skill	Damage
Bite	60%	1D8+1D10
Claw	50%	1D6+1D10

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 6m
Skills: Athletics 25%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Tracking 25%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Bear, Polar

One of the largest and most aggressive species of bear, the polar bear lives on the frozen wastes and ice floes of the world's arctic regions. It is a strictly carnivorous creature, dining primarily on seals and fish.

Polar bears are excellent swimmers. They have little fear of humans, and will often treat them as prey if they come into the bears' territory.

CHARACTERISTICS

STR 3D6+21 (32)
 CON 2D6+6 (13)
 DEX 3D6 (10)
 SIZ 3D6+21 (32)
 INT 5
 POW 3D6 (10)
 CHA 5

Polar Bear Hit Locations

D20	Hit Location	AP/HP
1-2	Right Rear Leg	3/9
3-4	Left Rear Leg	3/9
5-7	Hindquarters	3/10
8-10	Chest	3/11
11-13	Right Front Leg	3/8
14-16	Left Front Leg	3/8
17-20	Head	3/9

Weapons

Type	Weapon skill	Damage
Bite	65%	1D8+2D10
Claw	55%	1D6+2D10

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 6m
Skills: Athletics 25%, Perception 50%, Resilience 55%, Stealth 25%, Survival 60%, Tracking 35%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Beetle, Giant

A generic giant beetle is an active, merciless carnivore. It has a glossy black shell, black eyes and a pair of serrated mandibles that click furiously when the creature is in battle.

The giant beetle inhabits forests, where it preys upon anything it can catch and kill. These creatures are certainly not above ranging outside of their forests to catch a meal of livestock, however.

In combat, a beetle is a mindlessly ferocious adversary, always battling to the death. If it manages to kill a creature large enough to make a meal, such as a human or a horse, it will attempt to haul the corpse away so it may eat in peace.

Giant beetles are usually solitary, though it is not unheard of to encounter a group of as many as six individuals, particularly when food is plentiful.

CHARACTERISTICS

STR	2D6+12	(19)
CON	3D6+6	(17)
DEX	2D6+6	(13)
SIZ	3D6+6	(17)
INT	2	(2)
POW	1D6+6	(10)
CHA	2	(2)

Giant Beetle Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	5/5
2	Left Rear Leg	5/5
3	Right Middle Leg	5/5
4	Left Middle Leg	5/5
5-9	Abdomen	5/8
10-13	Thorax	5/9
14	Right Front Leg	5/5
15	Left Front Leg	5/5
16-20	Head	5/7

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1D6

Special Rules

Combat Actions: 3

Strike Rank: +7

Movement: 6m

Traits: Wall Walking

Skills: Athletics 75%, Dodge 40%, Perception 50%, Resilience 35%, Tracking 40%

Typical Armour: Chitin shell (AP 5, no Skill Penalty)

Beetle, Ham

Though it seems oxymoronic to say, these are the smallest giant beetles. They are strictly herbivorous and are about the size of a small pig. Ham beetles are raised by trolls as food and usually fly in flocks of 10D10 individuals. Each flock has a single leader.

Humans who have tasted the flesh of a ham beetle have found it a bland affair with a curiously unpleasant texture.

CHARACTERISTICS

STR	1D3	(2)
CON	2D6	(7)
DEX	3D6	(11)
SIZ	1D3	(2)
INT	2	(2)
POW	1D6+3	(6)
CHA	2	(2)

Ham Beetle Hit Locations

D20	Hit Location	AP/HP
1-7	Head	1/2
8-20	Body	1/4

Weapons

Type	Weapon skill	Damage
Bite	20%	1D4-1D8

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 6m, 3m when flying

Traits: Wall Walking

Skills: Dodge 40%, Perception 40%,
Stealth 25 %

Typical Armour: Chitin shell (AP 1, no Skill Penalty)

Beetle, KARRĠ

The largest beetles in the world, these creatures have been domesticated by trolls and put to use as pack animals and, on occasion, war mounts.

Karrg beetles are dull, dark brown with a single horn growing from the thorax and another from the snout. They can fly, but only in short, clumsy bursts that are little more than glorified hops. A karrg beetle can only fly a number of metres equal to its CON score and his counts as heavy activity for the beetle's Fatigue.

CHARACTERISTICS

- STR 5D6+12 (29)
- CON 4D6+6 (20)
- DEX 2D6 (7)
- SIZ 5D6+12 (29)
- INT 2 (2)
- POW 1D6+6 (10)
- CHA 2 (2)

Karrg Beetle Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	6/8
2	Left Rear Leg	6/8
3	Right Middle Leg	6/8
4	Left Middle Leg	6/8
5-9	Abdomen	6/11
10-13	Thorax	6/12
14	Right Front Leg	6/8
15	Left Front Leg	6/8
16-20	Head	6/10

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1D12

Special Rules

Combat Actions: 2

Strike Rank: +4

Movement: 6m, 3m when flying

Skills: Athletics 35%, Dodge 40%,
Perception 50%, Resilience 60%,
Tracking 40%

Typical Armour: Chitin shell (AP 6, no Skill Penalty)



Beetle, Watch

Smaller than the average giant beetle but just as strong and fierce, watch beetles are commonly found in the company of trolls, who have domesticated them in much the same way humans have domesticated dogs. They are fast-running predators that will eat the flesh of any animal they can catch.

The watch beetle's shell is glossy black, as are the beast's compound eyes.

Watch beetles kept by trolls will never attack a troll, though those found in the wild will gladly attack almost anything.

CHARACTERISTICS

STR	2D6+12	(19)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6+3	(10)
INT	2	(2)
POW	1D6+6	(10)
CHA	2	(2)

Watch Beetle Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	4/4
2	Left Rear Leg	4/4
3	Right Middle Leg	4/4
4	Left Middle Leg	4/4
5-9	Abdomen	4/5
10-13	Thorax	4/6
14	Right Front Leg	4/4
15	Left Front Leg	4/4
16-20	Head	4/4

Weapons

Type	Weapon skill	Damage
Bite	55%	1D8+1D2

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Traits: Wall Walking

Skills: Athletics 60%, Dodge 40%, Perception 40%, Resilience 35%, Stealth 25%, Tracking 40%

Typical Armour: Chitin shell (AP 4, no Skill Penalty)

Behemoth

Perhaps the largest land animal ever to tread upon the face of the land, a behemoth is dull-witted brute so powerful even a dragon would prefer to stay out of its way.

Built much like a bear, an adult behemoth stands more than six metres tall at the shoulder, six metres broad across the middle and is around 15 metres in length. It has smooth grey skin, legs like massive tree trunks and a long, thick tail ending in a knobbed and spiked club. The behemoth's muscles audibly grate against one another as the beast smashes its way through the jungles where it makes its home, a signal every other creature takes as its cue to go far away.

Behemoths are mammals that live in tropical jungles and are strictly herbivorous. They are solitary creatures that can often be found wallowing in deep pools and rivers.

Because of a behemoth's immense size and length, creatures less than one-third its SIZ do not roll on its hit location chart for combat attacks; they simply hit the part closest to them.

CHARACTERISTICS

STR	6D10+100	(133)
CON	6D10+60	(93)
DEX	2D3	(4)
SIZ	4D10+100	(122)
INT	4	(4)
POW	4D6	(14)
CHA	5	(5)

Behemoth Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	30/23
3-4	Right Hind Leg	30/23
5-6	Left Hind Leg	30/23
7-10	Hindquarters	30/24
11-14	Forequarters	30/25
15-16	Right Front Leg	30/23
17-18	Left Front Leg	30/23
19-20	Head/Neck	30/23

Weapons

Type	Weapon skill	Damage
Tail Smash	60%	1D6+5D12
Bite	30%	7D8+5D12
Trample	30%	6D8+10D12

Special Rules**Combat Actions:** 1**Strike Rank:** +4**Movement:** 6m**Traits:** Trample**Skills:** Athletics 190%, Perception 40%, Persistence 50%, Resilience 140%, Tracking 40%**Typical Armour:** Tough Hide (AP 30, no Skill Penalty)**BOAR**

Boars are wild, feral pigs with wiry coats, long tusks and extremely poor dispositions. They are commonly encountered in small groups of two to 12 individuals, and prefer forested areas.

Boars are omnivorous, though the majority of their diets is composed of roots and berries. They are ferociously territorial creatures, who will attack a much larger creature without hesitation.

CHARACTERISTICS

STR	3D6+6	(20)
CON	2D6+9	(15)
DEX	3D6	(10)
SIZ	2D6+3	(10)
INT	5	
POW	3D6	(10)
CHA	5	

Boar Hit Locations

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

Weapons

Type	Weapon skill	Damage
Tusk	45%	1D6+1D2

Special Rules**Combat Actions:** 2**Strike Rank:** +7**Movement:** 4m**Skills:** Athletics 25%, Dodge 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 50%, Tracking 25%**Typical Armour:** Hide (AP 2, no Skill Penalty)

BROO

Creatures of Chaos, broo are twisted hybrids of men and deer, antelopes or goats. They are the beastmen of legend and engage in the foulest practices, rubbing dung into their fur and worshipping the gods of disease. There is no standard form for a broo and all are mongrels roaming wastes, deserts, swamps and mountain ranges. Raiding any group of creatures weaker than themselves, they often take prisoners for sadistic torture or food.

CHARACTERISTICS

STR 2D6+6 (13)
 CON 1D6+12 (15)
 DEX 3D6 (10)
 SIZ 1D6+12 (15)
 INT 2D6+6 (13)
 POW 3D6 (10)
 CHA 2D6 (7)

Broo Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Head Butt	60%	1D6+1D2
Club	60%	1D6+1D2 / 2
Shortspear	50%	1D8+1D2 / 2
Target Shield	30%	1D6+1D2 / 8

Special Rules

Combat Actions: 2

Strike Rank: +11

Movement: 4m

Skills: Athletics 60%, Dodge 40%, Perception 50%, Resilience 30%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%

Typical Armour: Horns (AP 3 Head only, no Skill Penalty)



BROO

Catoblepas

A catoblepas has a small, rather bovine body, a long neck and a dangling head with reddish eyes. The beast's hide is covered with iron scales and the head sports a mane of long, tentacle-like hair that can be used to parry or grapple enemies.

Catoblepases are herbivores that inhabit river valleys, marshes and bogs. They are creatures of Chaos.

The hair of a catoblepas can attempt to grapple every creature within two metres of the beast. In order to free itself, the grappled creature must overcome the catoblepas in an opposed Athletics test. Another character may attempt to free his fellow by hacking through the catoblepas's hair, which has 9 AP and 0 hit points. Cutting through one hank of the creature's hair will not prevent it from making more grapple attempts – the beast has a great deal of hair.

A catoblepas's hair can also be used to parry any attacks directed against the creature. Because of the sheer amount of hair the beast has, it is allowed double its normal number of Reactions in a round so long as those Reactions are used to parry. Catoblepas hair has 9 AP.

A catoblepas can kill with a glance. In combat, the catoblepas glares at a single opponent each round. If the catoblepas overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the catoblepas may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Rune Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again. The catoblepas does not need to meet its target's gaze for this attack to work – though it must be able to see the target. Its heavy head and weak neck make it difficult for the beast to raise its foul countenance enough for the gaze to come into play. Whenever the catoblepas wishes to use its gaze attack, it must make an Athletics test to lift its head.



Even if it succeeds the head will slump down again a moment later, and the beast must make another test in order to raise its head again.

A catoblepas may not use its bite attack and its glance attack in the same round.

A catoblepas may only Trample a foe that is lying on the ground or has been grappled by the beast's hair.

A catoblepas has a percentage chance equal to its POW to possess one Chaos Feature.

CHARACTERISTICS

STR	4D6+6	(20)
CON	4D6	(14)
DEX	2D6+3	(10)
SIZ	6D6+6	(27)
INT	4	(4)
POW	2D6+6	(13)
CHA	4	(4)

Catoblepas Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	40%	2D10
Trample	50%	3D10
Hair	80%	Grapple
Glance	35%	Death

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 5m
Traits: Chaos Feature (see above), Gaze Attack (active), Trample
Skills: Athletics 40%, Resilience 50%, Perception 20%, Persistence 35%, Survival 45%, Tracking 50%
Typical Armour: Iron Scales (AP 6, no Skill Penalty)

Cattle

One of the most common domesticated beasts, cattle can be found in virtually any human civilisation not in the arctic.

The statistics below are designed for a bull, but are also applicable to domestic cows, oxen, bison and sundry other large herbivores.

CHARACTERISTICS

STR	4D6+6	(18)
CON	2D6+9	(15)
DEX	2D6	(7)
SIZ	2D6+9	(15)
INT	4	(4)
POW	2D6	(7)
CHA	4	(4)

Cattle Hit Locations

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

Weapons

Type	Weapon skill	Damage
Charge	40%	1D8+1D4
Trample	55%	1D8+2D4

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 5m
Traits: Trample
Skills: Athletics 55%, Perception 30%, Resilience 50%, Survival 20%
Typical Armour: Hide (AP 2, no Skill Penalty)

Cave Troll

Often known as romal, cave trolls are hulking, semi-intelligent beasts with green-black skin and long claws. They are not truly sentient, and are always on the outside of troll society, either shunned or cared for like slow children, depending upon the group of trolls in question.

Cave trolls have long tusks like dark trolls, and walk with a similar gait, but are usually larger. They sometimes employ crude clubs in combat, but more often make do with their long, cruel claws.

Cave trolls were originally created from dark troll stock by the forces of Chaos, but it is rare to find any taint of Chaos in a cave troll today.

Cave trolls regenerate damage done to them quite quickly, healing one hit point in all locations every minute. This regeneration will not work on damage caused by fire.

A cave troll has a percentage chance equal to its POW to have the Chaotic Aura trait. Those who do have a percentage chance equal to half their POW of having a Chaotic Feature.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 3D6+9 (18)
 DEX 2D6 (7)
 SIZ 4D6+12 (26)
 INT 1D6+3 (6)
 POW 3D6 (11)
 CHA 2D6 (7)

Cave Troll Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Club	40%	1D6+1D12 / 2
Claw	40%	1D6+1D12 / 3

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 4m

Traits: Chaotic Aura (see above), Earth Sense, Formidable Natural Weapons, Night Sight, Regeneration

Skills: Athletics 60%, Perception 35%, Resilience 50%, Stealth 20%, Survival 35%

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



CENTAUR

Famed nomads, musicians and bowmen, centaurs are an intelligent and usually benign race. A centaur has the body of a horse, but with the torso, arms and head of a human where the horse's head would be.

Because of a centaur's unique body structure, it is not able to put the full force of its mass behind most attacks. Thus, instead of adding **SIZ** to **STR** to determine the centaur's Damage Modifier, the centaur's **STR** should be doubled. However, if the centaur is kicking, charging or striking with a lance or longspear the Damage Modifier should be figured normally (**STR** + **SIZ**).

CHARACTERISTICS

STR 3D6+6 (17)
CON 3D6 (10)
DEX 3D6+3 (14)
SIZ 4D6+12 (26)
INT 2D6+6 (14)
POW 3D6 (10)
CHA 3D6 (10)



Centaur Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Long Bow	70%	2D8+1D4
Lance	40%	1D10+1D8 / 2
Target Shield	30%	1D6+1D4 / 8
War Sword	40%	1D8+1D4 / 4
Kick	30%	1D6+1D8

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 6m

Skills: Athletics 52%, Dodge 22%, Lore (World) 35%, Play Instrument 40%, Resilience 60%, Stealth 22%, Survival 40%, Tracking 40%

Typical Armour: Leather armour (AP 2, Chest, Hindquarters, Forequarters and Legs only) and helmet (AP 4 Head only): Skill Penalty -18%

Centipede, Giant

Centipedes have long sinuous bodies and a head tipped with a pair of poison claws. Each of its many legs ends in a needle-sharp point equipped with a smaller version of the venom glands found on its head.

Centipedes, large or small, are nocturnal predators that hide from the light of the sun in small burrows or shaded places. At night, the centipede comes out to hunt. It is perfectly willing to slip into a fire-lit camp in order to seize likely prey before rushing back to its nest. Centipedes are found in all warm climes, including jungles, deserts and temperate forests, though they prefer to live near a plentiful water source. They are solitary creatures.

The Characteristics listed below describe a giant centipede some ten metres in length.

The centipede is a complex creature, with an equally complex hit location system. The body is divided into multiple segments, with each hit location covering one or two of these segments. The segments are numbered from one through 18, with segment one being immediately behind the head and segment 18 being the creature's posterior. If the centipede's head is reduced to zero hit points or lower, it begins to thrash frantically, but the fight is over and the creature will soon die. If any of the other segments are brought to zero hit points, but not destroyed, the centipede will lose 5m from its Movement rate. If enough locations are incapacitated to reduce the creature's Movement to zero, it will die.

However, if one of the centipede's segments is destroyed, all segments behind that one will be incapacitated and immobile. Meanwhile, all segments ahead of the one destroyed will attempt to run away, carrying the creature's head with them.

CHARACTERISTICS

STR	8D6	(28)
CON	12D6	(42)
DEX	3D6	(11)
SIZ	12D6	(42)
INT	1	(1)
POW	2D6+3	(10)
CHA	1	(1)

Giant Centipede Hit Locations

D20	Hit Location	AP/HP
1	Segment 18	4/5
2	Segment 17	4/5
3	Segment 16	4/5
4	Segment 15	4/5
5	Segment 14	4/5
6	Segment 13	4/5
7	Segment 12	4/5
8	Segment 11	4/5
9	Segment 10	4/5
10	Segment 9	4/5
11	Segment 8	4/5
12	Segment 7	4/5
13	Segment 6	4/5
14	Segment 5	4/5
15	Segment 4	4/5
16	Segment 3	4/5
17	Segment 2	4/5
18	Segment 1	4/5
19-20	Head	4/8

Weapons

Type	Weapon skill	Damage
Bite	65%	1D6+2D6+poison

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 6m

Traits: Poison (bite, see below for details on Centipede Venom)

Skills: Athletics 60%, Perception 55%, Stealth 70%

Typical Armour: Chitin Shell (AP 4, no Skill Penalty)

Centipede Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 80

Full Effect: 1 hit point damage to location struck, applies -8 penalty to victim's CON

Duration: 3D10 minutes

Chimpanzee

Chimpanzees are forest-dwelling apes slightly smaller than humans. They are extremely intelligent creatures, with thin black hair and long, muscular arms. Chimpanzees are quadrupeds, though they can walk short distances on their hind legs, and split their time equally between walking on the ground and swinging from the trees overhead.

Chimpanzees are primarily herbivorous, subsisting almost entirely on fruit and leaves, though they can also eat meat and insects. They are found in bands of as many as 20 individuals of both genders led by a dominant male.

Some male chimps will use clubs for threatening gestures and, from time to time, will even wield them in combat. Most chimpanzees would never use weapons, however.

CHARACTERISTICS

STR	3D6+6	(17)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	2D6+6	(12)
INT	7	(7)
POW	3D6	(11)
CHA	6	(6)

Chimpanzee Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	35%	1D6+1D2
Fist	45%	1D4+1D2

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 4m on the ground, 5m in the trees

Skills: Athletics 95%, Dodge 45%, Perception 30%, Resilience 40%, Stealth 55%, Survival 45%, Tracking 40%

Chonchon

Chonchon are magical monsters native to the spirit plane. They look like large, bodiless human heads with a pair of enormous ears. They fly by flapping their ears.

Chonchons appear only after nightfall. When daybreak comes, they are forced back out of the mortal world into the spirit plane. They can freely travel from the spirit plane to the mortal world, but are unable to return at will – only the sunlight can send them back. Chonchons who have set their minds to mischief on the mortal world must find a place to hide from the sun when daybreak comes, as even an instant of direct sunlight is enough to immediately send one of these creatures back where it came from.

As they are all natives of the spirit plane, chonchons are incomplete creatures. They have no permanent STR, CON or SIZ. These last three attributes are gained by the chonchon when it crosses into the mortal world and spontaneously forms a body.

Chonchons are very vulnerable to Dispel Magic and other spells designed to disrupt magic, such as the divine spell Dismiss Magic and the sorcery spell Neutralise Magic (see the *RuneQuest Companion*). For every point of Magnitude of a Dispel Magic (or Neutralise Magic) cast at the chonchon, the creature loses one Magic Point. For every point of Magnitude of a Dismiss Magic cast at it, the chonchon loses two Magic Points. If the creature's Magic Points drop to zero, the chonchon falls to the ground and may no longer fly.

If the chonchon's bite manages to pass through an opponent's armour, the chonchon matches its Magic Points against its victim's Magic Points in an opposed test. If the chonchon wins, it drains 1D6 Magic Points

from its victim, adding them to its own total. Once it has successfully bitten through an opponent's armour, it will hang on round after round, continuing to drain Magic Points. This gives the chonchon a base 100% chance to succeed with its bite, so long as it is still hanging on to a victim.

Defensive magic effective against spirits will help to prevent the chonchon from draining Magic Points. A chonchon cannot have more than double its usual number of Magic Points, though there is no effective limit to how many it can drain. For example, if the chonchon has a normal total of 15 Magic Points, it can increase this number to 30 through draining. After reaching 30, it can still drain Magic Points away from its victim, but the chonchon does not receive these Magic Points, they simply vanish.

A chonchon may cast spells normally, even if it is currently biting a foe.

CHARACTERISTICS

- STR 2D6 (7)
- CON 3D6 (11)
- DEX 2D6+6 (13)
- SIZ 2D3 (4)
- INT 4D6 (14)
- POW 3D6+6 (15)
- CHA 1D6 (4)

Chonchon Hit Location

D20	Hit Location	AP/HP
1-20	Head	-/10



Weapons

Type	Weapon skill	Damage
Bite	55%	1D4+drain

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 5m (flying only)

Traits: Life Sense

Skills: Dodge 65%, Perception 50%,
Runecasting 100%, Stealth 35%

Typical Armour: None

Runes: Chonchons usually have 2D3 runes integrated. Their most common spells are Befuddle, Countermagic, Disruption, Mobility, Protection and Shimmer.

Crab, Giant

Crabs are the largest of all anthropods, but the very largest are restricted to deep water. Land crabs are known to rove as far as several miles inland, except during breeding season, when they remain on the beach or in the shallows.

Crabs are opportunistic scavengers who will attack anything that looks even remotely edible.

CHARACTERISTICS

STR	3D6+24	(35)
CON	3D6+6	(17)
DEX	2D6	(7)
SIZ	3D6+24	(35)
INT	2	(2)
POW	3D6	(11)
CHA	2	(2)

Giant Crab Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	8/8
2	Left Rear Leg	8/8
3	Right Hind Leg	8/8
4	Left Hind Leg	8/8
5-8	Body	8/13
9	Right Centre Leg	8/8
10	Left Centre Leg	8/8
11	Right Front Leg	8/8
12	Left Front Leg	8/8
13-14	Right Claw	8/9
15-16	Left Claw	8/9
17-20	Head/Neck	8/10

Weapons

Type	Weapon skill	Damage
Claw	50%	1D10+2D6

Special Rules

Combat Actions: 2

Strike Rank: +4

Movement: 5m, 6m in water

Skills: Athletics 75%, Perception 40%,
Resilience 55%, Stealth 55%,
Tracking 20%

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

Crocodile

large reptiles, close relatives of the dinosaurs, live in swamps and slow-moving rivers. Active predators, they use their stealth to prey upon fish, snakes and animals coming in search of drinking water.

Though they are often found in large numbers, crocodiles are not sociable or pack animals. Crocodiles are faster in the water than they are on land, and prefer to attack prey in the water or at the water's edge.

When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful (assuming of course the crocodile succeeds on the initial attack) and inflicts damage equal to the crocodile's Damage Modifier each round to the location bit. Armour does not protect against this damage. A crocodile on land is unable to use this attack, though it can still bite.

Medium Crocodile

CHARACTERISTICS

STR 4D6+12 (26)
 CON 3D6+8 (19)
 DEX 2D6 (7)
 SIZ 4D6+12 (26)
 INT 3 (3)
 POW 3D6 (11)
 CHA 3 (3)

Medium Crocodile Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	5/8
4	Right Hind Leg	5/6
5	Left Hind Leg	5/6
6-9	Hindquarters	5/9
10-14	Forequarters	5/10
15	Right Front Leg	5/6
16	Left Front Leg	5/6
17-20	Head/Neck	5/8

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1D12

Special Rules

Combat Actions: 2
 Strike Rank: +5
 Movement: 3m, 5m in water

Skills: Athletics 75%, Perception 40%,
 Resilience 45%, Stealth 50%
 Typical Armour: Thick Hide (AP 5, no Skill Penalty)

Large Crocodile

CHARACTERISTICS

STR 8D6+12 (50)
 CON 6D6+8 (29)
 DEX 2D6 (7)
 SIZ 8D6+12 (50)
 INT 3 (3)
 POW 3D6 (11)
 CHA 3 (3)

Large Crocodile Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+2D12

Special Rules

Combat Actions: 2
 Strike Rank: +5
 Movement: 4m, 6m in water
 Skills: Athletics 90%, Perception 50%,
 Resilience 60%, Stealth 50%
 Typical Armour: Thick Hide (AP 7, no Skill Penalty)

Dark Troll

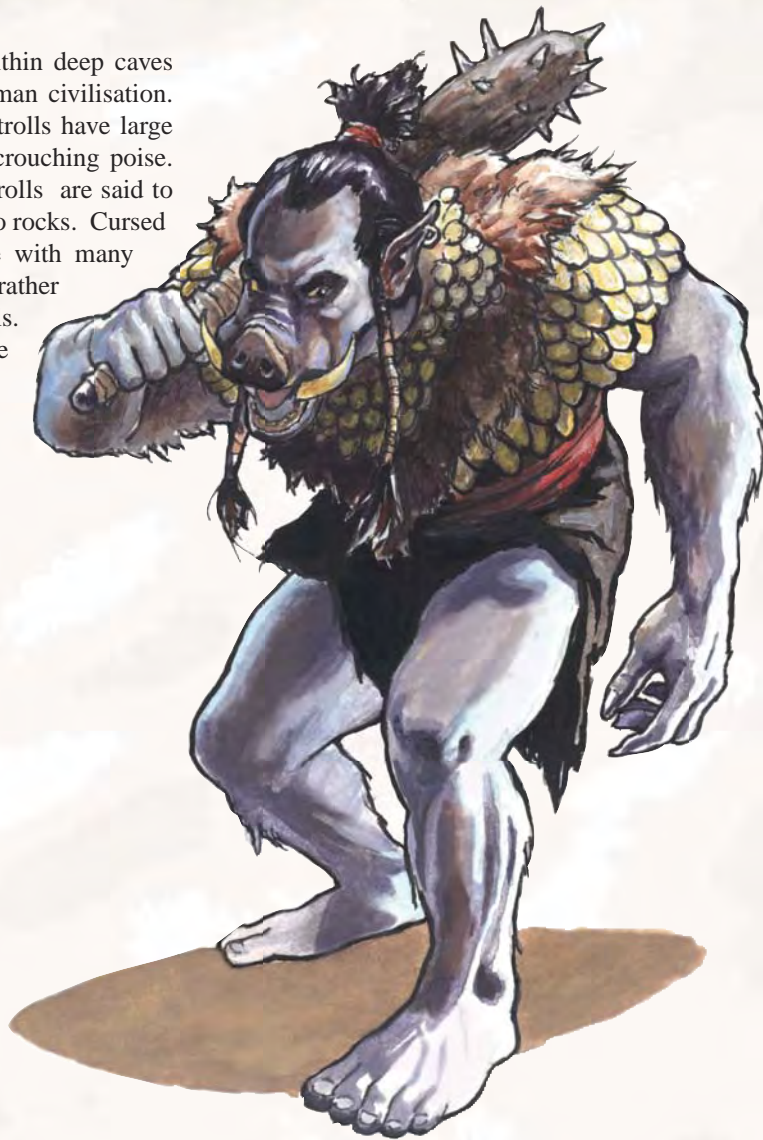
Trolls live in wastelands, usually within deep caves where they have been driven by human civilisation. Standing over two metres tall, dark trolls have large snouts with protruding tusks and a crouching poise. Famed for immense appetites, dark trolls are said to be able to eat anything from carrion to rocks. Cursed by the gods, they are a dying race with many births resulting in litters of trollkin rather than healthy grey-skinned dark trolls. Most troll communities will therefore number many trollkin.

CHARACTERISTICS

STR	3D6+6	(17)
CON	3D6	(10)
DEX	3D6	(10)
SIZ	3D6+9	(19)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	3D6	(10)

Dark Troll Hit Locations

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



Dark troll

Weapons

Type	Weapon skill	Damage / AP
Club	50%	2D6 / 2
Great Hammer	40%	1D10+3+1D6 / 3
Sling	30%	2D6
Kite Shield	30%	2D6 / 10

Special Rules

Combat Actions: 2
Strike Rank: +11
Movement: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 40%, Perception 40%, Resilience 40%, Stealth 30%, Survival 40%
Typical Armour: Troll Skin (AP 1, no Skill Penalty)

Deer

One of the most common food sources for human civilisations, as well as a number of large carnivores, deer are a wary and easily frightened species. They dwell mostly on the fringes of forests and in brushy areas. A deer will only attack if it has no other choice.

Deer live in small herds, consisting of a number of does and fawns with either one dominant stag or a small group of bachelor stags.

CHARACTERISTICS

STR	2D6+6	(13)
CON	3D6	(11)
DEX	3D6+6	(17)
SIZ	3D6+12	(23)
INT	4	(4)
POW	2D6	(7)
CHA	4	(4)

Deer 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	1/9
11-13	Right Front Leg	1/6
14-16	Left Front Leg	1/6
17-20	Head	1/7

Weapons

Type	Weapon skill	Damage
Head Butt	35%	2D6

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 6m

Skills: Athletics 75%, Perception 95%,
Stealth 25%

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

Demi-Bird

Demi-birds are feathered and beaked and lay eggs, but their bones are solid and they have vestigial arms, not wings. The demi-bird is fearless and carnivorous, and is very rarely seen outside of dragonewt society.

Demi-birds are the preferred mounts and companions of warrior dragonewts, and are raised from hatchlings to serve dragonewts, to whom they are unfailingly devoted.

CHARACTERISTICS

STR	4D6+18	(32)
CON	2D6+6	(13)
DEX	3D6+6	(17)
SIZ	4D6+12	(26)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)



Demi-Bird Hit Locations

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

Weapons

Type	Weapon skill	Damage
Peck	45%	1D8+1D12
Kick	45%	1D6+1D12

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 6m

Skills: Athletics 40%, Perception 75%, Resilience 35%, Survival 45%

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

DINOSAURS

Tremendous beasts that ruled the lands, seas and skies of ages past, in some distant corners of the world these great creatures still live, still cause the earth to shake beneath their clawed feet. Some of these dinosaurs rival dragons in sheer size, though unlike dragons, they are mere animals with no exceptional intelligence. What they lack in wits, however, they make up for in sheer power, thick hides and keen instincts.

Allosaurus

An allosaurus is a large carnivorous dinosaur, reaching 10 metres in length and standing over three metres tall. Allosaurs are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey.

Allosaurs can be found in savannahs and sparse tropical forests. They may be solitary or they may hunt in small packs, depending upon the area and the density of available prey species.

CHARACTERISTICS

STR	6D6+32 (53)
CON	4D6+21 (35)
DEX	2D6+9 (16)
SIZ	4D6+32 (46)
INT	3 (3)
POW	2D6+6 (13)
CHA	3 (3)

Allosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	10/17
3-5	Right Leg	10/17
6-8	Left Leg	10/17
9-11	Abdomen	10/18
12-15	Chest	10/19
16	Right Claw	10/16
17	Left Claw	10/16
18-20	Head	10/17

Weapons

Type	Weapon skill	Damage
Bite	50%	1D10+2D12
Kick	35%	1D6+2D12

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Skills: Athletics 90%, Perception 50%, Persistence 50%, Resilience 80%, Tracking 40%

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

Ankylosaurus

An ankylosaurus is a squat, quadrupedal herbivore. It has a wide shell of thick armour plates covering much of its turtle-like body, four thick legs and a blunt snout. The most impressive aspect of the dinosaur, however, is its tail, a long, muscular appendage that ends in a cruel club of bone. The surface and edges of the ankylosaurus's shell is studded with bony spikes.

Ankylosaurs are solitary creatures who only come together to mate. They prefer grassy plains with easy access to rivers and streams.

CHARACTERISTICS

STR	4D6+21	(33)
CON	3D6+15	(24)
DEX	2D6+6	(13)
SIZ	4D6+21	(33)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Ankylosaurus Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	50%	1D12+2D6
Tail Smash	60%	4D6

Special Rules

Combat Actions: 3

Strike Rank: +8

Movement: 5m

Traits: Trample

Skills: Perception 40%, Persistence 35%, Resilience 80%

Typical Armour: Armoured Hide (AP 14 Tail, Hindquarters, Forequarters, Head/Neck) Thick Hide (AP 6, Legs) no Skill Penalty

Brontosaurus

Among the largest of the dinosaurs, a brontosaurus is a massive reptile with a tiny head, elephantine body and a long tail. Generally found in herds, brontosaurus are not aggressive and will often ignore a creature so tiny as a human (though they may still step on the careless).

Brontosaurus live near warm forests, and may be found either wallowing in shallow lakes and rivers or making their way across dry land. They are purely vegetarians, and are commonly around 20 metres long and four or five metres wide.

CHARACTERISTICS

STR	4D6+40	(52)
CON	2D6+30	(36)
DEX	1D6	(3)
SIZ	4D6+50	(62)
INT	3	(3)
POW	1D6+6	(11)
CHA	3	(3)

Brontosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	14/20
3-4	Right Hind Leg	14/20
5-6	Left Hind Leg	14/20
7-10	Hindquarters	14/21
11-14	Forequarters	14/22
15-16	Right Front Leg	14/20
17-18	Left Front Leg	14/20
19-20	Head/Neck	14/20

Weapons

Type	Weapon skill	Damage
Tail Lash	70%	4D12
Trample	65%	5D12

Special Rules

Combat Actions: 1

Strike Rank: +3

Movement: 4m

Traits: Trample

Skills: Athletics 120%, Perception 25%, Persistence 50%, Resilience 110%

Typical Armour: Thick Hide (AP 14, no Skill Penalty)

Hadrosaurus

Hadrosaurus is the general name given to several dozen varieties of herbivorous, bipedal dinosaurs commonly referred to as 'duck-billed dinosaurs' (a name the ducks find rather offensive). Varying slightly in size and body proportion, many of these dinosaurs have a large, bony crest atop their heads, which is used for trumpeting out mating calls that can carry for many kilometres.

Hadrosaurs prefer marshy areas and riverbanks, and are almost always found along the edge of a body of water. They commonly congregate in herds of as many as a hundred individuals of both sexes. The statistics given below can be applied to virtually any hadrosaur.

CHARACTERISTICS

STR	6D6+15	(33)
CON	4D6+9	(21)
DEX	3D6	(11)
SIZ	4D6+30	(42)
INT	3	(3)
POW	2D6+3	(10)
CHA	3	(3)

Hadrosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	8/13
3-5	Right Leg	8/13
6-8	Left Leg	8/13
9-11	Abdomen	8/14
12-15	Chest	8/15
16	Right Claw	8/12
17	Left Claw	8/12
18-20	Head	8/13

Weapons

Type	Weapon skill	Damage
Kick	40%	1D8+2D8
Tail Lash	20%	1D10+2D8

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 5m

Traits: Trample

Skills: Athletics 80%, Perception 40%, Persistence 50%, Resilience 90%

Typical Armour: Thick Hide (AP 8, no Skill Penalty)

Plesiosaurus

This sea-going dinosaur has a long neck, a stubby body like a turtle out of its shell and a set of four powerful flippers. It hunts fish and squid in the shallows by moving along very slowly until it stretches out its long neck to strike.

Plesiosaurs can be dangerous to lone sailors by picking them off the decks of ships, though the beasts will usually not attempt this unless sick or starving. When a plesiosaur rears up from the water like this, only its Head/Neck hit location can be struck – the rest remains safely submerged.

CHARACTERISTICS

STR	6D6	(21)
CON	4D6	(14)
DEX	3D6+6	(16)
SIZ	6D6+12	(33)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Plesiosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	5/10
3-4	Right Hind Flipper	5/6
5-6	Left Hind Flipper	5/6
7-10	Hindbody	5/11
11-14	Body	5/12
15-16	Right Front Flipper	5/6
17-18	Left Front Flipper	5/6
19-20	Head/Neck	5/10

Weapons

Type	Weapon skill	Damage
Bite	65%	1D8+1D12

Special Rules

Combat Actions: 3
Strike Rank: +9
Movement: 5m (swimming)
Traits: Excellent Swimmer
Skills: Dodge 50%, Stealth 45%, Tracking 60%
Typical Armour: Thick Hide (AP 5, no Skill Penalty)

Pteranodon

Pteranodons are enormous flying dinosaurs, with wingspans averaging 10 to 12 metres. They have slender bodies, wide wings with a grasping claw at the midpoint of each and large taloned feet. The pteranodon's head has an elongated, toothless beak, with a narrow crest almost as long as its jaw jutting from the rear of its skull.

Pteranodons subsist primarily on a diet of fish and small mammals. Humans and similar creatures are too large for them to eat, thus, such creatures are generally ignored unless they threaten a pteranodon nest. Pteranodons are usually found in small colonies of 3D6 individuals.

A pteranodon is capable of running along the ground on all fours, using its feet and the claws on its wings to propel itself at a speed belying its size.

CHARACTERISTICS

STR	4D6+6	(20)
CON	3D6+3	(14)
DEX	2D6+12	(17)
SIZ	4D6+12	(26)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Pteranodon Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	3/8
4-6	Left Leg	3/8
7-8	Abdomen	3/9
9-12	Chest	3/10
13-14	Right Wing	3/7
15-16	Left Wing	3/7
17-20	Head	3/8

Weapons

Type	Weapon skill	Damage
Bite	55%	1D8+1D10
Claw	45%	1D6+1D10

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 2m, 6m when flying
Skills: Perception 65%, Resilience 70%, Stealth 40%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

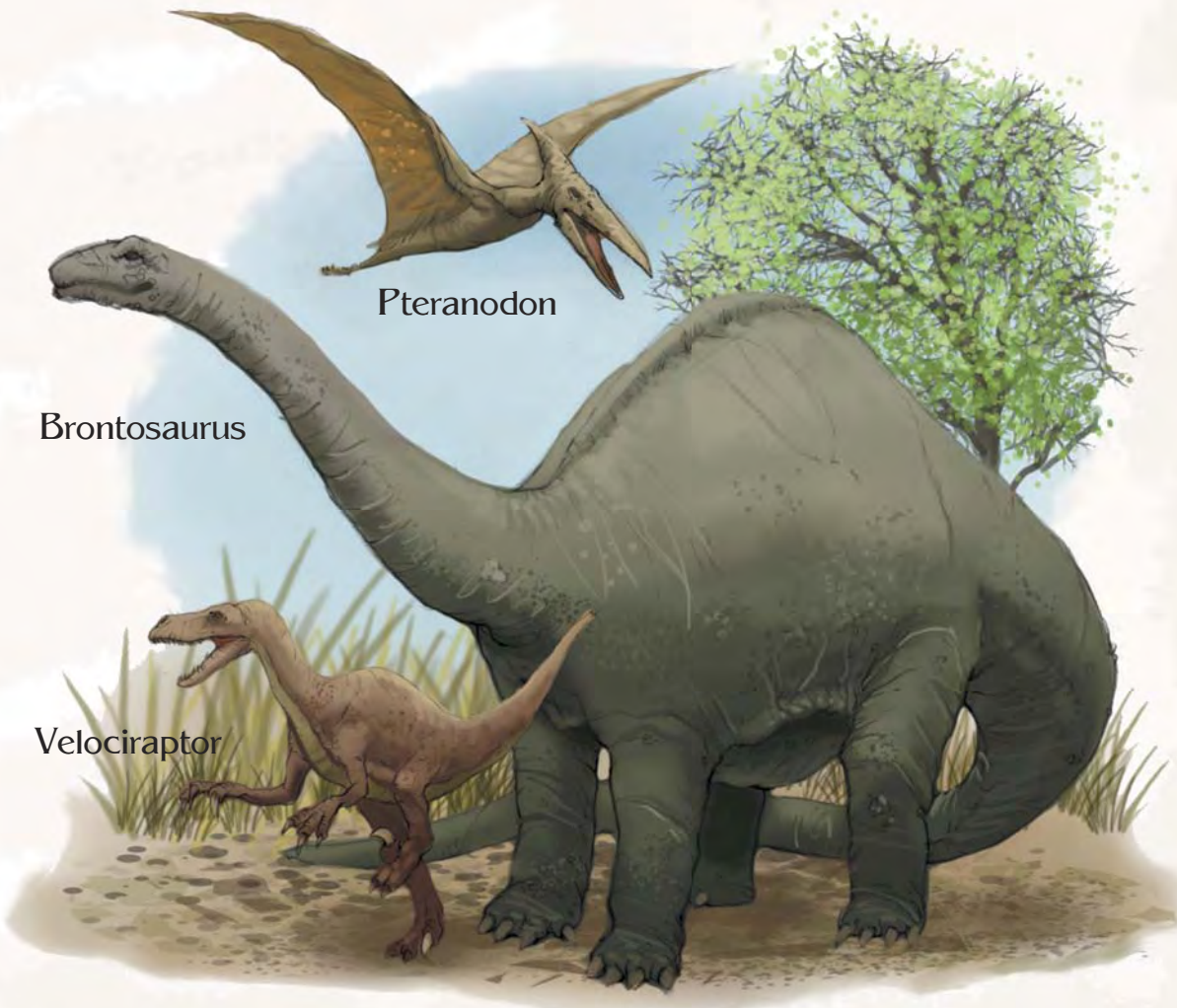
Stegosaurus

Though they are herbivores, stegosaurus are ferocious fighters. The head and tail of the beast hang low to the ground, while its back arches up as high as four metres. A series of bony plates protrude from the creature's spine, offering it protection against the giant carnivores among the dinosaurs. The tip of its tail is equipped with four long spikes. A stegosaurus moves about on four thick, stumpy legs.

Stegosaurus prefer warm forests, and are usually found in family groups of two to eight individuals. They will tend to ignore any creature that is not an obvious threat to them or their young.

CHARACTERISTICS

STR	5D6+21	(36)
CON	4D6+12	(24)
DEX	2D6	(7)
SIZ	6D6+21	(39)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)



Pteranodon

Brontosaurus

Velociraptor

Stegosaurus Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	50%	1D10+2D8
Tail Smash	65%	1D12+2D8

Special Rules

Combat Actions: 2

Strike Rank: +5

Movement: 4m

Traits: Trample

Skills: Athletics 65%, Perception 40%, Persistence 60%, Resilience 75%

Typical Armour: Bone Plating (AP 10, Tail, Hind Quarters, Fore Quarters, Head/Neck) Thick Hide (AP 8, Legs), no Skill Penalty

Triceratops

A triceratops is a broad, muscular dinosaur with a large shield of bone surrounding its head. Two long horns emerge from the crest and a third, smaller horn protrudes from the dinosaur's snout.

A triceratops is a herbivorous dinosaur, though it has a surly and often unpleasant disposition and is likely to charge anything that enters its territory. Triceratops are quadrupeds, propelling themselves on four thick, powerful legs. They are fond of open savannah, and are usually solitary.

CHARACTERISTICS

STR	6D6+30	(51)
CON	3D10+12	(28)
DEX	2D6+3	(10)
SIZ	6D6+30	(51)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Triceratops Hit Locations

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

Weapons

Type	Weapon skill	Damage
Gore	60%	1D10+2D12
Tail Lash	35%	3D12

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 4m

Traits: Trample

Skills: Athletics 60%, Perception 50%, Persistence 40%, Resilience 80%

Typical Armour: Thick Bone (AP 14, Head) Tough Hide (AP 10, all other locations), no Skill Penalty

Tyrannosaurus

One of the largest carnivorous dinosaurs in existence, the Tyrannosaurus is a consummate predator, a massive tower of muscle and teeth with a voracious appetite.

Tyrannosaurs appear much like larger, stouter versions of allosaurs; they are bipedal, with large heads, long tails for balance and thick hides capable of easily

turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey.

CHARACTERISTICS

STR 4D6+40 (52)
 CON 5D6+30 (47)
 DEX 2D6+3 (10)
 SIZ 4D6+30 (42)
 INT 3 (3)
 POW 2D6+6 (13)
 CHA 3 (3)

Tyrannosaurus Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	60%	1D10+2D12

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 5m

Skills: Athletics 90%, Perception 50%, Resilience 75%, Tracking 50%

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

Velociraptor

A pack-hunting dinosaur, what the velociraptor lacks in size it makes up for in ferocity and a base cunning. Quite intelligent, at least when compared to other dinosaurs, the velociraptor likes to misdirect its prey, one member of the pack distracting it while the others leap upon it from ambush.

Velociraptors are capable of hunting in terrain ranging from jungle to open savannah, and are commonly found in packs of 3 to 12 (3D4) individuals. They are bipedal dinosaurs, with dextrous foreclaws, mouths full of sharp teeth and enormous claws on their powerful legs. They stand a little taller than a man.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 3D6+3 (14)
 DEX 4D6 (14)
 SIZ 3D6+6 (17)
 INT 4 (4)
 POW 2D6+6 (13)
 CHA 3 (3)

Velociraptor Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	5/7
3-5	Right Leg	5/7
6-8	Left Leg	5/7
9-11	Abdomen	5/8
12-15	Chest	5/9
16	Right Claw	5/6
17	Left Claw	5/6
18-20	Head	5/7

Weapons

Type	Weapon skill	Damage
Bite	40%	2D8
Kick	35%	1D6+1D8
Foreclaw	65%	1D4+1D8

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Skills: Athletics 40%, Perception 50%, Resilience 140%, Stealth 50%, Tracking 45%

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

Dog

A close relative of the wolf, dogs have been humanity's constant companions since time immemorial. Bred for a hundred different purposes, dogs come in a wide array of sizes. The dog statistics given below are for a medium-sized hunting or herding dog. Breeds of dogs come as small as STR 1D3 and SIZ 1D3, or as large as STR 2D6+3 and SIZ 2D6+3.

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

CHARACTERISTICS

STR	1D6+1	(4)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	1D6	(3)
INT	5	(5)
POW	1D6+6	(9)
CHA	5	(5)

Dog Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	40%	1D6-1D6

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Traits: Night Sight

Skills: Athletics 60%, Dodge 30%, Resilience 30%, Perception 55%, Stealth 45%, Survival 30%, Tracking 75%

Dragon

Solitary, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. Equipped with claws, fangs, astoundingly long life spans and a surfeit of magic, a dragon is a formidable foe – potentially the greatest danger an adventurer will ever face.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(13)
SIZ	10D6+30	(65)
INT	6D6	(19)
POW	4D6+12	(26)
CHA	6D6	(21)

Dragon Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	12/20
3-4	Right Hind Leg	12/20
5-6	Left Hind Leg	12/20
7-8	Hindquarters	12/21
9-10	Forequarters	12/21
11-12	Right Wing	12/19
13-14	Left Wing	12/19
15-16	Right Front Leg	12/20
17-18	Left Front Leg	12/20
19-20	Head	12/20

Weapons

Type	Weapon skill	Damage / AP
Bite	125%	1D10+3D12 / 4
Claw	95%	1D8+3D12 / 6
Tail	90%	1D20+3D12 / 8

Special Rules

Combat Actions: 3

Strike Rank: +16

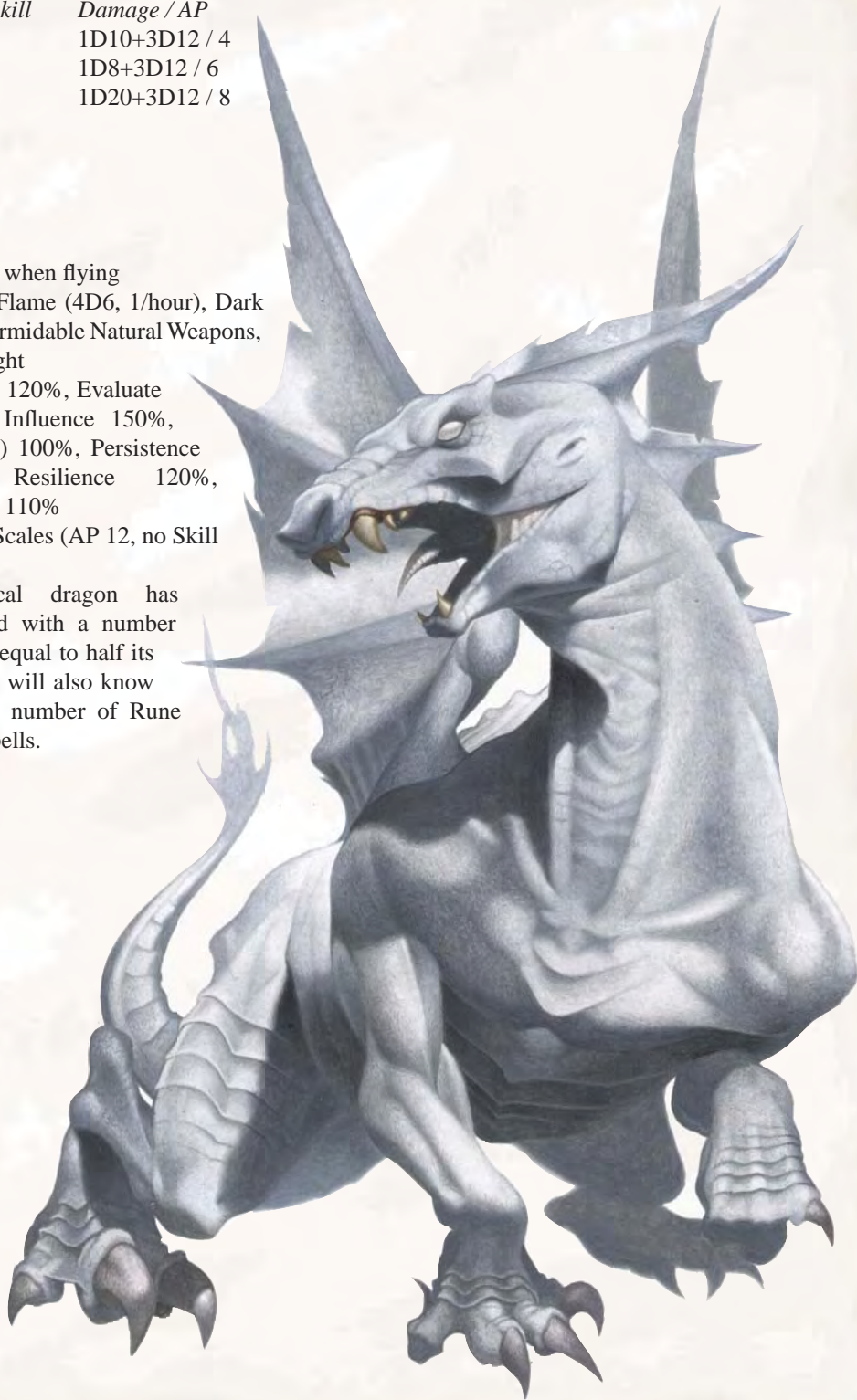
Movement: 6m, 10m when flying

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

Skills: Athletics 120%, Evaluate +100%, Influence 150%, Lore (all) 100%, Persistence 180%, Resilience 120%, Tracking 110%

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

Runes: A typical dragon has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.



Dragon

Dragonewt

Mysterious and majestic, dragonewts are a species unique to Glorantha. They claim to be the eldest creatures, descended from the primordial dragons who created the world before the Dawn of Time. Even the oldest elven tales mention dragonewts.

Dragonewts are peculiar creatures who continually reincarnate and metamorphose, striving to achieve dragonhood. They are an enigmatic race, and are usually misunderstood and mistrusted by humans. Individual dragonewts trace descent from whatever dragon laid the initial clutch of eggs that culminated in their existence. Dragonewts of the same clutch call each other 'egg-brother' and organise themselves into settlements along these family lines.

Normal dragonewts are intended to be a race of mystery, alien and irrational to human understanding. Their language (Auld Wyrnish) includes visual, auditory, olfactory and empathic components. But they are unconscious of their own language and cannot teach it, and because humans are not naturally empathic they can never gain more than a basic understanding of it. Dragonewts have no written language, and have little need of one, as they are immortal, ever-reincarnating, and learn needed facts directly from other dragonewts.

Regular contact of normal dragonewts with outsiders is usually assigned to one individual in a group, who tries to act according to human expectations. It learns human languages, and learns to write or otherwise communicate ideas to humans. Sometimes it will be an interpreter dragonewt who has been surgically altered so that it can stumblingly speak human words. Altered interpreters may have guards, servants and so on. Such dragonewts frequently become outlaws. When an outlaw dragonewt – one who has ceased to believe in the dragon way – dies, it is not reincarnated and never reappears. No one knows where its soul goes.

Normal dragonewts, on the other hand, are useful tools for Games Masters. They may be used as allies or enemies, creatures to generate random violence or rescue Player Characters from disaster. They

may serve to provide employment or motivation to a group of adventurers, or simply to add the spice of the mysterious and unknown to an otherwise mundane and uneventful journey. Sometimes they act like humans, other times like animals. Sometimes they stand immobile as statues, other times they seem to be actors in a strange and solemn play.

Some places in Glorantha have large colonies of deviant dragonewts, those who exist outside the normal order and society of their kind.

The Dragonewt Life Cycle

A dragonewt is not like other creatures. It is born only once but may die hundreds of times. Each time it dies it returns to life in a new body spawned from the dragonewt's original egg. Dragonewts hatch from eggs laid by immature dragons, those just beginning their reproductive lives. All the spawn of such an immature dragon are known as 'scout' or 'crested' dragonewts.

Originally, dragons taught these strange hatchlings the Dragon Way, and many infant dragonewts grew quickly to full maturity. Those still in Glorantha have been slower, and are still developing through the dragonewt cycles.

When a dragonewt dies, its old body is discarded and the creature's soul instantly returns to the original egg from which it first sprang. Each dragonewt egg is capable of producing a seemingly limitless number of bodies for the dragonewt, doing so without fail until the creature ultimately matures into a full dragon. After a number of days, the reborn dragonewt emerges from the leathery skin of the egg, its memory and personality intact, ready to pick up its life from where it left off. The time spent in the egg varies with each individual dragonewt according to its moral development, but is never more than a month. For a dragonewt, death is not the end, nor is it something to be feared. It is an inconvenience at worst, a mere interruption in the creature's life.

Dragonewts are very close to humanoids in body proportion. They are bipedal, tailed, left-handed and possess opposable thumbs. They do not refine metal,



Dragonewt

choosing instead to make their weapons and tools of bone, stone and wood. Of course, a deviant dragonewt may well acquire metal items it has acquired for itself. Only the leaders of a group of dragonewts wear armour, though dragonewts at all stages of development are known to ornament themselves with trinkets, jewellery and bits of shiny cloth.

Dragonewts have four distinct stages of growth, though their precise shape will alter within each stage as the creature moves closer to the next. Each stage also has distinct and ironclad responsibilities within dragonewt society. Each of these purposes is served by the shape of the dragonewt at that stage in its development.

The Scout Dragonewt (First Stage)

The scout (or crested) dragonewt is small, short-tailed, and has an arched crest upon the head. A vegetarian, it prefers leaves and fruit. Its betters will train it as a slinger to bring down birds and rabbits, and teach it the art of scouting and skirmishing and to serve as a slave.

The markings of the scout dragonewt may be of various colours and patterns, but the hide of these creatures is uniformly drab.

As the scout dragonewt ages, its tail grows longer and its entire body enlarges. The most prominent changes, however, occur in the head. The creature's head elongates and the crest becomes more pronounced, while the beak lengthens and grows its first set of front teeth – teeth more akin to something found on a cow than a dragon.

Eventually, often after many centuries and many deaths, the scout dragonewt dies one last time, only to emerge from its egg as a member of the next stage of the dragonewt life cycle – the warrior.

The Warrior Dragonewt (Second Stage)

The warrior (or beaked) dragonewt is larger than the scout, and is carnivorous. Its tail reaches to the ground, and at first its skin is covered both with scales and with small protrusions. As the second stage matures,

the warrior's hide becomes harder and thicker, often toughest on the creature's back, chest or tail.

The various small protrusions present when a dragonewt becomes a warrior may eventually grow into horns, spikes or simple hard knobs. What causes them to develop differently in different dragonewts is wholly unknown outside of the dragonewt race. These differences, however, mean that one individual from this stage may look entirely different from another individual, the only common factor being that all warriors look well prepared for combat.

The skin colour and patterns of the warrior stage of dragonewts also vary widely; some specimens exhibit a riot of vibrant colours, others retain the small dull, mottled skin often seen on scout stage dragonewts.

Dragonewts at this stage are most often found as hunters or guards of dragonewt nests.

Most warrior dragonewts ride upon creatures called demi-birds (see page 32). Demi-birds are feathered, beaked, and lay eggs, but their bones are solid and they have vestigial arms, not wings. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

The Noble Dragonewt (Third Stage)

Second-stage armour and natural weapons are, in the third stage, almost completely replaced by frills, spines, wattles, pouches and other decorative and communicative devices. Skin colours become more vivid, and the number and variety of scent glands increase. At this stage the dragonewt is omnivorous. Some ambassadors to human cultures in this stage have been recorded as having become remarkable gourmets.

A noble dragonewt will lead and represent; it is expert at living peacefully with the outside world. In some regions this stage is known as the 'tailed priest'.

Dragonewt Close Combat Weapons

Close Combat Weapons	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Klanth	1H Sword	1D6	9/9	2	4/12	200 SP
Gami	1H Sword	1D6+3	11/9	2	8/12	250 SP
Utuma	1H Sword	1D6	5/7	1	3/8	180 SP

The Ruler Dragonewt (Fourth Stage)

These rare dragonewts are almost never found outside their own nests. One is usually found in each small nest, and several in a town cluster. Their community functions, diet and powers are unknown, though some are recorded as having turned into immense dragons in order to guard their nests.

The appearance of a ruler dragonewt (sometimes known as a 'full priest') resembles that of a noble dragonewt, but those of the rule stage have wings. These wings, like the rest of the creature, grow larger as it ages.

Presumably, a ruler dragonewt meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It will then depart from its nest, to go to wherever dragons go.

Dragonewt Weapons

Just as dragonewts themselves are exotic and difficult to understand, so too are the weapons and tools the race employs. As mentioned above, normal dragonewts do not refine and forge metal, so all implements of a dragonewt must be formed of bone, stone or wood. Shields are not used in dragonewt culture, though an outlaw dragonewt may certainly use one if it wishes.

Klanth: A klanth is a weapon constructed of flint blades set into a wooden haft. A few rare klanths are constructed of dragon bone rather than wood, and have AP/HP of 8/18.

Gami: A gami is a three-pronged swordcatcher made of dragonbone, exceptionally effective at parrying. A gami parries blows with double its AP.

Utuma: This weapon is the dragonewt version of a shortsword. Usually, it is a reinforced flint blade, but a very rare utuma is made from dragon bone. These have an AP/HP of 8/12.

Dragonewt Ranged Weapons

Ranged Weapons	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Chokin	Throwing	1D6	15m	—	-/11	—	1/5	100 SP
Long Bow	Bow	2D10+2	200m	1	17/9	2	4/10	300 SP
Samarin	Throwing	1D4+1	15m	—	-/9	—	1/5	80 SP
Sling	Sling	1D6	50m	1	-/11	—	1/2	100 SP

Chokin and Samarin: These are small throwing weapons, which can impale. The dragonewt may throw up to three chokin or four samarin at the same time during a single Combat Action. The dragonewt may not mix the two weapons in a single throw – for example, he may not throw two chokin and one samarin. For each additional weapon thrown at one time, the dragonewt must subtract 10% from the chance to hit for all weapons thrown.

For example, if a dragonewt with a Throwing skill of 50% throws one samarin, its chance to hit is 50%. If it throws two at one, the chance to hit falls to 30% for each. If it throws three, it has a 20% chance for any of them to hit, and if it attempts to throw four, its chance to hit is only 10%.

Long Bow: This is a large bow made of bone and used strictly by dragonewts.

Sling: A dragonewt's sling is essentially identical to any other sling, save that the pouch is often made of human or dragonewt skin.

Dragonewt Magic

Dragonewts practice their own forms of magic, divorced from such human endeavours as sorcery. This magic will be detailed in an upcoming *RuneQuest* book.

Outlaw and deviant dragonewts have no access to Dragonewt Magic, and commonly employ either Rune Magic or sorcery.

Dragonewt Statistics

First Stage Dragonewt (Scout)

The most numerous and usually weakest form of dragonewt, the scout is armed with an utuma and various ranged weapons.

CHARACTERISTICS

STR	2D6	(7)
CON	3D6	(11)
DEX	2D6+9	(16)
SIZ	2D6	(7)
INT	4D6	(14)
POW	2D6	(7)
CHA	3D6	(11)

Dragonewt Scout Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	1/4
3-5	Right Leg	1/4
6-8	Left Leg	1/4
9-11	Abdomen	1/5
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
Chokin	25%	1D6-1D4
Samarin	25%	1D4+1-1D4
Sling	30%	1D6-1D4
Utuma	30%	1D6-1D4 / 3

Special Rules

Combat Actions: 3

Strike Rank: +15

Movement: 4m

Skills: Athletics 25%, Dodge 25%, Perception 25%, Sleight 25%, Stealth 25%, Throwing 25%

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

Notes: Scout dragonewts are the only stage of the dragonewt life cycle that uses non-draconic magic. These creatures often employ Rune Magic.

Second Stage Dragonewt (Warrior)

At this stage, a dragonewt is given a ritual klanth, a spear and often a demi-bird as well. A few warriors will be in possession of a dragonbone klanth, gami or utuma. Usually, a dragonewt fights two-handed, his klanth in his left hand and his utuma gripped in his right. The sling the dragonewt carried as a scout is discarded in favour of the great bone long bow.

CHARACTERISTICS

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

Dragonewt Warrior Hit Locations

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



Weapons

Type	Weapon skill	Damage / AP
Chokin	80%	2D6
Klanth	50%	2D6 / 4
Long Bow	50%	2D10+2+1D6
Samarin	80%	1D4+1+1D6
Utuma	80%	2D6 / 3

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Skills: Athletics 70%, Dodge 70%, Perception 70%, Riding 75%, Sleight 70%, Stealth 70%, Throwing 80%

Typical Armour: Scales (AP 6, no Skill Penalty)

Third-Stage Dragonewt (Noble)

By the third stage of development, dragonewts usually cease riding demi-birds. Most noble dragonewts possess weapons made of dragon bone, rather than of wood and stone, and most use a gami in place of an utuma. Some of the more barbaric dragonewts clans never progress past this stage.

CHARACTERISTICS

STR 2D6+6 (13)
 CON 3D6+6 (17)
 DEX 2D6+6 (13)
 SIZ 2D6+6 (13)
 INT 4D6 (14)
 POW 2D6+12 (18)
 CHA 3D6+6 (17)

Dragonewt Noble Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Chokin	90%	1D6+1D2
Gami	90%	1D6+3+1D2 / 8
Klanth	90%	1D6+1D2 / 4
Long Bow	90%	2D10+2+1D2
Samarin	90%	1D4+1+1D2

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 4m

Skills: Athletics 90%, Dodge 90%,
 Perception 90%, Riding 90%, Sleight
 90%, Stealth 90%, Throwing 90%

Typical Armour: Scales (AP 3, no Skill Penalty)

Fourth-Stage Dragonewt (Ruler)

Upon attaining the fourth stage of development, a dragonewt has grown too large to ride a demi-bird, but since the dragonewt has also sprouted wings at this stage, it is little inconvenience for them. This is the last stage of dragonewt progression before it enters true dragonhood.

Outlaw dragonewts of this stage are incredibly rare, though there are always rumours.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 3D6+6 (17)
 DEX 2D6+6 (13)
 SIZ 4D6+12 (26)
 INT 4D6 (14)
 POW 2D6+18 (24)
 CHA 3D6+12 (23)

Dragonewt Ruler Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Chokin	120%	1D6+1D12
Gami	90%	1D6+3+1D12 / 8
Klanth	120%	1D6+1D12 / 4
Long Bow	120%	2D10+2+1D12
Samarin	120%	1D4+1+1D12

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 4m, 6m when flying

Skills: Athletics 120%, Dodge 120%,
 Perception 120%, Riding 120%,
 Sleight 120%, Stealth 120%,
 Throwing 120%

Typical Armour: Scales (AP 9, no Skill Penalty)

DragonSnail

DragonSnails are the progeny of ordinary pond snails mutated by the forces of Chaos into enormous, loathsome entities. Unique to Glorantha, these creatures formed during the Great Darkness when the Spire of Law exploded, the Devil was pinned beneath the Block in Prax and the area was flooded.

DragonSnails may have one or two heads, and exhibit an unnatural taste for flesh. They can eat anything organic, but they seem to prefer humans.

A dragonSnail always has 1D3 Chaos Features.

CHARACTERISTICS

STR	4D6+12	(26)
CON	4D6	(14)
DEX	2D6	(7)
SIZ	4D6+12	(26)
INT	2	(2)
POW	3D6	(11)
CHA	2	(2)

One-Headed DragonSnail Hit Locations

D20	Hit Location	AP/HP
1-8	Shell	8/10
9-14	Body	4/10
15-20	Head	4/8

Two-Headed DragonSnail Hit Locations

D20	Hit Location	AP/HP
1-7	Shell	8/10
8-12	Body	4/10
13-16	Head 1	4/8
17-20	Head 2	4/8

Weapons

Type	Weapon skill	Damage
Bite	40%	1D6+2D6

Special Rules

- Combat Actions: 2
- Strike Rank: +4
- Movement: 2m
- Traits: Chaos Feature
- Skills: Perception 25%, Resilience 50%
- Typical Armour: Shell (AP 8, Shell) Tough Skin (AP 4, all other locations), no Skill Penalty



Duck

A race cursed during the Great Darkness by the gods for not siding with them against the forces of Chaos, ducks are a twisted and embittered people. Whether they were once human given a comedic form or birds cursed with flightlessness and intelligence is not known, but they are rarely given high regard by other races and have suffered from the attentions of tyrants many times in their history. Ducks are often suspicious and mistrustful of others, rarely expecting an even break. Many turn to petty crime or other malicious behaviour but a small number manage to find a place in the world where their talents are valued by friends.

CHARACTERISTICS

STR 2D6+3 (10)
CON 2D6+6 (13)
DEX 2D6+6 (13)
SIZ 1D6+6 (9)
INT 2D6+6 (13)
POW 3D6 (10)
CHA 2D6 (7)

Duck 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
Shortsword	50%	1D6-1D2 / 3
Sling	60%	1D6-1D2
Buckler	40%	1D4-1D2 / 5



Duck

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 3m

Traits: Excellent Swimmer

Skills: Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

Dwarf

Often at conflict with elves, an ancient conflict that stretches back to their creation, dwarfs are worshippers of the earth and often have great skill as artificers and artisans. They will, however, set aside their differences to take up arms against the forces of Darkness. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both. A dwarf's character is often avaricious but he usually has a strong sense of honour. If not actively fighting elves, dwarfs will often hold them in deep mistrust and rarely does an elf comrade distinguish himself enough to earn respect from a dwarf.



DWARF

CHARACTERISTICS

STR 4D6 (14)
 CON 2D6+12 (19)
 DEX 2D6 (7)
 SIZ 1D6+6 (9)
 INT 2D6+6 (13)
 POW 3D6 (10)
 CHA 3D6 (10)

Dwarf Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
War Hammer	75%	1D8+1 / 3
Battleaxe	65%	1D6+1 / 3
Light Crossbow	45%	2D6
Target Shield	65%	1D6 / 8

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 3m

Traits: Earth Sense, Dark Sight

Skills: Athletics 50%, Craft (Stone or Metal Working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 40%, Resilience 55%

Typical Armour: Chainmail (AP 5); Skill Penalty -35%

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.

Gnomes

A gnome is an elemental of the earth, composed of soil and pebbles. A gnome cannot be summoned or travel through areas floored with quarried stone or composed of solid rock. However, gnomes do prefer rocky soil. Gnomes move through the earth, travelling just below the surface, and often leave a trail of disturbed earth that marks their passage. A gnome cannot leave the earth, and when seen in the open, it appears to be a slow whirlpool of dirt.

Abilities

A gnome can open up pits in the soil, make tunnels and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from collapsing and forming mounds, ridges and ditches in the soil no larger than the elemental's volume. A gnome has many handy uses, from uprooting a stubborn tree stump in a field to ploughing fields and preparing foundations for buildings. In warfare, a gnome can undermine an enemy's fortifications, or

even construct new ones in moments for the spellcaster commanding it. Gnomes are perhaps the most useful of the elementals.

A gnome can carry a person with it as it swims through the soil, provided it is strong enough to lift the person. The gnome cannot, however, provide air for that person, and unless the person being carried has some magical means of breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome can carry as many people as its STR can handle.

A slain gnome has a percentage chance equal to its POW to leave behind an Earth rune in its remains.

Combat

A gnome can attack up to ten SIZ points for every cubic metre of volume. It may attack more than one foe at a time, dividing its volume among them – though the separate enemies must be in close proximity to one another, as a gnome cannot divide its volume by splitting into multiple entities.

The gnome uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to the gnome's own volume. If a gnome has one cubic metre per ten SIZ points of its foe, it simply engulfs the legs (or lower third of the body). If it has three cubic metres per SIZ point of the enemy, it may engulf him up to his neck. If the gnome has five cubic metres per SIZ point of the enemy, it can swallow him completely, covering all hit locations. In this instance, the victim will begin to suffocate. A creature trapped by a gnome may make an opposed Athletics test to break free.

Once a gnome has buried its victim, the gnome closes the pit, inflicting the gnome's Damage Modifier to all hit locations engulfed. Armour protects against this damage. A gnome can only attack in this manner in dirt or rocky soils; sand and soft loam are too fine and pliable for it to inflict damage. A gnome can only make this crushing attack one time in a given two metre square – after the initial attack, the soil is too pulverised for it to mount a second attack in that spot. However, the gnome can still open holes and engulf enemies, no matter what the consistency of the soil.

Attacked by a Gnome

The giant Cassius knows his luck is not with him this day. Though he thinks he has escaped from the mad sorcerer Tobias, he finds out quite suddenly he is wrong when the ground beneath him opens and he falls into the maw of a gnome. The gnome has a SIZ of five cubic metres, just barely shy of enough to completely engulf Cassius, a young giant with a SIZ of 54. However, it is enough for the gnome to swallow him up to the neck. Desperate to break free, Cassius matches his Athletics of 50% against the gnome's Athletics of 50% in an opposed test and loses. The gnome slams shut on Cassius, inflicting 5D6 damage to each of Cassius's hit locations other than his head (which is still above ground). Cassius's tough skin gives him 11 points of armour in each location, but he still takes, on average, 6 or 7 hit points of damage to each location engulfed. This is not enough to incapacitate any of Cassius's hit locations, but is certainly enough to hurt. Fortunately for Cassius, the ground around him is now too mangled and pulverised for the gnome to use its crushing attack effectively. However, the hapless giant has a decision to make – should he stay where he is, safe from another crushing attack by the gnome but fully aware Tobias's other servants may be on their way, or should he break free and try to flee, knowing that once he leaves this spot, the gnome will be free to attack him again?

Of course, if the gnome were but one cubic metre larger, it would be big enough to completely engulf Cassius, rather than leaving the giant's head above ground. This would limit Cassius's options to attempting an escape or accepting his fate and letting the gnome smother him.

A gnome will continue to hold its victim unless commanded otherwise. To escape, the victim must succeed in an opposed Athletics test. If the gnome lacks a positive Damage Modifier, or if it attacks a victim in unsuitable soil, it will swallow the victim as described above without causing damage.

CHARACTERISTICS & ATTRIBUTES

All of a gnome's Characteristics except its DEX are predicated upon the size of the gnome. Each cubic metre the gnome possesses gives it 1D6+6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6+6 hit points. All gnomes have a DEX of 1D6. A gnome's Damage Modifier is computed with the gnome's STR x 2, rather than STR + SIZ.

Sample Gnomes

CHARACTERISTICS

STR 1D6+6 (10)
DEX 1D6 (3)
SIZ 1 cubic metre
INT 1 (1)
POW 1D6 (3)
CHA 1 (1)
HP 2D6+6 (13)

Damage Modifier: -1D2
Combat Actions: 1
Strike Rank: +2
Movement: 2m
Traits: Burrower, Earth Sense
Skills: Athletics 10%, Perception 30%, Resilience 25%

CHARACTERISTICS

STR 3D6+18 (29)
DEX 1D6 (3)
SIZ 3 cubic metres
INT 3 (3)
POW 3D6 (11)
CHA 1 (1)
HP 6D6+18 (39)

Damage Modifier: +2D8
Combat Actions: 1
Strike Rank: +3
Movement: 2m
Traits: Earth Sense
Skills: Athletics 30%, Perception 35%, Resilience 30%

CHARACTERISTICS

STR 5D6+30 (48)
DEX 1D6 (3)
SIZ 5 cubic metres
INT 5 (5)
POW 5D6 (18)
CHA 2 (2)
HP 10D6+30 (65)

Damage Modifier: +5D6
Combat Actions: 1
Strike Rank: +4
Movement: 2m
Traits: Earth Sense
Skills: Athletics 50%, Perception 40%, Resilience 35%

CHARACTERISTICS

STR 10D6+60 (95)
DEX 1D6 (3)
SIZ 10 cubic metres
INT 10 (10)
POW 10D6 (35)
CHA 5 (5)
HP 20D6+60 (130)

Damage Modifier: +10D8
Combat Actions: 1
Strike Rank: +6
Movement: 2m
Traits: Earth Sense
Skills: Perception 45%, Resilience 40%

Salamanders

Salamanders are elementals of fire, composed of living, writhing flame. They must be summoned from an existing flame large enough to accommodate the salamander's SIZ. Once formed, a salamander can move about at will without being extinguished – except by a large amount of water or earth, of course. A salamander does not even need fuel, though considering that setting things on fire is more or less the salamander's *raison d'etre*, it is likely to ignite anything it can.

Abilities

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and, naturally, burn people. A salamander can be used to douse natural fires, so long as it has a cubic metre of SIZ equal to or greater than that of the fire. A salamander cannot douse other salamanders, nor can it extinguish a Fireblade spell or other magical flame. The salamander simply enters the fire and sucks it into itself, suffering a round's worth of damage from the fire.

Salamanders can float through the air at the same rate as they move on the ground. A salamander must touch an object to ignite it.

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

Combat

In combat, a salamander engulfs its foes in flame. It can swallow 10 SIZ points of an enemy per cubic metre of volume.

Every round, a salamander inflicts one point of damage per cubic metre on all locations it has engulfed. For example, a five cubic metre salamander can completely engulf a normal-size human, and will inflict 5 hit points of damage every round to every one of the human's hit locations. Armour protects against this damage at half its usual AP value.

Though salamanders may have as many as two Combat Actions, its burning attack works only once per round.

Characteristics & Attributes

All of a salamander's Characteristics except its DEX are predicated upon the size of the salamander. Each cubic metre the salamander possesses gives it 1D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6 hit points. All salamanders have a DEX of 3D6. A salamander's Damage Modifier is computed with the salamander's STR x 2, rather than STR + SIZ. However, as salamanders never attack with kinetic force, the creature's Damage Modifier is unlikely to ever come into play.

Sample Salamanders

Characteristics

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

<i>Damage Modifier:</i>	-1D6
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+6
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 25%, Resilience 30%

Characteristics

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

<i>Damage Modifier:</i>	+0
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+7
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 30%, Resilience 35%

CHARACTERISTICS

STR 5D6 (18)
 DEX 3D6 (11)
 SIZ 5 cubic metres
 INT 5 (5)
 POW 5D6 (18)
 CHA 2 (2)
 HP 10D6 (35)

Damage Modifier: +1D6
Combat Actions: 2
Strike Rank: +8
Movement: 4m
Skills: Perception 35%, Resilience 40%

CHARACTERISTICS

STR 10D6 (35)
 DEX 3D6 (11)
 SIZ 10 cubic metres
 INT 10 (10)
 POW 10D6 (35)
 CHA 5 (5)
 HP 20D6 (70)

Damage Modifier: +3D6
Combat Actions: 2
Strike Rank: +10
Movement: 4m
Skills: Perception 40%, Resilience 45%

Shades

Shades are elementals of darkness, formed of shadows and night. A shade can only be summoned in a place where no light is visible. Once summoned and formed, the shade consists of a pool of inky, midnight darkness which can move at will, even into broad daylight. Even the brightest light cannot penetrate the pitch black of a shade.

Abilities

Shades can douse small lights, such as candles or lanterns. They can also hide objects within their volume. A shade may engulf an area equal to or less than its SIZ.

Anyone engulfed within a shade has their senses deprived – the senses of 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). A shade blocks not just normal eyesight, but also such Traits as Earth Sense, Life Sense and Night Sight. This is an automatic effect of a shade and cannot be turned off. Obviously, a shade must engulf the portion of the body housing the sensory organs in order to deprive the victim of his senses – a one metre shade that wraps around a human’s legs will do little other than give him cold feet.

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

Combat

A shade’s primary method of attack is fearshock. The shade must be at least partially engulfing the victim to use this ability. Fearshock is a direct assault on the victim’s psyche, presenting him with images of alien horror so terrible that, in the most extreme cases, they may cause instant death.

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

Shade Fearshock Effect

Result	Outcome
Shade 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.
Shade Fails, Victim Succeeds	Victim unaffected, cannot be targeted again for 24 hours.

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

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

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

CHARACTERISTICS & ATTRIBUTES

All of a shade's Characteristics except its DEX are predicated upon the size of the shade. Each cubic metre the shade possesses gives it 1D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6 hit points. All shades have a DEX of 3D6. A shade's Damage Modifier is computed with the shade's STR x 2, rather than STR + SIZ. However, as shades never attack with kinetic force, the creature's Damage Modifier is unlikely to ever come into play.

Sample Shades

CHARACTERISTICS

STR	1D6	(3)
DEX	3D6	(11)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	1D6	(3)

<i>Damage Modifier:</i>	-1D6
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+6
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 20%, Persistence 20%, Resilience 45%, Stealth 35%

CHARACTERISTICS

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

<i>Damage Modifier:</i>	+0
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+7
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 25%, Persistence 40%, Resilience 50%, Stealth 35%

CHARACTERISTICS

STR	5D6	(18)
DEX	3D6	(11)
SIZ	5 cubic metres	
INT	5	(5)
POW	5D6	(18)
CHA	2	(2)
HP	5D6	(18)

<i>Damage Modifier:</i>	+1D6
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+8
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 30%, Persistence 60%, Resilience 55%, Stealth 35%

CHARACTERISTICS

STR	10D6	(35)
DEX	3D6	(11)
SIZ	10 cubic metres	
INT	10	(10)
POW	10D6	(35)
CHA	5	(5)
HP	10D6	(35)

<i>Damage Modifier:</i>	+3D6
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+10
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 35%, Persistence 110%, Resilience 60%, Stealth 35%

Sylphs

Sylphs are elementals of the air and thus can be virtually anywhere that is not underwater. They are tangible, formed out of what feels like solidified air. Sylphs are always invisible, though a sylph that wishes to be seen may pick up loose dirt or incorporate smoke into its body to make itself seen. Sylphs have no fixed volume and SIZ is primarily used to determine how much damage the creature can inflict in combat.

Abilities

A sylph can carry objects or people with a total SIZ equal to or less than the sylph's STR. An air elemental may also increase a ship's speed by filling its sails, though to do so, the sylph must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. A sylph with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge sylph with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

A sylph may also create a breeze or small whirlwind. Sylphs are often used by those commanding them as a cheap and safe means of flight.

A slain sylph has a percentage chance equal to its POW to leave behind an Air rune in its remains.

Combat

A sylph's primary form of attack is by picking up and dropping its enemies. It can seize and lift a number of victims with a total SIZ equal to or less than the sylph's STR. The victims are lifted and dropped three metres for every cubic metre of SIZ the sylph possesses. Normal falling rules (see the *RuneQuest* rulebook) are used to determine damage.

A victim can resist being lifted by a sylph by matching his Athletics against the sylph's in a standard opposed test. Alternatively, he may try to destroy the sylph through damage before the elemental can lift him into the air. A sylph can lift multiple targets by dividing its STR between them.

A sylph may also attack by hurling objects at its enemies. In the case of a flying creature, for example, picking it up and dropping it is likely to be ineffective. A sylph's chance to hit with a thrown object is always its DEX x 3. Damage is worked out normally depending upon the item the sylph hurls.

CHARACTERISTICS AND ATTRIBUTES

All of a sylph's Characteristics except its DEX are predicated upon the size of the sylph. Each cubic metre the sylph possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6 hit points. All sylphs have a DEX of 4D6. A sylph's Damage Modifier is computed with the sylph's STR x 2, rather than STR + SIZ.

Sample Sylphs

CHARACTERISTICS

STR	2D6	(7)
DEX	4D6	(14)
SIZ	One cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	1D6	(3)

<i>Damage Modifier:</i>	-1D4
<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+7
<i>Movement:</i>	10m
<i>Skills:</i>	Stealth 75%

CHARACTERISTICS

STR	6D6	(21)
DEX	4D6	(14)
SIZ	3 cubic metres	
INT	3	(3)
POW	3D6	(11)
CHA	1	(1)
HP	3D6	(11)

<i>Damage Modifier:</i>	+1D8
<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+8
<i>Movement:</i>	10m
<i>Skills:</i>	Stealth 75%

CHARACTERISTICS

STR 10D6 (35)
 DEX 4D6 (14)
 SIZ 5 cubic metres
 INT 5 (5)
 POW 5D6 (18)
 CHA 2 (2)
 HP 5D6 (18)

Damage Modifier: +3D6
Combat Actions: 3
Strike Rank: +9
Movement: 10m
Skills: Stealth 75%

CHARACTERISTICS

STR 20D6 (70)
 DEX 4D6 (14)
 SIZ 10 cubic metres
 INT 10 (10)
 POW 10D6 (35)
 CHA 5 (5)
 HP 10D6 (35)

Damage Modifier: +7D10
Combat Actions: 3
Strike Rank: +12
Movement: 10m
Skills: Stealth 75%

Undine

Undines are elementals of the water, their bodies composed of a formless mass of liquid. An undine may form in any liquid that is at least 95% water, such as beer, diluted milk or diluted wine. An undine moves overland like a huge, amorphous amoeba, and moves through water like a rippling current. There is no difference between undines formed of fresh water and salt water.

Abilities

An undine can purify itself of sediment and insoluble substances by sitting and churning for a full Combat Round per cubic metre of the elemental. It cannot remove dissolved chemicals such as salt or miscible liquids such as alcohol in this way, though it could purge itself of dirt or oil.

An undine can be used to propel a ship through the water. To do so, the undine must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. An undine with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge undine with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

An undine can carry objects or beings if its STR supports their SIZ. It can carry things either underwater, to any depth, or along the surface if carrying a creature who needs air to breathe. Spellcasters capable of summoning and commanding undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

A slain undine has a percentage chance equal to its POW to leave behind a Water Rune in its remains.

Combat

On land, an undine attacks by engulfing its victim and forcing itself into the victim's lungs. The undine must succeed in an opposed Athletics test against the victim to force itself into the lungs, but if it succeeds, the victim immediately begins to suffocate. The victim cannot hold his breath, and must begin to make Resilience tests every round at a cumulative -10% penalty or suffer damage. If the undine is unable to force itself into the victim's lungs, it may still cut its victim off from oxygen, though in this case the victim can hold his breath. Naturally, an undine may attempt an Athletics test on each Combat Action to force itself down the victim's throat. An undine can engulf 10 SIZ points of a creature for every one cubic metre of volume the elemental possesses.

Underwater, an undine can smash victims against an object or opponent, doing 1D6 plus its Damage Modifier with every smash. A victim can resist this damage with an opposed Athletics test. Undines may divide their STR up among multiple opponents. If there is no bottom or other solid surface available, the undine can do little other than try to engulf a victim and suffocate it, or carry it to a spot where it can smash the victim.



elementals

An undine may attempt to suffocate water-breathing creatures by drawing oxygen away from their gills, a tactic that results in the usual drowning rules.

CHARACTERISTICS & ATTRIBUTES
 All of an undine's Characteristics except its DEX are predicated upon the size of the undine. Each cubic metre the undine possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6+6 hit points. All undines have a DEX of 2D6. An undine's Damage Modifier is computed with the undine's STR x 2, rather than STR + SIZ.

Sample Undines

CHARACTERISTICS

STR	2D6	(7)
DEX	2D6	(7)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	1D6+6	(10)

<i>Damage Modifier:</i>	-1D4
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+4
<i>Movement:</i>	6m (water), 3m (land)
<i>Skills:</i>	Perception 30%, Stealth 45%

CHARACTERISTICS

STR	6D6	(21)
DEX	2D6	(7)
SIZ	3 cubic metres	
INT	3	(3)
POW	3D6	(11)
CHA	1	(1)
HP	3D6+18	(29)

<i>Damage Modifier:</i>	+1D8
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+5
<i>Movement:</i>	6m (water), 3m (land)
<i>Skills:</i>	Perception 30%, Stealth 45%

Elemental Against Elemental

Very often, the best way to combat an elemental is with another elemental. Elementals are incapable of harming others of the same type as themselves – no salamander can reduce another salamander to ash, for example. However, elementals of opposing types can have a devastating effect on one another, and a battle between two great elementals is certain to be a memorable, if short, affair.

When two elementals of opposing types do battle, one will attempt to engulf the other, and the combat ends immediately with the destruction of one or both elementals. The larger elemental always wins, though its SIZ is reduced by the SIZ of the elemental it has just dispatched. The surviving elemental has its STR and hit points reduced to those of its new SIZ, though it retains its original POW. If both elementals are the same SIZ, both dissipate.

Consider the classic example of fire and water. The evil priest Dagrosh has summoned a mammoth salamander to do his bidding. This creature, with a SIZ of 16 cubic metres, is a veritable engine of destruction, incinerating all it touches. To combat Dagrosh and his pet salamander, the priestess Sechella has summoned an undine. However, Sechella's undine is only 11 cubic metres. Sechella sends her undine against the salamander, and the two meet in a furious explosion of thunder and steam. As soon as they touch, the undine is destroyed, its animating spirit returning to its own otherworld, while the salamander survives, though greatly weakened. The embrace of the undine has reduced it to a five cubic metre salamander, complete with reductions in STR and hit points, though it retains its original POW.

Gnomes affect other elementals as follows:

- ☒ Gnomes may smother salamanders.
- ☒ Gnomes may engulf and immobilise shades, but may not harm them.
- ☒ Gnomes may engulf and immobilise sylphs, but may not harm them.
- ☒ Gnomes may destroy or damage undines by turning them into mud.

Salamanders affect other elementals as follows:

- ☒ Salamanders may crystallise gnomes, destroying or damaging them.
- ☒ Salamanders may scatter the darkness of shades, destroying or damaging them.
- ☒ Salamanders may burn sylphs, destroying or damaging them.
- ☒ Salamanders may boil undines to nothingness, destroying or damaging them.

Shades affect other elementals as follows:

- ☒ Shades may not harm gnomes.
- ☒ Shades may freeze salamanders, destroying or damaging them.
- ☒ Shades may not harm sylphs.
- ☒ Shades may freeze undines into a solid form, immobilising but not damaging them.

Sylphs affect other elementals as follows:

- ☒ Sylphs may scatter gnomes, destroying or damaging them.
- ☒ Sylphs may extinguish salamanders, destroying or damaging them.
- ☒ Sylphs may not harm shades.
- ☒ Sylphs may scatter undines, destroying or damaging them.

Undines affect other elementals as follows:

- ☒ Undines may dilute gnomes, destroying or damaging them.
- ☒ Undines may quench salamanders, destroying or damaging them.
- ☒ Undines may contain shades, immobilising but not damaging them.
- ☒ Undines may smother sylphs, destroying or damaging them.

CHARACTERISTICS

STR 10D6 (35)
 DEX 2D6 (7)
 SIZ 5 cubic metres
 INT 5 (5)
 POW 5D6 (18)
 CHA 2 (2)
 HP 5D6+30 (48)

Damage Modifier: +3D6
Combat Actions: 2
Strike Rank: +6
Movement: 6m (water), 3m (land)
Skills: Perception 30%,
 Stealth 45%

CHARACTERISTICS

STR 20D6 (70)
 DEX 2D6 (7)
 SIZ 10 cubic metres
 INT 10 (10)
 POW 10D6 (35)
 CHA 5 (5)
 HP 10D6+60 (95)

Damage Modifier: +7D10
Combat Actions: 2
Strike Rank: +8
Movement: 6m (water), 3m (land)
Skills: Perception 30%,
 Stealth 45%

Elephant

Elephants are large herbivores that usually travel in herds and live on tropical plains and in lightly wooded areas. An elephant stands a little more than three metres tall and has a large, prehensile trunk and a pair of tusks.

Elephants travel in herds, though these herds will sometimes break up temporarily when the elephants are feeding. An elephant without a herd is almost certainly a rogue beast, expelled from its herd because of its poor temperament. If one member of a herd is sick or wounded, the remainder of the herd will actively protect it.

Elephants are intelligent beasts who learn very quickly. They can be domesticated and trained, and in some cultures are used as mounts.

CHARACTERISTICS

STR 6D6+24 (45)
 CON 3D6+15 (24)
 DEX 3D6 (11)
 SIZ 6D6+30 (48)
 INT 6 (6)
 POW 2D6+6 (13)
 CHA 5 (5)

Elephant Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	3/15
3-4	Left Hind Leg	3/15
5-8	Hindquarters	3/16
9-12	Forequarters	3/17
13-14	Right Front Leg	3/15
15-16	Left Front Leg	3/15
17	Trunk	3/14
18-20	Head	3/15

Weapons

Type	Weapon skill	Damage
Trunk	55%	Grapple
Trample	50%	2D12
Tusk	40%	1D10+1D12

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 5m
Traits: Trample
Skills: Athletics 60%, Perception 65%,
 Resilience 45%

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

Elf

Originating from forested realms, elves are seen all over the world, embarking on long quests for ultimate knowledge. However far they are from their homes, they remain tied to their forests in ways other races could never understand. Though a little humanlike in appearance, elves are slighter in build with a greenish tinge to their skin. Some even have leaves in place of hair. They are passionate in their fight against Darkness, even putting aside their enmity for dwarfs if necessary. Elves tend to be a little removed from other characters on an emotional level. They are perhaps the most 'alien' of all humanoid races and simply experience things on a completely different level. This can make them seem haughty and aloof but they can be extremely loyal to those they trust.



elf

CHARACTERISTICS

STR	2D6+3	(10)
CON	3D6	(10)
DEX	3D6+6	(16)
SIZ	2D6+3	(10)
INT	3D6+6	(16)
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	3/4

Weapons

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

Special Rules

Combat Actions: 3

Strike Rank: +16

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%

Fachan

A fachan is a large, fierce monstrosity that is as dangerous as it is strange. A fachan has one eye in the middle of its forehead, a single arm in the middle of its chest and one leg supporting it from underneath. The fachan's features are as twisted and gnarled as the roots of an old tree, and its torso is protected by a hard, matted coat of filthy blue feathers. The creature's scalp is topped with a single tuft of hair.

The origin of the fachan race is utterly unknown. Though there might be stories amongst the usually solitary creatures of how they came to be, no such story has been shared with outsiders.

Fachans are very rare creatures, and even more rarely cross paths with humans. They sometimes ravage their way through the fringes of a civilisation, smashing, pillaging and eating the helpless. Though savage, they are not overly stupid, and are even receptive to logic – a trait that often has them serving as mercenaries or champions for tribes of trolls, broo or other races that will provide them ample opportunities to engage in battle and pillaging.

Fachans prefer to be well armed, often carrying four or more weapons. It is not uncommon to find a fachan in possession of a magical weapon. They love weapons and carry the best they are able to obtain. This love may be exploited by adventurers seeking to bribe a fachan into leaving them alone.

As fachans have only one arm, they can use only one weapon at a time. They must hop to move – a form of locomotion that looks comical until the fachan begins to swiftly approach the observer. A fachan can leap as much as six metres in a single bound.

If a fachan is knocked down, it must roll an Acrobatics test in order to regain its footing, an activity that requires all the fachan's attention for a full combat round.

With only one eye, fachans have poor depth perception and suffer a –40% penalty on all attack rolls with ranged weapons.

There is little discernable difference between male and female fachans.



CHARACTERISTICS

STR	3D6+24 (35)
CON	3D6+12 (23)
DEX	1D6+6 (10)
SIZ	3D6+24 (35)
INT	2D6+3 (0)
POW	3D6 (11)
CHA	1D6 (4)

Fachan Hit Locations

D20	Hit Location	AP/HP
1-6	Leg	4/12
7-10	Abdomen	4/13
11-12	Chest	4/14
13-16	Arm	4/11
17-20	Head	4/12

Weapons

Type	Weapon skill	Damage / AP
Military Flail	75%	1D10+2+2D6 / 3

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m
Skills: Acrobatics: 35%, Athletics 75% (except Swim –5%), Perception 35%, Tracking 30%

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

Fachan

Gargoyle

Gargoyles are strange creatures who look and feel as though they are made of stone. They are human in shape, though they usually have horns, vestigial wings or other attributes that give them a decidedly demonic cast. They usually lurk in small groups in ruins and other areas abandoned by humans.

CHARACTERISTICS

STR	5D6+12	(32)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	5D6	(20)
INT	1D6	(3)
CHA	1D6	(3)

Gargoyle Hit Locations

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

Weapons

Type	Weapon skill	Damage
Claw	50%	1D6+1D12

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 4m, 6m when flying

Skills: Athletics 40%, Dodge 25%, Stealth 70%

Typical Armour: Tough Hide (AP 6, no Skill Penalty)



Ghost

A ghost is a spirit of a dead creature, usually sentient. Ghosts found on the material plane are always tethered to a specific place, object or person and cannot stray far from whatever it is they are tied to. Frequently driven insane by their eternal imprisonment within a half-life, ghosts tend to be malign creatures that loathe the living. The statistics given below are for a human ghost.

Even when in command of a possessed body, the ghost remains tied to the same specific place, object or person and may not leave. The exact distance from its anchor point a ghost can venture varies with each ghost but as a rule of thumb they will not be able to move further than their POW x 10 in metres from the anchor.

CHARACTERISTICS

STR -
CON -
DEX -
SIZ -
INT 3D6 (10)
POW 3D6 (10)
CHA 3D6 (10)

HP 10
MP 10

Weapons

Type	Weapon skill	Damage
Spectral Axe	40%	1 point



ghost

Special Rules

Combat Actions: 2

Strike Rank: +20

Movement: 10m

Traits: Dark Sight, Dominant Possession, Night Sight, Recurring

Skills: Dodge 40%, Lore (Spirit World) 30%, Persistence 50%, Stealth 50%

Ghoul

Ghouls are demonic creatures that sustain their unnatural existence by feeding on the corpses of the dead. Formed when a malign spirit crosses over from the nether world to possess a freshly slain corpse, most ghouls come in human form, but there is nothing to prevent such a spirit from inhabiting any newly killed body.

Ghouls look like grotesque caricatures of humanity, rotting corpses from a week-old grave. Any armour they possess is looted from graves and victims, and they usually eschew weapons, preferring to do battle with their talons and poisonous bite.

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

CHARACTERISTICS

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

Ghoul 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
Claw	70%	1D4+1D2
Bite	50%	1D6+1D2+poison
Howl	Automatic	Demoralise

Special Rules

Combat Actions: 2

Strike Rank: +11

Movement: 4m

Traits: Poison (bite, see below for details on Ghoul Venom)

Skills: Athletics 40%, Dodge 40%, Persistence 30%, Stealth 60%

Ghoul Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 hit point



Giant

Giants are enormous, ugly humanoids with misshapen features and notoriously bad tempered dispositions. At as much as 16 metres in height, a full-grown giant is a terrible enemy. Giants grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine hit location when attacking it in close combat.

The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

CHARACTERISTICS

STR 9D6+18 (49)
 CON 6D6+18 (39)
 DEX 2D6+3 (10)
 SIZ 9D6+18 (49)
 INT 3D6 (10)
 POW 3D6 (10)
 CHA 2D6 (7)



giant

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	3/20
13-15	Right Arm	3/17
16-18	Left Arm	3/17
19-20	Head	3/18

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 6m (a giant's Movement is equal to its height in metres)

Skills: Athletics 44%, Lore (World) 20%, Perception 40%, Survival 30%

Typical Armour: Tough Hide (AP 3 no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only), Skill Penalty -6%

Weapons

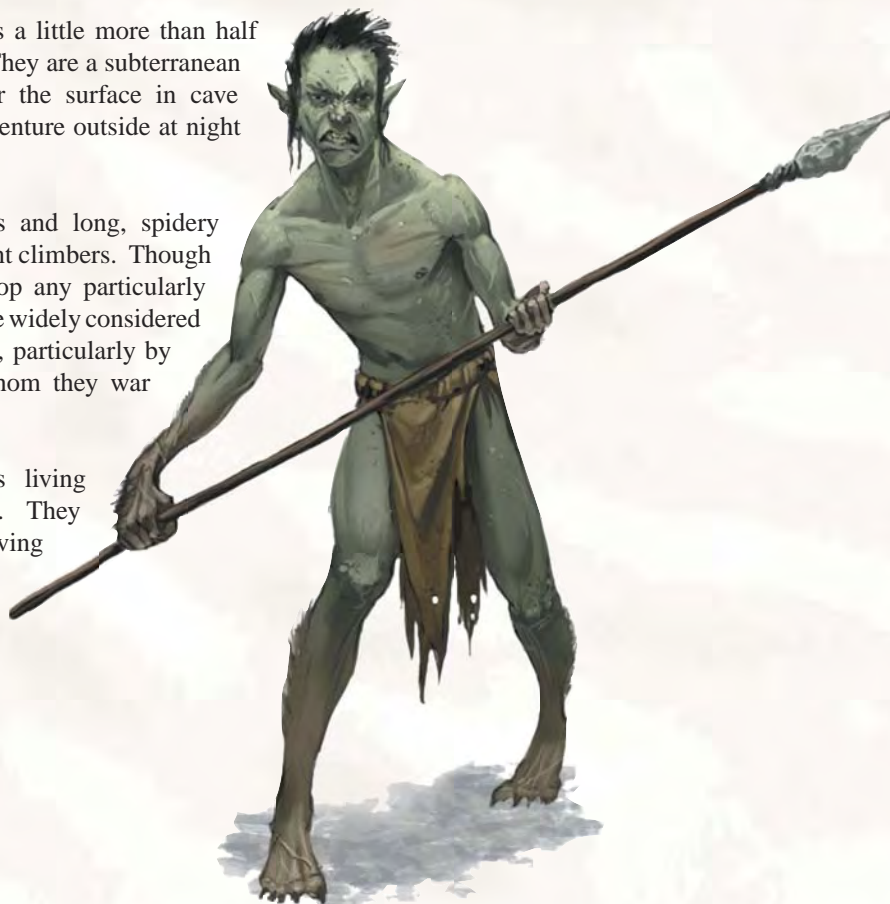
Type	Weapon skill	Damage / AP
Huge Club	84%	2D6+2D12 / 3

Goblin

Goblins are small humanoids a little more than half the size of normal humans. They are a subterranean race, but prefer to live near the surface in cave networks, allowing them to venture outside at night to raid and scavenge.

Goblins have slender bodies and long, spidery limbs that make them excellent climbers. Though intelligent, they rarely develop any particularly impressive civilisation, and are widely considered to be little more than vermin, particularly by dwarfs and orcs, both of whom they war against frequently.

The goblin race makes its living scavenging from other races. They are sometimes found serving as mercenaries, but more often are used as spies and thieves.



CHARACTERISTICS

STR	2D6+3	(10)
CON	2D6+3	(10)
DEX	5D6	(17)
SIZ	2D6	(6)
INT	3D6	(11)
POW	2D6+3	(10)
CHA	2D6	(7)

Goblin 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
Shortspear	45%	1D8-1D2
Sling	50%	1D6-1D2
Buckler	25%	1D4-1D2 / 5

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 3m

Traits: Night Sight

Skills: Athletics 50%, Dodge 50%, Perception 35%, Resilience 35%, Stealth 55%

GORGON

Creatures of Chaos, gorgons are flying horrors with the faces and breasts of human hags and hair composed of a nest of writhing serpents. They have bat-like wings and talons on their hands and feet. Their human-shaped bodies are covered in bronze-coloured scales.

The mere appearance of a gorgon is a portent of doom. The beast's face is so hideous that anyone who sees it is automatically and immediately turned to stone, the victim's spirit trapped helpless inside the statue. This is a passive gaze attack. The victim remains trapped until the statue is broken – which results in the death of the petrified victim.

The gorgon's appearance attack is line of sight, but the victim must be able to see the face – the attack will not work in pitch darkness or fog, for example. The attack is not hindered by defensive spells such as Countermagic. Gorgons are immune to their own appearance and that of other gorgons.

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the Gorgon's Persistence or be turned to stone.

CHARACTERISTICS

STR 4D6 (14)
CON 3D6+6 (17)
DEX 3D6+6 (17)
SIZ 4D6 (14)
INT 3D6 (11)
POW 1D6+12 (16)
CHA 1D6 (3)

Gorgon Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	8/7
4-6	Left Leg	8/7
7-9	Abdomen	8/8
10	Chest	8/9
11-12	Right Wing	8/6
13-14	Left Wing	8/6
15-16	Right Arm	8/6
17-18	Left Arm	8/6
19-20	Head	8/7



gorgon

Weapons

Type	Weapon skill	Damage
Talons	60%	1D6+1D2
Serpents	75%	1D4+poison
Appearance	Automatic	Petrification

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 3m, 6m when flying

Traits: Gaze Attack (passive), Poison (serpent, see below for details on Gorgon Serpent Venom)

Skills: Athletics 65%, Dodge 50%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 60%, Survival 60%, Tracking 50%

Typical Armour: Scales (AP 8, no Skill Penalty)

GORGON SERPENT VENOM

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 hit point damage to location struck, applies -3 penalty to victim's CON

Duration: 6D10 minutes

Gorilla

Gorillas are jungle-dwelling apes. They are quite large creatures, with strength in excess of what might be expected even from their massive frames. Gorillas are naturally quadrupeds, but are also comfortable walking and standing on their hind legs.

Gorillas are primarily vegetarian, though they often supplement their diet with insects and the occasional small animal. They are most often found in small family groups led by an old silverback male.

Gorillas are not an aggressive species, but if one becomes angry, it is easily capable of tearing a man, or even a troll, limb from limb. Female gorillas are smaller than males, and have 1D6 less of both SIZ and STR.

CHARACTERISTICS

STR 6D6+15 (36)

CON 2D6+6 (13)

DEX 3D6+3 (14)

SIZ 4D6+12 (26)

INT 7 (7)

POW 3D6 (11)

CHA 6 (6)

Gorilla Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+2D6
Fist	45%	1D6+2D6

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 4m

Skills: Athletics 75%, Dodge 40%, Perception 40%, Stealth 30%, Survival 40%

Typical Armour: Hide (AP 2, no Skill Penalty)

Gorp

A gorp is a shapeless, amphibious blob of putrid tissue, most commonly found in waterways and old ruins. Scarcely more intelligent than the average patch of mould, these loathsome creatures of Chaos are nonetheless dangerous foes for any adventurer, as they exude a highly acidic liquid capable of reducing a man to a skeleton in moments.

A gorp can only be killed by fire or magic. Normal weapons merely pass through the gorp's rancid tissue without causing damage (though they themselves will be damaged by the gorp's acid if it overcomes the weapon's armour points). Because of a gorp's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells, such as Bludgeon and Bladesharp, do no damage to a gorp. Disruption and similar spells have their normal effect.

If a gorp is slain, gold, gems and other insoluble treasures may sometimes be found in the stinking remains. However, a gorp's body retains its full acidic properties for a number of days after death equal to the creature's CON; anyone wishing to root through a gorp's corpse would be well advised to use a stick.

A gorp attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A gorp's attack may not be parried - the creature will simply slide around the parrying weapon to engulf its foe. A gorp will wrap itself around one of its victim's hit locations.

Once a gorp has enmeshed a victim, it will attempt to hang on and continue to inflict acid damage, with every intent of dissolving and consuming its victim. Every round a creature's hit location is enmeshed by a gorp, that creature will take eight points of acid damage to that location. Armour will protect against this damage until it is dissolved by the gorp. A character caught by a gorp may attempt to escape by making another Dodge or Athletics skill test.

A gorp has a percentage chance equal to its POW to have a Chaotic Feature.



gorp

CHARACTERISTICS

STR	1D6	(3)
CON	3D6	(11)
DEX	1D6	(3)
SIZ	6D6	(21)
INT	1	(12)
POW	3D6	(11)
CHA	1	(1)

Gorp Hit Locations

D20	Hit Location	AP/HP
1-20	Body	-/10

Weapons

Type	Weapon skill	Damage
Envelop	75%	8 points acid

Special Rules

<i>Combat Actions:</i>	1
<i>Strike Rank:</i>	+7
<i>Movement:</i>	2m
<i>Traits:</i>	Chaotic Feature (see above)
<i>Skills:</i>	Resilience 30%

Grampus

A distant relative of the scorpion, these strange arthropods are also commonly known as vinegaroons or whipscorpions. They are built much like giant scorpions with massive, dark-coloured claws, but their tails lack the giant stinger of a true scorpion. Instead, a grampus's tail culminates in a long, whip-like appendage. Surprisingly, this tail serves the grampus no purpose in combat, but contained in the tail is a set of glands capable of emitting sprays of acid.

A grampus is a purely carnivorous creature. It makes its home in forests, jungles and dismal swamps. Scorpion men (see page 110) sometimes keep grampuses in much the same way and for the same purposes as humans keep dogs.

The grampus is able to spray a form of weak acid and can be directed against targets up to ten metres away. The spray covers an area four metres square. All creatures struck by this spray are hit in all locations simultaneously – unless the creature itself takes up more than four metres – and take one hit point of damage to all locations. Armour will protect against this damage, but the armour itself will lose one AP in all locations. The damage from this spray is immediate, but the spray also loses its acidity almost immediately. The grampus can use this spray three times in a 24-hour period. This attack may not be dodged.



CHARACTERISTICS

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

Grampus Hit Locations

D20	Hit Location	AP/HP
1	Tail	6/8
2	Right Hind Leg	6/8
3	Left Hind Leg	6/8
4	Right Back Leg	6/8
5	Left Back Leg	6/8
6-9	Abdomen	6/10
10	Right Centre Leg	6/8
11	Left Centre Leg	6/8
12	Right Front Leg	6/8
13	Left Front Leg	6/8
14-15	Right Claw	6/9
16-17	Left Claw	6/9
18-20	Thorax	6/11

Weapons

Type	Weapon skill	Damage
Pincer	50%	1D8+1D10
Spray	100%	See Above

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 5m

Skills: Athletics 60%, Dodge 40%,
Perception 50%, Resilience 35%,
Stealth 50%, Tracking 75%

Typical Armour: Chitin (AP 6, no Skill Penalty)

Great Troll

A rare breed occasionally spawned by selected females in dark troll tribes, great trolls are larger, stronger and more powerful than their masters, though less intelligent. They are only found in the richest and most successful tribes but are usually worth the extra effort to breed and maintain. Great trolls are used as shock troops and guards by their masters and few enemies can withstand their determined assault.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 2D6+12 (19)
 DEX 3D6 (10)
 SIZ 4D6+12 (26)
 INT 2D6 (7)
 POW 3D6 (10)
 CHA 2D6 (7)

Great Troll Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Club	60%	1D6+1D12 / 2
Great Hammer	50%	1D10+1D12 / 3
Kite Shield	45%	1D6+1D12 / 10

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 4m

Traits: Dark Sight, Earth Sense

Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%

Typical Armour: Thick Troll Skin (AP 2, no Skill Penalty), Chainmail Shirt (AP 5, Abdomen, Chest and Arms only); Skill Penalty -20%



Great Troll

Griffin

Prized as mounts and feared as enemies, griffins are large flying carnivores with the body of a lion and the head, talons and wings of a great eagle.

Griffins are usually found in family groups of ten or fewer, nesting in their desert lairs and mountain eyries. Such a group usually consists of several mated pairs of griffins and their offspring, and often sets its home near a trading road or caravan path, as griffins prize horsemeat very highly.

In combat, a griffin prefers to drop on its prey from above, seize its target and fly away again.

CHARACTERISTICS

STR	8D6	(28)
CON	3D6+12	(22)
DEX	3D6+12	(22)
SIZ	8D6	(28)
INT	6	(6)
POW	2D6+6	(13)
CHA	7	(7)

Griffin Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	60%	1D8+1D12 / 2
Claw	70%	1D6+1D12 / 4

Special Rules

Combat Actions: 4

Strike Rank: +14

Movement: 6m, 10m when flying

Traits: Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%

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



Grotaron

Also known as maidstone archers, grotarons are a race of gigantic humanoid who have no heads. Instead, a sinewy third arm sprouts from the top of their torso where a human's neck would be. These strange-looking giants are native to Glorantha.

On the back of each of its three hands the grotaron has an eye with exceptionally acute vision. The grotaron, merely by adjusting the position of its hands, can see in all directions at once. On the chest of the grotaron is a large mouth with jagged teeth. Female grotarons have no mammaries; the race's young are born capable of walking and consuming solid food.



Despite their apparent lack of ears, grotarons are able to hear as well as humans.

Grotarons are a peaceful race of giants who value life and esteem all intelligent creatures as equals. Strangers in their lands are treated with hospitality and respect. They strongly dislike killing, and will do so only when their foe leaves them no choice.

Grotarons organise themselves into hunting and gathering bands, each of which generally stays within its own mountain valley and claims a handful of surrounding peaks as its hunting grounds. These creatures are omnivorous.

They care little for material possessions, though they can be tempted with the right offer of gold or weapons. They wear leather and fur clothing decorated with complex embroidery, usually showing various geometric shapes. Grotarons do not use fire, as they consider it a nuisance spirit.

Grotarons use a bow known as the great bow. Too large for creatures of smaller stature to employ, this weapon has the same characteristics as the long bow, except that its damage is 2D10. A grotaron usually enters close combat with two greatswords, one in its left hand, one in its right, with a kite shield wielded by its third arm.

CHARACTERISTICS

STR	6D6+24 (45)
CON	4D6+12 (26)
DEX	2D6+18 (25)
SIZ	6D6+30 (51)
INT	2D6+6 (14)
POW	2D6+3 (10)
CHA	3D6 (11)

Grotaron Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	5/16
4-6	Left Leg	5/16
7-9	Abdomen	5/17
10-12	Chest	5/18
13-15	Right Arm	5/15
16-18	Left Arm	5/15
19-20	Middle Arm	5/15

Weapons

Type	Weapon skill	Damage / AP
Great Bow	35%	2D10+2D12
Greatsword	25%	2D8+2D12 / 4
Kite Shield	20%	1D6+2D12 / 10

Special Rules

Combat Actions: 4

Strike Rank: +19

Movement: 4m

Skills: Athletics 30%, Dodge 30%, First Aid 35%, Perception 50%, Resilience 35%, Stealth 25%, Tracking 45%

Typical Armour: Tough Hide (AP 3, no Skill Penalty), Leather Armour (AP 2, Skill Penalty -14%)

halfling

Halflings are small humanoids who make their comfortable homes in temperate climes. They usually live underground, preferably in a house bored into the side of a hill.

Halflings are extremely civilised, and dwell in prosperous small villages, the majority of which are underground. They tend to be stout, but this is mostly a product of their comfortable existence and passion for food and drink. Halfling skill in the culinary arts is legendary.

As a general rule, halflings prefer to avoid conflict, and as a result of this, halfling villages are usually located in the most tame and harmless parts of the



world, where monsters and dangerous beasts are little more than stories from distant lands. Most halfling adventurers are those few members of the race who grow weary of this bucolic existence and set out to make their own way in the larger world.

Halflings get along well with humans and may even share a village with them. They also get along quite well with elves and dwarfs, though they fear and mistrust trolls.

CHARACTERISTICS

- STR 2D6 (7)
- CON 2D6+9 (15)
- DEX 2D6+9 (15)
- SIZ 1D6+3 (7)
- INT 2D6+6 (14)
- POW 2D6+6 (14)
- CHA 3D6 (11)

Halfling 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
Shortsword	35%	1D6-1D4 / 3
Sling	40%	1D6-1D4
Thrown Rock	75%	1D4-1D4

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 3m

Skills: Athletics 30%, Dodge 35%, First Aid 25%, Influence 25%, Sleight 50%, Stealth 40%, Perception 30%

Harpy

A notoriously filthy and evil race, harpies appear as human-sized grimy vultures with the head and upper torso of a hideous human female. Harpies delight in befouling the person and possessions of others.

Harpies are a cowardly race, and will fly away if attacked, unless they significantly outnumber their enemy.

Harpies are prone to acts of petty cruelty. They enjoy contaminating food stocks with their dung – rendering it disease-ridden and inedible except to harpies. They are also fond of stealing small items of value. If a character gains the enmity of a harpy (easily done), it will follow him for miles, albeit at a safe distance, indulging itself in whatever torments it can devise.

Those who would dismiss harpies as little more than disgusting pranksters are unwise, however. In numbers, they can pose a significant threat, and their command of the air makes them difficult opponents to engage. Additionally, harpies often work for another, more powerful creature as spies or scouts.

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6). The harpy's chance to hit decreases by 5% per three metres of distance the stone falls.

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease (see *RuneQuest* rulebook for example diseases). If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a disease.

A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.



harpy

CHARACTERISTICS

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

Harpy Hit Locations

D20	Hit Location	AP/HP
1-2	Right Claw	1/4
3-4	Left Claw	1/4
5-7	Abdomen	1/5
8-9	Chest	1/6
10-13	Right Wing	1/3
14-17	Left Wing	1/3
18-20	Head	1/4

Weapons

Type	Weapon skill	Damage
Claw	30%	1D6-1D2+disease
Stone	30%	1D6/3 metres fallen
Droppings	50%	-1D10CHA+disease

Special Rules

Combat Actions: 3
Strike Rank: +14
Movement: 3m, 6m when flying
Skills: Athletics 35%, Dodge 50%,
 Perception 45%, Stealth 50%,
 Survival 40%, Tracking 45%
Typical Armour: Hide (AP 1, no Skill Penalty)

Hawk

Hawks are predatory birds that can be found in most climates, from tropical to temperate to desert. A capable hunter who prefers to fall upon its prey by dropping out of the sky, a hawk will not attack anything that is not normally prey unless it is diseased, magically compelled or the creature in question is menacing the hawk's young.

This entry contains two hawks, one of a 'normal' size and another of giant size, large enough to carry a passenger.

The statistics given below are for a large hawk, but may also be applied to an owl or an eagle. Owls have the Night Sight trait.

Large Hawk

CHARACTERISTICS

STR 1D3 (2)
 CON 2D3 (4)
 DEX 3D6+18 (27)
 SIZ 1D2 (2)
 INT 4 (4)
 POW 2D6 (7)
 CHA 4 (4)

Large Hawk Hit Locations

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

Weapons

Type	Weapon skill	Damage
Claw	50%	1D6-1D8
Bite	35%	1D4-1D8

Special Rules

Combat Actions: 4
Strike Rank: +15
Movement: 2m, 8m when flying
Skills: Dodge 75%, Perception 110%,
 Stealth 60%

Giant Hawk

CHARACTERISTICS

STR 6D6+21 (39)
 CON 5D6+15 (33)
 DEX 3D6+9 (18)
 SIZ 6D6+21 (39)
 INT 4 (4)
 POW 3D6 (11)
 CHA 4 (4)

Giant Hawk Hit Locations

D20	Hit Location	AP/HP
1-2	Right Claw	3/14
3-4	Left Claw	3/14
5-7	Abdomen	3/16
8-9	Chest	3/17
10-13	Right Wing	3/14
14-17	Left Wing	3/14
18-20	Head	3/15

Weapons

Type	Weapon skill	Damage
Claw	80%	3D8
Bite	65%	1D6+2D8

Special Rules

Combat Actions: 3
Strike Rank: +11
Movement: 3m, 10m when flying
Skills: Dodge 55%, Perception 110%,
 Stealth 45%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Headhanger

A headhanger is a magical creature and a truly horrid beast. Its pallid, spiny and claw-footed body resembles some sort of terrible cross between insect and reptile. Sprouting from the length of its flaccid body are many thin stalks, some of which support living heads. This powerfully magical creature exists entirely on the souls and spirits of its prey, requiring no other nourishment.

Headhangers prey only on intelligent creatures, and cannot gain nourishment from consuming a fixed INT creature. The beast severs the head of its prey, storing it inside its bulbous body. One day (24 hours) after the headhanger has taken a head, the head sprouts on a stalk on the side of the creature's body, joining the ghastly collection already there. The head stays half alive for one month for every point of POW the creature possessed, before it withers to nothing and falls off the stalk.

Headhangers themselves do not have a true head, though there is a pushed-in mass on the front of the body that houses the beast's sensory organs and the orifice through which it takes its captured heads.

The heads on a headhanger's body aid the beast in combat by shrieking, biting and spitting at foes. This poses little physical danger, but it is a horrifying and distracting experience, causing all characters within four metres of the headhanger to suffer a 5% penalty on all skills for every head the headhanger has. Thus, if a headhanger has seven heads, everyone within four metres will suffer a 35% penalty on all skill tests.

A far greater danger posed by the headhanger's heads is that they still possess all knowledge, magical or otherwise, they did in life. If one or more of the heads are of spellcasters, the headhanger can use the spell abilities and skills of that head in combat. A head consumed by the headhanger retains all integrated runes, allowing the entire headhanger to benefit from any runic power, as well as any Rune Magic spells the head knows. For example, if the headhanger consumes the head of a character who possessed the Stasis rune, the headhanger would become immune to Knockback once the head sprouted on a stalk.

Headhangers gain information about the head's past life, associates, family and friends. A headhanger is a cunning beast (growing more cunning the more heads it has) and may use such information (such as battle skills, personalities and, most tellingly, spells) in battle or to ambush or track down a victim's former comrades. In a worst-case scenario, a headhanger may learn the location of a nearby, defenceless town or village it can use as a new food source. The knowledge a headhanger's heads possess does not become part



headhanger

of the headhanger itself. When a head is destroyed, or when all the POW has been absorbed from it, the headhanger begins to forget the information the head contained. How long a headhanger holds on to a particular piece of information is left to the Games Master, though the headhanger should immediately lose access to all spells and runic powers when the head that contained them is gone.

A successful 'Head' hit strikes one of the creature's captive heads. If the head is brought to zero hit points, it immediately becomes inactive. If it takes twice its hit points in damage, the head immediately rots, freeing whatever is left of the spirit trapped within. Heads stored internally in the creature (those that have been harvested in the last 24 hours) can be freed only by slaying the monster and cutting it open.

A headhanger in combat is interested only in surviving and harvesting new souls for its nourishment. Fortunately for the beast, its means of harvesting new souls means the immediate death of those it is harvesting – more specifically, it means cutting off their heads. If the headhanger successfully reduces its opponent's 'head' hit location to zero the head is severed and the headhanger will use its next Combat Action to scoop up the head and pop it into the orifice that passes for its mouth. If it fails to do this by the end of the round following the round in which the head was severed, the spirit will have escaped, leaving nothing but a dead head, which is useless to a headhanger.

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

CHARACTERISTICS

STR	4D6+12	(26)
CON	4D6	(14)
DEX	3D6	(11)
SIZ	3D6+18	(29)
INT	1D3/head	(varies)
POW	2D6+9	(16)
CHA	3	(3)

Headhanger Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	4/9
3-4	Left Hind Leg	4/9
5-7	Hindquarters	4/10
8-10	Forequarters	4/11
11-13	Right Front Leg	4/9
14-16	Left Front Leg	4/9
17-20	Heads	4/varies

Weapons

Type	Weapon skill	Damage
Claw	75%	1D8+2D6

Special Rules

Combat Actions: 2

Strike Rank: Varies

Movement: 4m

Traits: Chaotic Feature (5% chance), Life Sense

Skills: Athletics 40%, Dodge 25%, Perception 35%, Resilience 45%, Stealth, 40%

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

Running a Headhanger

A headhanger is a terrifying beast, the kind of creature any adventurer fears, and is therefore a wonderful enemy to use against Player Characters. However, considering that much of a headhanger's powers and abilities are predicated upon the heads it has harvested, these creatures require a bit more work on the part of the Games Master than most other creatures presented in *RuneQuest Creatures*. Before introducing a headhanger, a Games Master should determine how many heads it currently has captured, as well as what their abilities and spells are.

hellion

Hellions are strange creatures native to the spirit plane. They appear as small, silvery, translucent bubbles that quiver and shake constantly, and exude a smell that is reminiscent of the scent in the air before a heavy thunderstorm.

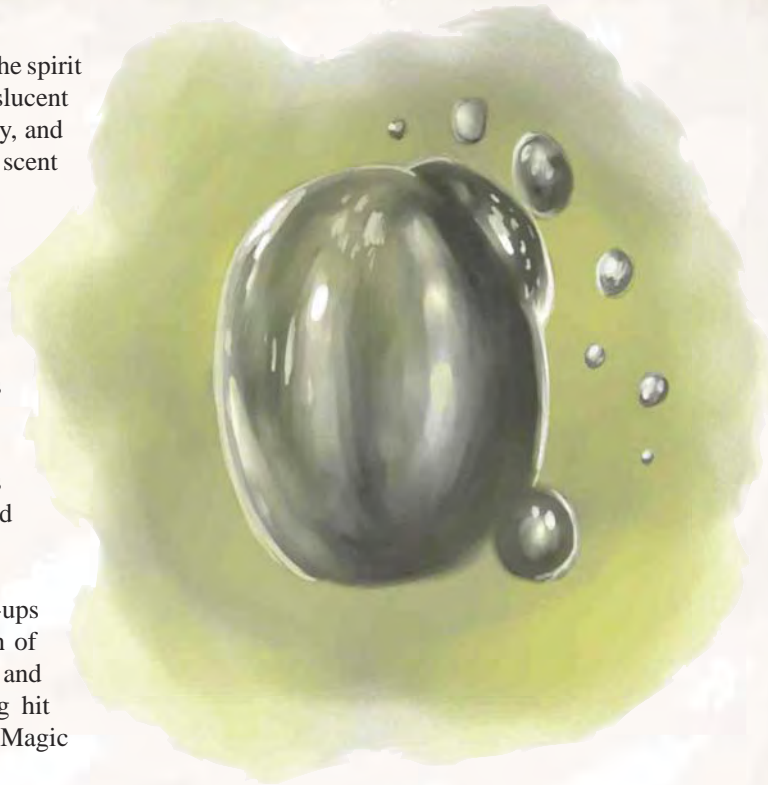
Hellions possess only SIZ and INT. Their hit points, Magic Points and Armour Points are always equal. When a hellion loses hit points, it loses an equal amount from its Magic Points and Armour Points. When it expends Magic Points, its hit points and Magic Points likewise decrease. Hellions can be struck by normal weapons and magic.

Hellions are, essentially, sentient build-ups of force. A hellion attacks with a lash of energy, which has a range of ten metres and automatically hits. Instead of causing hit point damage, however, the lash drains Magic Points from the victim.

For each Magic Point the hellion chooses to expend on an attack, the victim loses 1D6 Magic Points. Thus, if a hellion were to expend six Magic Points, the victim struck would lose 6D6 Magic Points. These Magic Points *do not* transfer to the hellion.

Hellions have no natural attack other than the Magic Point drain, and cannot initiate spirit combat. A hellion can know sorcery, but cannot integrate a rune or learn divine magic, as it has no POW. Hellions are rarely found alone, and usually have mundane slaves, controlled monsters and similar beings to deal with any physical threat. Hellions are also often found in the employ of a powerful spell caster, as their ability to drain Magic Points makes them useful tools for dealing with any spell caster who might think to challenge the hellion's employer.

The hellion has Magic Points and armour equal to its hit points. Hellions commonly know sorcery (see the *RuneQuest Companion*).



hellion

CHARACTERISTICS

SIZ 1 (1)
INT 4D6 (14)
HP 3D6+6 (17)

Hellion Hit Location

D20	Hit Location	AP/HP
1-20	Body	17/17

Weapons

Type	Weapon skill	Damage
Drain	100%	Magic Point Drain

Special Rules

Combat Actions: 1
Strike Rank: +7
Movement: 3m
Typical Armour: Equal to hit points



Hippogriff

A hippogriff is a hybrid creature with the hindquarters of a horse and the wings, claws and beak of a great eagle. Hippogriffs are usually found in family units of up to 12 individuals.

Hippogriffs spend most of their time in their mountaintop aeries, or flying amongst the clouds and are only rarely seen on the ground. They lay huge eggs from which their young spring nearly full-grown.

The origin of the hippogriff species is a mystery, but many scholars believe they are the result of a breeding between horses and griffins. Since griffins

tend to see a horse as more of a snack than a mating partner, this theory does help to explain the scarcity of hippogriffs.

Some spells can be used to control a hippogriff, but never to tame it. A hippogriff who has been forced to serve by magic will turn on the spellcaster the moment the spell expires.

CHARACTERISTICS

STR 4D6+24 (38)
 CON 3D6+6 (17)
 DEX 3D6+6 (17)
 SIZ 4D6+18 (32)
 INT 7 (7)
 POW 2D6+6 (13)
 CHA 5 (5)

Hippogriff Hit Locations

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

Weapons

Type	Weapon skill	Damage
Foreclaw	60%	3D6
Bite	55%	1D8+2D6

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 6m, 8m when flying

Skills: Athletics 60%, Dodge 50%, Perception 65%, Resilience 70%, Survival 50%, Tracking 55%

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

Horse

Of all domesticated animals, only dogs have been part of human culture longer than horses. As such, many different breeds of horse have emerged over the millennia, as humanity has bred this useful servant to fill a variety of specialised needs. The horse described below is a typical working horse, suitable for riding or as a beast of burden.

Characteristics

STR	2D6+18	(25)
CON	3D6+6	(16)
DEX	2D6+3	(10)
SIZ	2D6+18	(25)
INT	4	(4)
POW	3D6	(10)
CHA	5	(5)

Horse 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
Kick	40%	1D6+1D10

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 6m

Skills: Athletics 75%, Resilience 40%, Survival 20%

Typical Armour: Hide (AP 2, no Skill Penalty)

Insect Swarm

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

Stinging insects are not found anywhere in arctic climates, but they are ubiquitous in warmer regions of the world. They will not go out of their way to attack a human or other creature vastly larger than themselves, but if their hive or hill is threatened or damaged, an insect swarm may prove too much for even an experienced adventurer to handle.

Beasts as small as normal insects need no Characteristics, and characters cannot truly engage them in battle. No matter how skilled a swordsman may be, he will find his weapon useless in the face of a swarm of 500 hornets. He can kill one or more with each stroke, but ultimately he is just wasting his time. Instead, these rules govern the danger posed by a particular hive or hill of stinging insects.

The size of the hive or hill determines the number of stings a swarm delivers every round. Consult the chart below.

Hive Size	Stings
Very small (small wasp nest)	1D6
Small (large wasp nest, small beehive)	2D6
Large (very large wasp nest, average beehive)	4D6
Very large (large beehive)	6D6
Huge (enormous anthill, very large beehive)	8D6 and higher

Each character attacked by a hive takes the listed number of stings every round until he manages to escape the swarm. Heavy clothing will subtract two stings per die from the number of stings suffered every round. Armour subtracts one sting per die, though armour combined with heavy clothing will

Insect Swarm

only subtract two stings per die total. Characters who take precautions against a swarm by wrapping themselves in cloaks, blankets and other heavy fabrics will subtract three stings per die. Note that this must be done prior to entering a swarm – by the time the character is taking damage, it is already too late. Such muffling requires at three combat rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such clothing consists of heavy cloth and multiple layers of mesh costs 75 silvers, weighs 2 ENC and has no armour value. Magical spells such as Protection subtract one sting per die for every two points of Magnitude.

Creatures with six or more points of natural armour are immune to the effects of an insect swarm. No matter how angry a group of hornets get, they are unable to do anything to a creature like a dragon.

An insect swarm always attacks at the beginning of the Combat Round.

Every round the character is exposed to the swarm the Games Master should total the number of stings taken and multiply that total by the appropriate species' Venom Factor, as given on the Insect Venom table.

Insect Venom

Insect Type	Venom Factor	Movement Rate
Honeybees	5	20m
Hornets	3	30m
Bumblebees	3	10m
Yellowjackets/Wasps	5	35m
Army Ants	2	4m
Fire Ants	2	2m
Bullfrog Ants	1	2m

The total number of stings multiplied by the venom factor gives the base Potency of the venom introduced into the victim's body. Insect swarm venom has an onset time of 1D10 Combat Rounds. After that time, the Potency of the venom should be matched against the victim's Resilience in a standard opposed test.

For Example: Ailish blunders into a large size hive of honeybees while tracking a band of marauding broo. Ailish is wearing only leather armour, and has no time to cover herself with heavy blankets and the like to ward off the bees. Each round, Ailish will be stung 4D6-4 times. Recognising the danger, Ailish flees from the bees to a creek she just crossed and jumps in to get away from the swarm, though she is still stung for three rounds total. The first round she is stung 12 times, only 7 on the second round and the third round, just as she is jumping into the creek, she is stung 10 times. Thus Ailish must make three tests against a potency of 60, 35 and 50. These are matched against Ailish's Resilience in a standard opposed test. With a Resilience of 45% Ailish manages to resist the first two rounds worth of stings but succumbs to the third. Rolling 7 on a D10, Ailish will receive 1 hit point of damage to all locations in 7 Combat Rounds.

Insect Venom

Type: Sting

Delay: 1D10 Combat Rounds

Potency: Varies (see Insect Venom table)

Full Effect: 1 hit point damage to all locations

Duration: 6D10 minutes

The Movement Rate listing shows how fast a swarm can travel if it is pursuing an enemy.

Driving a swarm away is a troublesome prospect, considering that weapons have no real effect on the insects. An insect swarm will not enter an area of heavy smoke, and most crawling insects, such as ants, will not cross an unbroken line of sulphur powder. Fire is the most effective means of dispersing an insect swarm. For every 1D6 of damage a fire does, it reduces the size of a swarm by 1D6 every round.

JACK O'BEAR

These unlikely creatures are beings of Chaos in Glorantha, and like other Chaos beings, they are rare in the Second Age.

A jack o'bear is a shaggy, wiry monster with a bloated orange head that looks very much like a pumpkin. Jack o'bears tend to be solitary and inhabit mountains and forests. Despite their rather unusual appearance, jack o'bears possess abilities that are not to be laughed off by anyone who would survive a meeting with one of them.

Each combat round, as a Combat Action, the jack o'bear may attempt to overcome one of its foes in an opposed Persistence test. If the target is overcome, he is immobilised – frozen in place and helpless until the jack o'bear dies or the effects are dispelled. The jack o'bear can target a creature as far away as the jack o'bear's POW in metres. It may hold a number of victims equal to half its POW immobile.



This paralysis attack does not cost the jack o'bear any Magic Points, though it may be boosted, which costs the jack o'bear Magic Points just as if the creature were casting a spell. The immobilisation effect counts as a Magnitude 2 spell for purposes of dispelling. The jack o'bear may not voluntarily end the effect.

A jack o'bear has a percentage chance equal to its POW of possessing a Chaotic Feature.

CHARACTERISTICS

STR	3D6+6	(17)
CON	2D6+6	(13)
DEX	3D6	(11)
SIZ	3D6+6	(17)
INT	2D6	(7)
POW	4D6	(14)
CHA	3D6	(11)

Jack O'Bear Hit Locations

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

Weapons

Type	Weapon skill	Damage
Claw	40%	1D6+1D4
Immobilise	Automatic	Immobilisation

Special Rules

- Combat Actions:** 2
- Strike Rank:** +9
- Movement:** 4m
- Skills:** Athletics 40%, Perception 60%, Persistence 35%, Resilience 45%, Stealth 65%, Survival 50%, Tracking 30%
- Traits:** Chaotic Feature (see above)
- Typical Armour:** Thick Hide (AP 3, no Skill Penalty)

JACK O BEAR

Lamia

This beautiful and deadly creature is wholly supernatural and wholly evil. A lamia resembles a beautiful woman from the torso up, but has the lower body of an enormous serpent.

As a Combat Action, a lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion contains visual components only – while it may look like the lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Each combat round, as a Combat Action, a lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, trolls, halflings and even broo) in an opposed test of her Persistence against the male's Resilience. This attack costs the

lamia no Magic Points. If the lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free, but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the lamia's gaze attack, he will be immune to it for a full 24 hours.

The surest way to break someone of a lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the lamia for a number of days equal to her CHA. The lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood, but such men may live for weeks or even months as a lamia's servant.

A man in thrall to a lamia will do virtually anything she asks, including attacking friends and comrades.

A lamia loses 1 hit point in all locations per day to sustain her supernatural life, and does not regenerate hit points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the lamia 1D6 hit points which she may distribute to whichever location she wishes. When the lamia drains the victim's STR to 0, he dies. This attack costs the lamia no Magic Points.

A lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Magic Points. This POW loss is permanent for the victim, though the lamia cannot drain a victim below POW 1. This attack costs the lamia no Magic Points.



CHARACTERISTICS

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

Lamia Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+1D2+blood drain
Kiss	50%	POW drain
Tail	50%	1D6+1D2

Special Rules

Combat Actions: 3
Strike Rank: +14
Movement: 4m
Traits: Vampiric Touch (Bite and Kiss)
Skills: Athletics 40%, Dodge 50%, Lore (World) 50%, Persistence 45%, Resilience 25%, Stealth 95%
Typical Armour: Scales (AP 4, Tail and Abdomen) no Skill Penalty

Lion

Lions are great cats that hunt in arid grasslands and live communally in packs known as prides.

A pride of lions is composed of lionesses, juveniles and a single adult male who acts as the leader. The lionesses do the majority of the hunting, but the male

does some as well, and fights other male lions (or other intruders) to defend the pride. A male lion is usually easy to spot, as the majority have a dramatic mane of fur framing their faces.

CHARACTERISTICS

STR 3D6+12 (24)
 CON 3D6 (11)
 DEX 3D6+6 (16)
 SIZ 2D6+12 (19)
 INT 5 (5)
 POW 3D6 (10)
 CHA 5 (5)

Lion Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	60%	2D8
Claw	60%	1D6+1D8

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 6m
Traits: Night Sight
Skills: Athletics 70%, Dodge 45%, Resilience 40%, Perception 55%, Stealth 50%, Survival 40%
Typical Armour: Hide (AP 2, no Skill Penalty)

Lion

Lizard, Bolo

Native to Glorantha, where they are used as mounts by nomads on the plains of Prax, bolo lizards are large, dinosaur-like creatures. They are bipedal, shaped much like a skinny allosaurus.

Bolo lizards have fierce attacks for their size, but prefer not to enter combat if at all possible. Because of their small SIZ, bolo lizards can only carry small riders. They are carnivorous.

CHARACTERISTICS

STR	2D6+12	(19)
CON	3D6	(11)
DEX	1D6+12	(15)
SIZ	2D6+12	(19)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Bolo Lizard Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	1/6
3-5	Right Leg	1/6
6-8	Left Leg	1/6
9-11	Abdomen	1/7
12-15	Chest	1/8
16	Right Claw	1/5
17	Left Claw	1/5
18-20	Head	1/6

Weapons

Type	Weapon skill	Damage
Bite	25%	1D6+1D6
Kick	25%	1D8+1D6

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 5m

Skills: Dodge 40%, Perception 50%, Stealth 30%

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

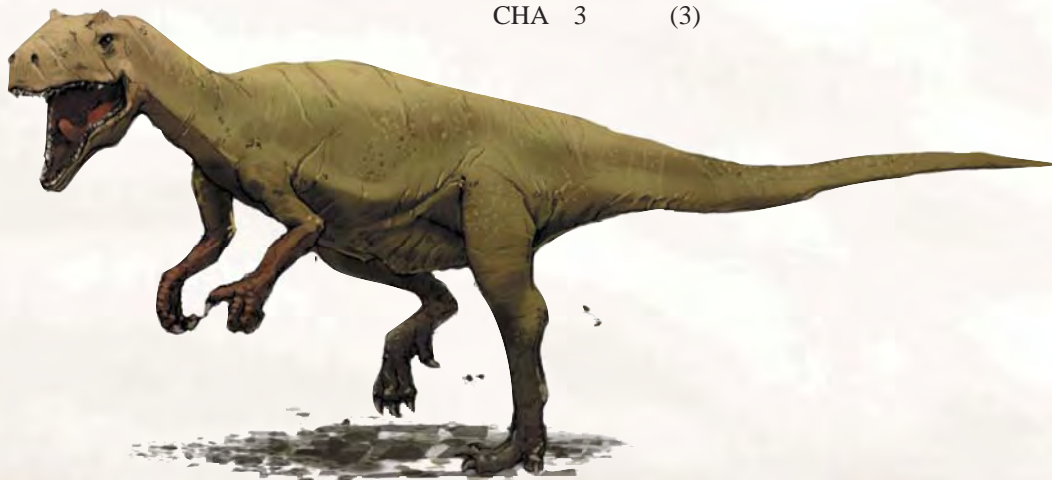
Lizard, Rock

Rock lizards are large, fairly stupid beasts that live in hills and caves, though they are also often found in ruined cities and other place abandoned by humanity.

Rock lizards are carnivorous creatures who prefer live prey, but are not adverse to dining on carrion if that is what is available. Rock lizards typically live in colonies of as many as 50 individuals, who can be seen basking in the sun together each morning.

CHARACTERISTICS

STR	2D6+6	(13)
CON	2D6+6	(13)
DEX	2D6+3	(10)
SIZ	4D6	(14)
INT	2	(2)
POW	2D6	(7)
CHA	3	(3)



Rock Lizard Hit Locations

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

Weapons

Type	Weapon skill	Damage
Claw	45%	1D6+1D2
Bite	40%	1D8+1D2

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 4m

Skills: Dodge 45%, Stealth 25%, Tracking 30%

Typical Armour: Scales (AP 3, no Skill Penalty)

Ludoch

The ludoch are the most common and best-known species of mermen on Glorantha. They are usually friendly or neutral to humans, but will return hostility with hostility. They are omnivorous. Ludochs are one of the lesser Elder Races of Glorantha.

Ludochs are mammalian, with humanoid upper bodies, dolphin-like hindquarters and horizontal flukes. The skin of a ludoch is usually blue or grey and always slick. They are famed for their brightly coloured eyes, which seem to come in every colour imaginable. Ludoch have no gills; they must have access to the air to breathe. When not engaged in strenuous activity, ludoch breathe about once an hour, though they may remain submerged as long as three hours if it proves necessary.

Ludochs live in family pods of up to several dozen individuals, though in particularly fertile areas, many pods may coexist together, creating a population of thousands of ludochs.



Ludoch

As the entirety of their lives is spent in the water, ludochs are unable to craft many of the tools land-based races take for granted. Ludoch tools and weapons are simple and primitive. The ludochs create no permanent structures.

Though ludoch are powerful, intelligent creatures who get along well with humans, they make poor choices as Player Characters, as they can never venture from the water.

A ludoch engaging in Light Activity only needs to breathe once per hour. In Medium Activity, the creature must breathe every 30 minutes. When engaging in Heavy Activity, the ludoch must breathe every ten minutes.

A ludoch's sense of taste is amazingly sharp, and allows it to track prey simply by the taste the prey leaves behind in the water.

CHARACTERISTICS

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

Ludoch Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Longspear	35%	1D10+1D4 / 2
Dagger	30%	2D4+1 / 4
Sling	20%	1D6

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 6m (swimming)

Traits: Echolocation

Skills: Athletics 40%, Dodge 40%, Lore (all) 35%, Perception 40%, Stealth 25%, Tracking 70%

Typical Armour: Hide (AP 2, Tail and Abdomen) no Skill Penalty

Mammoth

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

Mammoths travel in herds, though these herds will sometimes break up temporarily when the mammoths are feeding. A mammoth without a herd is almost certainly a rogue beast, expelled from its herd because of its poor temperament. If one member of a herd is sick or wounded, the remainder of the herd will actively protect it.

Mammoths are intelligent beasts who learn very quickly. They can be domesticated and trained, and in some cultures are used as mounts.

CHARACTERISTICS

STR	10D6+30	(65)
CON	4D6+21	(33)
DEX	3D6	(11)
SIZ	10D6+30	(65)
INT	6	(6)
POW	2D6+6	(13)
CHA	5	(5)

Mammoth Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	9/20
3-4	Left Hind Leg	9/20
5-8	Hindquarters	9/21
9-12	Forequarters	9/22
13-14	Right Front Leg	9/20
15-16	Left Front Leg	9/20
17	Trunk	9/19
18-20	Head	9/20

Weapons

Type	Weapon skill	Damage
Trample	50%	5D12
Tusk	55%	4D12

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 6m

Traits: Trample

Skills: Athletics 80%, Perception 45%, Resilience 65%

Typical Armour: Thick Hide (AP 9, no Skill Penalty)

MANTICORE

A manticore is a large, leonine creature with the tail of a scorpion and the head of a man. The tip of the tail boasts several dozen long, sharp spines, and the creature's face is round and hideous, sporting a pair of long tusks and a scraggly mane like a lion's.

A bestial, dangerous creature, the manticore is usually a solitary predator, haunting wastelands and remote mountain regions. It is a well-known eater of human flesh.



manticore

CHARACTERISTICS

STR 4D6+12 (26)
 CON 4D6+6 (20)
 DEX 3D6 (10)
 SIZ 4D6+12 (26)
 INT 7 (7)
 POW 3D6 (10)
 CHA 7 (7)

Manticore Hit Locations

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

Weapons

Type	Weapon skill	Damage
Claw	70%	1D6+1D12
Gore	50%	1D8+1D12
Poison Sting	40%	1D6+1D12+poison

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 5m

Traits: Night Sight, Poison Sting (see *RuneQuest* rulebook for details on Manticore Venom)

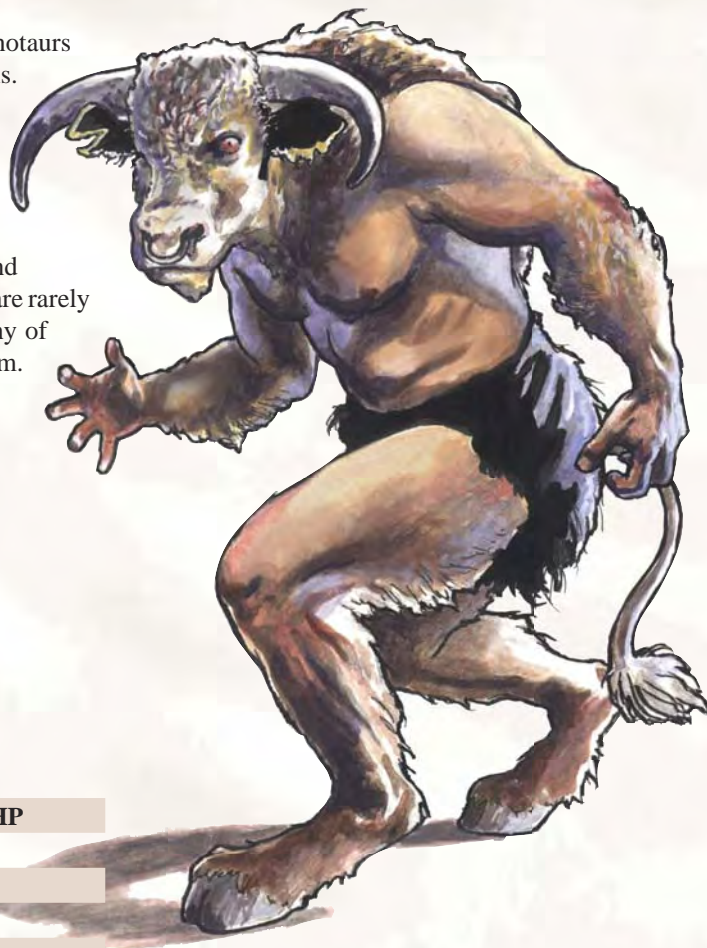
Skills: Athletics 60%, Dodge 45%, Resilience 60%, Perception 55%, Persistence 50%, Stealth 40%, Survival 40%, Tracking 40%

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

Minotaur

Large, burly and prone to violence, minotaurs are humanoids with bovine heads and tails. They usually live in arid conditions among rocky hills or along the edges of a desert. Minotaurs exist in clans, generally with a barbarian level of civilisation.

Minotaurs are omnivorous, and stories abound of them dining on human flesh, but such tales are rarely true. Minotaurs tend to embrace a philosophy of avoiding humans, rather than confronting them.



CHARACTERISTICS

STR	3D6+12	(23)
CON	1D6+12	(15)
DEX	3D6	(11)
SIZ	3D6+12	(23)
INT	2D6	(7)
POW	3D6	(11)
CHA	2D6	(7)

Minotaur Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Great Axe	40%	2D6+2+1D10 / 3
Head Butt	55%	1D6+1D10

Special Rules

Combat Actions: 2

Strike Rank: +9

Movement: 4m

Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%, Tracking 40%

Typical Armour: Horns (AP 5 Head only), Hide (AP 3, all other locations), no Skill Penalty

MOROKANTH

Morokanth are intelligent, tapir-like beings with black or grey hides who are native to Prax in Glorantha. They are considered one of the lesser Elder Races of Glorantha.

Morokanth can stand on their hind legs and employ their front claws like human hands, though these claws are larger and significantly clumsier than human digits. Any skills requiring manual dexterity (including wielding weapons) are difficult for morokanth both because of their physiology and because such things are simply not part of their culture. Therefore, all morokanth have a base of 5% in all such skills, no matter what an individual's Characteristics may be. Of course, this low score can be improved with time and practice.



Morokanth and humans have what can charitably be described as a strained relationship, as morokanth herd humans on the plains of Prax. This is a time-honoured practice, but one which humans, understandably, do not appreciate.

CHARACTERISTICS

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

Morokanth Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Shortspear	05%	1D8+1D4 / 2
Claw	25%	1D6+1D4

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 4m

Traits: Night Sight

Skills: Athletics 30%, Resilience 40%, Stealth 35%, Tracking 30%

Typical Armour: Thick Hide (AP 3, all locations, no Skill Penalty), Thick Leather Armour (AP 2, Hindquarters, Chest, Head), Skill Penalty -6%

Mummy

A mummy is an undead monster spawned of a preserved, desiccated and eviscerated corpse, inhabited by the spirit or soul that resided in the creature when it was alive.

A mummy's body is dried, spiced and wrapped in dry cloth, making it particularly vulnerable to fire. An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the hit location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

Healing spells are ineffective on mummies, though a Repair spell will fix any damage done (in 1D10 hit point increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics below represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

CHARACTERISTICS

STR	3D6+12	(21)
CON	3D6+12	(21)
DEX	2D6	(7)
SIZ	2D6+6	(13)
INT	2D6+6	(13)
POW	0	(0)
CHA	1	(1)

Mummy Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
War Maul	80%	2D6+1D4 / 3
Fist	60%	1D6+1D4

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 3m

Traits: Disease Immunity, Poison Immunity
Skills: Mummies have the same skills they possessed when alive, though the skills may be modified by the mummy's new Characteristics.

Typical Armour: Tough Skin (AP 2, no Skill Penalty)

Magic: Mummies may learn sorcery and may have divine magic left over from the time they were actually alive. A mummy loses all integrated runes when it dies to become a mummy, and without POW may not integrate any more. It also may not gain new divine spells.



Newtling

Newtlings are among the oldest races of Glorantha, distantly related to dragonewts but without the latter's immortality and progress toward dragonhood.

Newtlings are bipedal creatures that seem partially amphibious and partially reptilian. They are smaller than humans, whom they tend to fear.

When young, newtlings are like giant tadpoles, requiring submersion in water in order to survive. Bachelors, the form of newtling most often met by outside races, are bipedal and tailed with bulging eyes like a frog's. Adult newtlings, who seldom if ever venture forth from their homeland marshes, are similar to bachelors but less robust. The adults possess various sexual characteristics of interest only to other adult newtlings.

Newtling culture centres around the care and raising of the tadpoles. It is not materialistic and values survival over honour. Newtlings are sometimes kept as slaves by dragonewts, which they do not seem to mind. Newtlings are far better equipped than humans to master Auld Wyrnish, and may attain a skill of 50% with the language.

CHARACTERISTICS

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

Newtling Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	2/4
3-4	Right Leg	2/4
5-6	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
Shortspear	30%	1D8-1D2 / 2
Sling	25%	1D6-1D2
Buckler	20%	1D4-1D2 / 5

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 3m

Skills: Athletics 80%, Perception 25%, Stealth 50%, Tracking 50%

Typical Armour: Leather Armour (AP 2, all locations), Skill Penalty -16%



newtling



Nymph

Nymphs are manifestations of nature tied to a specific location. In order to interact with others and the environment around them, they can manifest a physical construct that appears to be a human-like female body.

There are four main types of nymphs: the dryad, the hag, the naiad and the oread, which represent woodlands, shadowy places, bodies of water and hilly or mountainous areas respectively. A natural feature must exist for a long time in order to spawn a nymph. The youngest nymphs are the dryads, as the trees they guard and inhabit obviously have a much shorter span of existence than, say, a hill.

Different nymph types vary greatly in personality and power. Some are benign and some malevolent, though as all nymphs are individuals, there will certainly be those who play against their type. It is entirely possible to find a dryad who is evil to the core, just as it is possible to find a helpful and solicitous hag – it is simply that these individuals are very much in the minority when compared to other nymphs of their type.

If a nymph is reduced to zero hit points while in its body, it passes on to the spirit plane like any other slain creature. However, so long as the location that spawned the nymph remains intact, the nymph will eventually make its way back there.

Nymphs tend to use Rune Magic, and have 1D3 runes integrated to themselves.

Dryad

A dryad is a nymph of the woodlands, bound to an ancient copse or grove. Within this copse is one tree that is the dryad's personal tree, which is tied to the dryad's life. As the tree fares, so fares the dryad – if it is sickly, so is she; if it is cut down, she dies. To some degree, she is also tied to the health of the larger grove; if a number of trees become diseased, the dryad will weaken. However, as long as her personal tree endures, the dryad will survive.

When a dryad forms her body, she appears to step out of the tree, and when she abandons her physical form, she appears to step back into the tree.

A dryad controls all the plant life in her grove (an area with a radius of roughly the dryad's POW x 2 in metres). She can cause the trees to creak and move their branches, she can make flowers bloom out of season or even cause vines to entangle an intruder.

Dryads cannot leave their grove of trees. If forced outside of it, the dryad's body will dissolve into leaves and grass, and her spirit will re-enter her personal tree.

A dryad may form or dissolve her body at will. Doing so requires a Combat Action.

CHARACTERISTICS

STR	2D6	(7)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+15	(21)
CHA	2D6+12	(19)

Dryad 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: +15

Movement: 3m

Skills: Lore (all) 40%, Perception 50%,
Runecasting 50%, Sing 50%, Stealth
90%

Runes: Dryads are among the weakest of
nymphs. They always have one
Fertility rune and one Plant rune
integrated.

Hag

Places of darkness and shadow spawn nymphs that take the form of hags. As most such places are old, abandoned and forlorn, and often the site of ancient evil deeds, the majority of hags are ugly, malign creatures who consider themselves enemies of the living. Hags are often found with undead, shades and other unnatural creatures, making their homes in hoary crypts, dank caverns or dark, forbidding forests.

Hags can materialise anywhere in their demesne, forming spontaneously of the darkness and mists of their lair.

Unlike dryads, hags are able to leave their domains, though they must do so under cover of darkness and must return before dawn. If a hag's body is struck by direct sunlight, the body is immediately dissolved. This does not kill the hag – it merely forces her spirit to return to its shadowy home.

Hags are able to create shades from the darkness of their lairs. Doing so costs the hag one Magic Point for each cubic metre of the shade. This is counted as a magical attack, so if it is done in combat, it will take place on the hag's Strike Rank. A hag may only have one shade manifested at a time, though if it is destroyed, she may immediately begin to create another.

A hag may form or dissolve her body at will. Doing so requires a Combat Action.

CHARACTERISTICS

STR 6D6 (21)

CON 3D6 (11)

DEX 3D6 (11)

SIZ 3D6 (11)

INT 2D6+12 (19)

POW 2D6+21 (27)

CHA 1D6 (3)

Hag 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	Weaponskill	Damage
Claw	55%	1D6+1D4

Special Rules

Combat Actions: 2

Strike Rank: +15

Movement: 3m

Skills: Lore (all) 40%, Perception 50%,
Runecasting 75%, Stealth 110%

Runes: Hags are a magically powerful group
of nymphs. Each hag is considered
to have runes of Darkness, Moon and
Shadow integrated. Hags may also
know sorcery (see the *RuneQuest
Companion*).

Naiad

Naiads are nymphs who watch over bodies of water. Just as there are different bodies of water, so too are there different naiads. Oceanids frolic in the ocean surf, nereids watch over fountains and streams, potameides make their homes in rivers and limnades lurk beneath the scummy surface of swamps and stagnant pools.

Most naiads are friendly if unpredictable creatures, though limnades are often malign and prone to lead travellers astray in their murky homes. All kinds of naiads have the same Characteristics.

Naiads form their bodies from the water, the traits of which will often be mirrored in the naiad's body. For example, an oceanid may have 'hair' that, when examined more closely, actually seems to be made up of waves of water. Likewise, a limnade's hair may be strands of underwater plants.

For every ten metres a naiad travels from her body of water, she loses one Magic Point. When she reaches the negative equivalent of her Magic Points, her body collapses into a puddle of water and her spirit returns immediately to its home. A naiad only regains Magic Points when immersed in her water.

A naiad may transform herself into an undine with a size of one cubic metre for every Magic Point the naiad chooses to expend. She must also have sufficient water available to do this. If the undine form is destroyed, the naiad is unharmed, but is immediately forced back to her body of water, where she must expend more Magic Points if she wishes to form another undine body.

CHARACTERISTICS

STR	4D6	(14)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(9)
INT	3D6+6	(17)
POW	2D6+18	(25)
CHA	2D6+12	(19)



Dryad

Oread

Naiad

Hag

Naiad 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
Javelin	40%	1D6 / 1

Special Rules

Combat Actions: 3

Strike Rank: +15

Movement: 3m

Skills: Dodge 80% Lore (all) 40%, Perception 40%, Runecasting 60%, Sing 40%, Stealth 65%

Runes: Each naiad is considered to have runes of Fertility and Water integrated. Naiads may also know Divine Magic (see the *RuneQuest Companion*).

Oread

Oreads are nymphs spawned by the mountains and hills. They include limoniads, who watch over meadows and flowering places, and auloniads, who frequent mountain valleys. All kinds of oreads have the same Characteristics.

An oread can leave its particular mountain or valley, but will lose one Magic Point for every 10 metres distance she travels. When she reaches the negative equivalent of her Magic Points, her body collapses into a pile of earth and her spirit returns immediately to its home.

Of all the nymphs, oreads are the least likely to abandon their bodies. Usually, an oread will always be corporeal. Oreads frequently consort with satyrs.

An oread may transform herself into a gnome with a size of one cubic metre for every Magic Point the naiad chooses to expend. If the gnome form is destroyed, the oread is unharmed, but is immediately forced back to her mountain or valley, where she must expend more Magic Points if she wishes to form another gnome body.

Characteristics

STR	2D6	(7)
CON	3D6+3	(12)
DEX	3D6+6	(15)
SIZ	2D6+3	(9)
INT	3D6+3	(14)
POW	2D6+15	(22)
CHA	2D6+9	(15)

Oread 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
Fist	30%	1D3-1D2
Kick	35%	1D6-1D2

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 3m

Skills: Athletics 70%, Dodge 40%, Lore (all) 40%, Perception 50%, Runecasting 70%, Sing 50%, Stealth 80%

Runes: Each oread is considered to have runes of Earth, Fertility and Stasis integrated.

Octopus

An octopus is a large mollusc with eight arms and no shell. Usually inhabiting oceans near the shore, the octopus is not a normally aggressive creature, but the largest ones have been known to attack people. The typical diet of an octopus is shellfish.

Octopi have the ability to change their skin colour at will to match their surroundings. This change takes one combat round for every two points of an octopus's SIZ. The creatures also have the ability to eject a cloud of jet black ink into the water, which is an effective means of distracting attackers or providing cover for the octopus to flee.

Octopi can crawl slowly on land and can survive out of water for their CON x 3 in minutes.

Octopi can grow exceptionally large. The statistics below describe an octopus measuring six metres from tentacle tip to tentacle tip, and another measuring 12 metres. An octopus gains 1D6 STR and SIZ for every metre.

CHARACTERISTICS (Six-metre Octopus)

STR	6D6	(21)
CON	2D6+6	(13)
DEX	3D6+12	(23)
SIZ	6D6	(21)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)

Six-metre Octopus Hit Locations

D20	Hit Location	AP/HP
1-2	Arm 1	2/7
3-4	Arm 2	2/7
5-6	Arm 3	2/7
7-8	Arm 4	2/7
9-10	Arm 5	2/7
11-12	Arm 6	2/7
13-14	Arm 7	2/7
15-16	Arm 8	2/7
17-18	Head	2/7
19-20	Body	2/9

Weapons

Type	Weapon skill	Damage
Bite	50%	2D8+poison
Arm	70%	1D4+2D8

Special Rules

Combat Actions: 4

Strike Rank: +13

Movement: 5m swimming

Traits: Poison (bite, see below for details on Octopus Venom)

Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%

Typical Armour: Tough Skin (AP 2, no Skill Penalty)

CHARACTERISTICS (Twelve-metre Octopus)

STR	12D6	(42)
CON	4D6+6	(20)
DEX	3D6+12	(23)
SIZ	12D6	(42)
INT	4	(4)
POW	3D6	(11)
CHA	4	(4)

Twelve-metre Octopus Hit Locations

D20	Hit Location	AP/HP
1-2	Arm 1	4/13
3-4	Arm 2	4/13
5-6	Arm 3	4/13
7-8	Arm 4	4/13
9-10	Arm 5	4/13
11-12	Arm 6	4/13
13-14	Arm 7	4/13
15-16	Arm 8	4/13
17-18	Head	4/13
19-20	Body	4/15

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+2D10+poison
Arm	70%	1D4+2D10

Special Rules

Combat Actions: 4

Strike Rank: +13

Movement: 5m swimming

Traits: Poison (bite, see below for details on Octopus Venom)

Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%

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

Octopus Venom

Type: Ingested or smeared

Delay: 1D4 Combat Rounds

Potency: Octopus CONx2

Full Effect: 1D6 hit point damage to location struck

Duration: 4D10 minutes

Ogre

A generally malign race, ogres are virtually impossible to distinguish from humans. They are all but identical to humans in size and features, though they are much stronger.

Ogres rarely exist in groups of their own kind – they are much more likely to be found in a population of humans, using their physical similarity to blend seamlessly into human society. Obviously, given their preference for a diet of sentient beings, ogres must keep their true identities secret and indulge their appetites only in secret or when none can gainsay them.

As ogres tend to merge themselves into the local human population as much as possible, they use equipment, weapons and armour appropriate to the culture.

CHARACTERISTICS

STR 2D6+12 (19)

CON 2D6+6 (13)

DEX 3D6 (11)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 2D6+6 (13)

CHA 3D6+3 (14)

Ogre Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Any Close	60%	As weapon
Any Missile	50%	As weapon

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Skills: Athletics 40%, Influence 35%, Perception 50%, Resilience 50%, Stealth 15%, Tracking 25%

Traits: Chaotic Aura

ORC

Heavy-browed, long-armed and bow-legged, orcs are a species of mountain-dwelling humanoids. Nocturnal by nature, orcs find it difficult to operate in daylight. Orcs generally make their crude homes in rough country such as mountains and rocky hills.

Rarely possessing a civilisation more advanced than barbaric, orcs have a long history of cultural enmity with both dwarfs and elves, and wars amongst those races are quite common.

There are three sub-species of orc, which differ from one another in size, stamina and strength. The weaker races of orc often live pathetic lives as slaves of their stronger cousins. Even the largest orcs tend to be slightly smaller than humans, though they may be far stronger.

Every hour an orc spends in daylight, he must make a Resilience or suffer a -10% penalty to all skill tests (including weapon skills) until he spends at least one hour out of direct daylight.

The Characteristics and other information given below are for an 'intermediate' orc race. Smaller races will have a STR of 3D6 and a SIZ of 2D6, while larger races will have a STR of 5D6, a CON of 3D6+3 and a SIZ of 2D6+6. Otherwise, all three orc races are identical.

CHARACTERISTICS

STR	4D6	(14)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(9)
INT	3D6	(11)
POW	2D6+3	(10)
CHA	2D6	(7)

Orc 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
Scimitar	40%	1D6+1 / 4
Short Bow	50%	1D8
Target Shield	20%	1D6 / 8

Special Rules

<i>Combat Actions:</i> 3			
<i>Strike Rank:</i>	+12		
<i>Movement:</i>	4m		
<i>Traits:</i>	Night Sight		
<i>Skills:</i>	Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Stealth 35%		



Panther

A panther is a large hunting cat. For this description, panther includes such diverse feline species as mountain lions, jaguars and leopards. These creatures live in forests and jungles, sometimes ranging out into nearby savannahs, plains and even deserts. They will prey on anything they can kill, but they are wily animals and will not attack a foe with superior numbers or one that is obviously more than a match for them.

Panthers hunt by lying in wait and springing on their prey from ambush.

CHARACTERISTICS

STR	3D6+6	(17)
CON	3D6	(11)
DEX	2D6+12	(19)
SIZ	2D6+9	(15)
INT	5	(5)
POW	3D6	(11)
CHA	5	(5)

Panther 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	1/8
11-13	Right Front Leg	1/5
14-16	Left Front Leg	1/5
17-20	Head	1/5

Weapons

Type	Weapon skill	Damage
Bite	40%	1D10+1D4
Claw	60%	1D6+1D4

Special Rules

Combat Actions: 4

Strike Rank: +12

Movement: 6m

Skills: Athletics 60%, Dodge 45%,
Resilience 40%, Perception 70%,
Stealth 90%, Survival 45%

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

them – a Fireblade spell, for example. The fire must be an open flame of at least ‘Small Fire’ size – a candle will not frighten a giant peripatus.

A peripatus may use a glue squirt which has a range of up to 20 metres and an equivalent Athletics value of 40%. Anyone hit by it is immobilised until he can overcome the glue’s Athletics with his own in a standard opposed test. The victim’s companions may aid him in this.

Any creature caught in the web cannot dodge or dive for cover, and may only attack and parry at half normal skill. Spellcasting skills are not adversely affected by the web.

CHARACTERISTICS

STR	2D6+12 (19)
CON	3D6 (11)
DEX	3D6+6 (17)
SIZ	2D6+21 (27)
INT	2 (2)
POW	3D6 (11)
CHA	2 (2)

Peripati, Giant

Peripati are worm-like creatures with soft pimpled skin, multiple clawed legs, long eye tentacles and three rasping mouth saws. Near its mouth is a pair of short tubular tentacles it uses to squirt a web-like glue at its prey.

Peripati must remain moist at all times, and always live in rain forests, swamps and other damp regions. A peripatus deprived of moisture (for example, marooned in a desert) will lose one point of CON per hour until it finds moisture or dies. This need to remain moist causes peripati to fear fire. Every round a flame is visible to them, the peripati have a cumulative 5% chance of becoming Demoralised (as the spell). This chance increases to 10% if the flame is actually used as a weapon against



Giant Peripati Hit Locations

D20	Hit Location	AP/HP
1-6	Hind Body	2/9
7-14	Fore Body	2/10
15-20	Head	2/9

Weapons

Type	Weapon skill	Damage
Bite	50%	1D8+1D10
Glue Squirt	50%	Glue

Special Rules*Combat Actions:* 3*Strike Rank:* +9*Movement:* 2m*Skills:* Perception 25%, Resilience 40%,
Stealth 45%*Typical Armour:* Tough Skin (AP 2, no Skill Penalty)**Pixie**

Pixies are a diminutive elven race capable of flight upon a pair of translucent wings. Practitioners of Rune Magic, these tiny, frail creatures never enter close range combat if they can avoid it, preferring to either flee or do battle from a distance with their spells and slings.

**CHARACTERISTICS**

STR	2D3	(4)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	1D6	(3)
INT	3D6	(11)
POW	2D6+6	(13)
CHA	3D6	(11)

Pixie 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	Lower Right Wing	-2
18	Lower Right Wing	-2
19	Lower Left Wing	-2
20	Head	-3

Weapons

Type	Weapon skill	Damage / AP
Dagger	10%	1D4+1-1D6 / 4
Sling	30%	1D6-1D6

Special Rules*Combat Actions:* 3*Strike Rank:* +12*Movement:* 2m, 4m when flying*Skills:* Athletics 40%, Mechanisms 50%,
Perception 50%, Stealth 95%*Runes:* A pixie usually has 1D4 runes integrated, and a number of spells equal to half its POW.

Praying Mantis, Giant

This enormous creature looks somewhat like an insectoid dragon, with long stilt-like legs, a triangular head with sharp jaws and jagged forelegs. Mantises are coloured to blend in remarkably well with their native forest environment.

Praying mantises are strictly carnivorous creatures who feed on cattle, pigs and other giant insects. They can be tamed if taken as young, and make extremely effective mounts in battle. Anyone riding such a creature into battle may use 1D10+10 to determine hit location on his targets, even against mounted foes (except particularly tall enemies, or enemies also riding mantises).

Mantises are cunning warriors, and will not stop in the midst of battle to feed. A mantis is fully capable of fighting with a rider on its back, though the rider will have to make two Riding skill tests every round the mantis employs its natural weapons – one to stay on the mantis's back, another to make his own attack.

CHARACTERISTICS

STR 6D6+12 (33)
 CON 3D6+9 (20)
 DEX 2D6+18 (25)
 SIZ 8D6+12 (40)
 INT 3 (3)
 POW 3D6 (11)
 CHA 3 (3)

Giant Preying Mantis Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	6/11
2	Left Rear Leg	6/11
3-5	Abdomen	6/13
6	Right Wing	6/11
7	Left Wing	6/11
8	Right Front Leg	6/11
9	Left Front Leg	6/11
10-12	Thorax	6/14
13-15	Right Claw	6/12
16-18	Left Claw	6/12
19-20	Head	6/13

Weapons

Type	Weapon skill	Damage
Bite	95%	3D8
Foreclaw	95%	1D10+2D8

Special Rules

Combat Actions: 4
Strike Rank: +14
Movement: 6m
Traits: Wall Walking
Skills: Athletics 55%, Dodge 40%,
 Perception 25%, Resilience 35%,
 Stealth 90%, Tracking 65%
Typical Armour: Chitin (AP 6, no Skill Penalty)

Rhinoceros

Dim-witted and surly, these great beasts live on tropical savannahs and at the edges of forests. They have poor eyesight and a tendency to charge anything they perceive as infringing on their territory.

Strictly herbivorous, rhinoceroses are nonetheless very good at defending themselves, and are able to stand up to a much larger carnivore in a one on one fight. Though a few attempts have been made to domesticate them, all have failed, but some cultures still actively seek rhinoceroses for participation in arena games and other blood sports, as well as for the reputed magical properties of their horns.

CHARACTERISTICS

STR 2D6+21 (26)
 CON 3D6 (11)
 DEX 2D6 (7)
 SIZ 2D6+21 (26)
 INT 3 (3)
 POW 3D6 (10)
 CHA 3 (3)

Rhinoceros Hit Locations

D20	Hit Location	AP/HP
1-2	Right Rear Leg	5/8
3-4	Left Rear Leg	5/8
5-7	Hindquarters	5/9
8-10	Chest	5/10
11-13	Right Front Leg	5/7
14-16	Left Front Leg	5/7
17-20	Head	5/8

CHARACTERISTICS

STR	20D6+30	(90)
CON	4D6+21	(33)
DEX	3D6	(11)
SIZ	20D6+30	(90)
INT	4	(4)
POW	1D6+12	(16)
CHA	4	(4)

Weapons

Type	Weapon skill	Damage
Bite	25%	1D6+1D12
Gore	50%	1D8+1D12
Trample	75%	2D12

Special Rules

Combat Actions: 2

Strike Rank: +5

Movement: 5m

Traits: Trample

Skills: Athletics 30% Perception 45%,
Resilience 55%

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

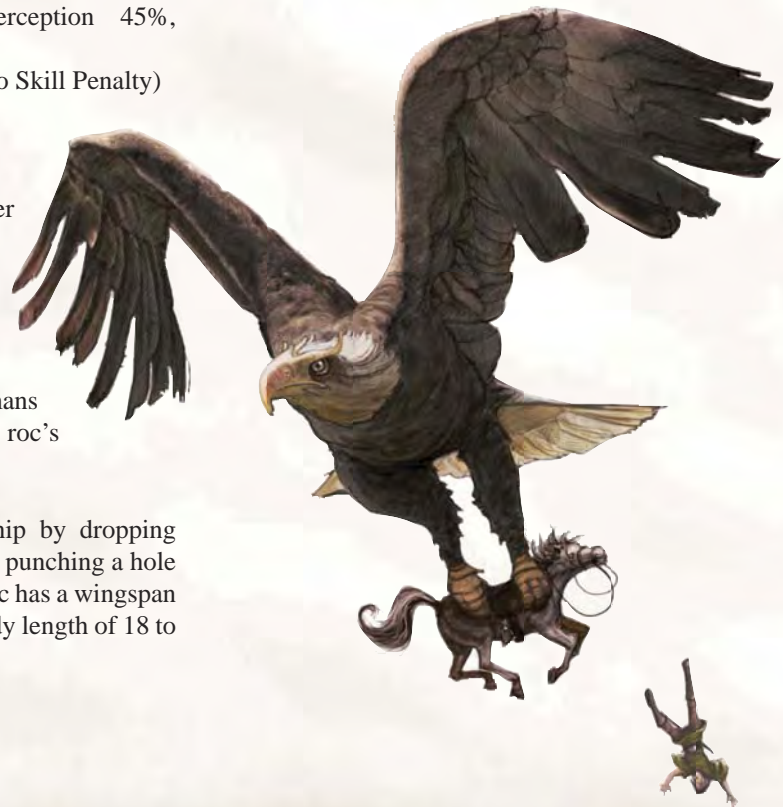
Roc Hit Locations

D20	Hit Location	AP/HP
1-3	Right Claw	6/20
4-6	Left Claw	6/20
7-9	Body	6/22
10-12	Breast	6/23
13-15	Right Wing	6/20
16-18	Left Wing	6/20
19-20	Head	6/21

Roc

A roc is an enormous bird of prey, larger than a dragon and fully capable of challenging one for rulership of the air. Capable of feeding on elephants with ease, a roc will usually ignore a creature as small as a human, but will certainly attempt to destroy humans or any other predators found near a roc's nest.

Rocs are capable of attacking a ship by dropping enormous stones onto the deck, often punching a hole straight through the hull. A typical roc has a wingspan of approximately 40 metres and a body length of 18 to 20 metres.



Weapons

Type	Weapon skill	Damage
Peck	55%	1D6+4D12
Claw	55%	1D8+4D12
Dropped Rock	30%	1D10+1D6*

*1D6 per three metres dropped (maximum 10D6)

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 9m flying

Skills: Perception 80%

Typical Armour: Tough Skin (AP 6, no Skill Penalty)

Sandswimmer

Sandswimmers are the monstrous young of giant flies. They are short-lived and harmless as adults. The larvae are worm-shaped, usually about six metres long. They have glossy shells, usually amber or tan. The sandswimmer's head projects out of the front of the creature, and has two needle-sharp hooked fangs to impale its prey.

Sandswimmers, as may be guessed by the name, live in sandy areas such as beaches and deserts. They burrow beneath the surface and sense their prey through Earth Sense. They attack by suddenly leaping through the sand, grasping their prey and pulling it back beneath the sand to feed. Sandswimmers do not leave tunnels behind them – the sand automatically collapses in the wake of their passage.

Sandswimmers are solitary and cannibalistic animals. A group of adventurers wandering through an area inhabited by sandswimmers may attract several of the creatures, who will all attack at once, but they do so without organisation or any regard for one another.

A sandswimmer's Earth Sense allows it to detect movement up to 200 metres away through the ground.

CHARACTERISTICS

STR	3D6+18 (29)
CON	2D6+3 (9)
DEX	2D6 (7)
SIZ	4D6+12 (26)
INT	1 (1)
POW	1D6+6 (10)
CHA	1 (1)

Sandswimmer Hit Locations

D20	Hit Location	AP/HP
1-6	Hind Body	6/8
7-14	Fore Body	6/9
15-20	Head	6/8

Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+2D6+poison

Special Rules

Combat Actions: 2

Strike Rank: +4

Movement: 2m (burrowing)

Traits: Earth Sense, Poison (bite, see below for details on Sandswimmer Venom)

Skills: Athletics (swim only) 45%, Stealth 90%

Typical Armour: Chitin (AP 6, no Skill Penalty)



Sandssummer Venom

Type: Ingested or smeared

Delay: 1 Combat Round

Potency: 38

Full Effect: -6 penalty to victim's DEX (when DEX reaches 0 victim is paralysed)

Duration: 6D10 minutes

Satyr

Satyrs are magical and mischievous woodland creatures who are often found associating – or trying to associate – with oreads and other nymphs. All satyrs are male, and must perpetuate their race by breeding with nymphs or with captured human or elven women – a proclivity which has caused satyrs to be avidly hunted in most human and elven lands.

Satyrs have the haunches and legs of goats, with a human torso and head above. Their hair is thick and curly, and is usually pierced by a pair of short, goat-like horns. Satyrs are famed for their lechery and their uncanny strength and stamina.

Satyrs are avid practitioners of Rune Magic, and tend to use their pipes (or, rarely, another instrument) as a focus. A satyr's skill with his pipes doubles his Runecasting skill. By playing the pipes and expending the appropriate number of Magic Points, a satyr can cast any spell he knows.

A satyr's magic is unlike most Rune Magic in that the satyr's spells will affect anyone within earshot of the pipes, to a maximum number of targets equal to the satyr's POW. The satyr may consciously choose to exempt one or more particular individuals. This aspect of satyr magic is tied directly to the creature's magical biology, and no satyr can teach a non-satyr how to cast spells in this manner. Additionally, no artefact or relic of a satyr's body is able to grant a Runecaster this ability – though there have been many grisly attempts to craft such an item from satyr bones and other body parts.

In addition to its more normal spells, a satyr can make use of three spells unique to the satyr race.

Harmonise

Duration Special, Magnitude 2, Ranged, Resist

Runes: *Spirit*

This spell causes all who hear it and fail to resist to dance and sing as long as the satyr continues to play his pipes. Victims of this spell dance to the exclusion of all other actions, though they may make a second attempt to resist the spell if they suffer damage (the loss of one or more hit points) at any time during the spell.

Madness

Duration Special, Magnitude 4, Ranged, Resist

Runes: *Spirit*

This spell causes all who fail to resist it to either begin screaming in horror or singing merrily (50% chance of either). The victim will not react to outside stimuli, even if wounded while under the influence of the spell.

Sleep

Duration Special, Magnitude 3, Ranged, Resist

Runes: *Spirit*

Sleep causes all who fail to resist its effects to fall immediately into a deep, but normal, sleep. Sleeping characters may be woken by loud noises, nudging and so forth.

CHARACTERISTICS

STR 5D6 (18)

CON 4D6 (14)

DEX 3D6+6 (17)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 4D6 (14)

CHA 2D6 (7)

Satyr 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	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	2/6

Weapons

Type	Weapon skill	Damage
Head Butt	45%	1D6+1D4
Club	35%	1D6+1D4

Special Rules

Combat Actions: 3

Strike Rank: +15

Movement: 4m

Skills: Athletics 25%, Dance 85%, Dodge 50%, Play Instrument (pipes) 95%, Runecasting 50%, Stealth 55%

Typical Armour: Tough Skin (AP 2, Legs Abdomen and Head), no Skill Penalty

Runes: All satyrs are considered to have one rune each of Chaos, Disorder, Fertility and Spirit integrated, and all know how to cast Demoralise, Fanaticism, Healing and Second Sight.



Scorpion, Giant

Scorpions are giant carnivorous arachnids that come in a riot of colours and patterns. They live in jungles and deserts where they hide out during the day and emerge at nightfall to hunt.

It is commonly thought that scorpion men (see page 110) are the result of some ancient coupling between a human and a scorpion – but it is more probable they are a creation of Chaos.

The giant scorpion described below is approximately 2.5 metres long, not counting the tail, which is itself another two metres in length. The scorpion stands about half a metre tall.

CHARACTERISTICS

STR	4D6+12 (26)
CON	2D6+12 (19)
DEX	3D6 (11)
SIZ	3D6+12 (23)
INT	1 (1)
POW	1D6+6 (10)
CHA	1 (1)

Giant Scorpion Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	5/8
2	Left Fourth Leg	5/8
3	Right Third Leg	5/8
4	Left Third Leg	5/8
5-6	Tail	5/8
7-9	Abdomen	5/10
10	Right Second Leg	5/8
11	Left Second Leg	5/8
12	Right First Leg	5/8
13	Left First Leg	5/8
14-15	Right Pincer	5/9
16-17	Left Pincer	5/9
18-20	Thorax	5/11

Weapons

Type	Weapon skill	Damage
Pincer	35%	2D10
Sting	40%	1D8+1D10

Special Rules

- Combat Actions:* 2
- Strike Rank:* +6
- Movement:* 6m
- Traits:* Wall Walking
- Skills:* Athletics 65%, Dodge 30%, Perception 55%, Resilience 35%, Stealth 45%
- Typical Armour:* Chitin (AP 5, no Skill Penalty)

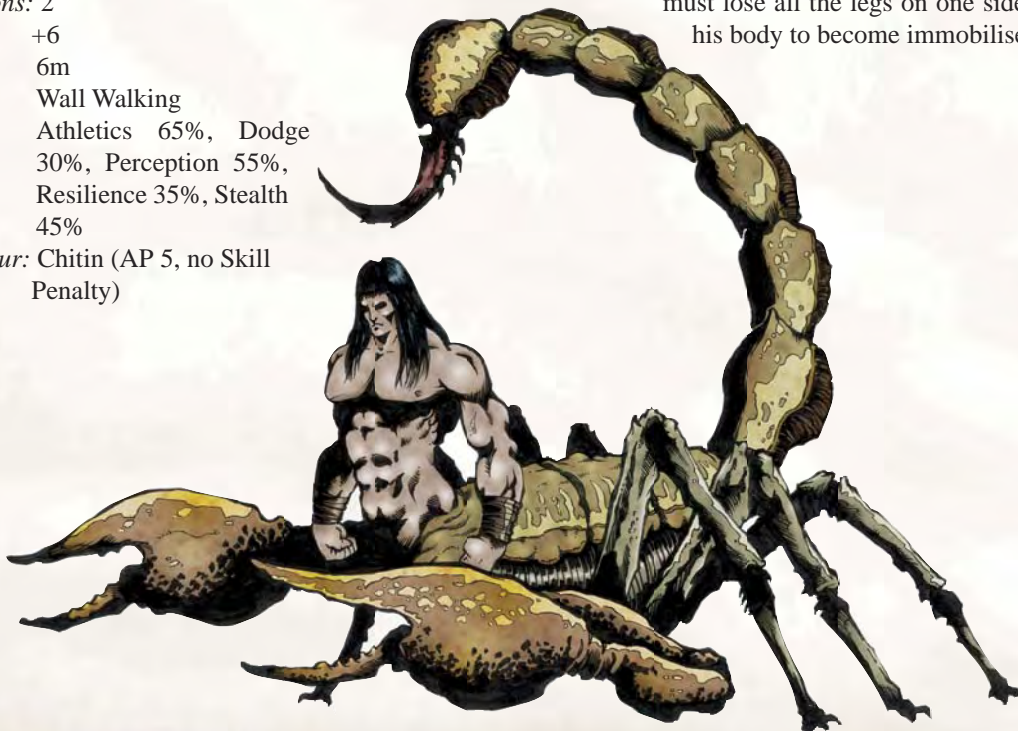
Scorpion Man

A scorpion man is put together in much the same way as a centaur, with the chest, arms and head of a man, but with the body, six legs and stinger-equipped tail of a giant scorpion.

Scorpion men are a Chaos breed native to Glorantha and left over from the Great Darkness. They are found in desert areas and, occasionally, small mountain villages. Their rigid society is based on servitude to gigantic queens, who do the majority of breeding for the race. Scorpion men make their living by trading and hiring out their services as mercenaries to employers willing to look past the Chaotic nature of the race.

In the Second Age of Glorantha, the quelling of Chaos has almost eliminated the race of scorpion men, but there is still one great queen remaining, and in time these creatures of Chaos may replenish their ranks.

A scorpion man can lose one of his legs with no loss to mobility. If he loses two legs on the same side, his Movement is reduced to half (3m) and he suffers a -20% penalty on Athletics skill tests. A scorpion man must lose all the legs on one side of his body to become immobilised.



A scorpion man has a chance equal to his POW x 5 of having a Chaotic Feature.

CHARACTERISTICS

STR 2D6+12 (19)
 CON 3D6 (11)
 DEX 3D6+3 (14)
 SIZ 2D6+12 (19)
 INT 2D6 (7)
 POW 2D6 (7)
 CHA 3D6 (11)

Scorpion Man Hit Locations

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

Weapons

Type	Weapon skill	Damage
Club	35%	2D6
Sling	30%	2D6
Sting	50%	2D6+poison

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 6m
Traits: Chaotic Feature (see below),
 Poison (sting, see below for details on Scorpion Man Venom), Wall Walking

Skills: Athletics 50%, Dodge 30%, Lore (all) 25%, Mechanisms 50%, Perception 35%, Resilience 35%, Stealth 40%

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

Scorpion Man Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 55
Full Effect: 1D3 hit point damage to location struck, applies -3 penalty to victim's CON
Duration: 6D10 minutes

Sea Serpent

A sea serpent is essentially a gigantic marine snake. Sea serpents are carnivorous, and usually make their meals out of their fellow sea creatures, but on occasion these beasts will attack a small ship.

Only a metre in length when first hatched from their gelatinous eggs, sea serpents grow at the rate of about one metre per five years to a maximum length of 40 metres. Much longer than they are thick, a sea serpent's girth is always 5% of its length – thus, a 20-metre serpent is one metre thick.

The sea serpent can attack a ship in one of two ways: It can heave itself onto the deck to go after the sailors directly or, if it is large enough, it can wrap around the ship and constrict it. For the largest sea serpents, this spells quick doom for even the stoutest vessel.

The statistics below show a sea serpent at three stages of its life: as a hatchling, as a medium-sized serpent and as a leviathan of the deep, a 40-metre monster.

Hatchling Characteristics

STR 2D6+6 (11)
 CON 1D6+3 (5)
 DEX 6D6 (18)
 SIZ 1D6+3 (6)
 INT 3 (3)
 POW 2D6 (7)
 CHA 3 (3)

Hatchling Hit Locations

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

Weapons

Type	Weapon skill	Damage
Bite	30%	1D4-1D2

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 6m
Traits: Excellent Swimmer
Skills: Athletics 50%, Stealth 35%

Sea Serpent Characteristics

STR	8D6+30	(54)
CON	4D6+21	(33)
DEX	2D6	(7)
SIZ	6D6+15	(33)
INT	3	(3)
POW	6D6	(18)
CHA	3	(3)



Sea Serpent Hit Locations

D20	Hit Location	AP/HP
1-5	Tail	5/15
6-10	Hindbody	5/16
11-15	Forebody	5/17
16-20	Head	5/15

Weapons

Type	Weapon skill	Damage
Bite	60%	1D6+2D10

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 6m
Traits: Excellent Swimmer
Skills: Athletics 60%, Stealth 25%
Typical Armour: Scales (AP 5, no Skill Penalty)

Leviathan Characteristics

STR	12D6+50	(86)
CON	6D6+36	(54)
DEX	2D6	(7)
SIZ	10D6+39	(69)
INT	3	(3)
POW	6D6	(21)
CHA	3	(3)

Leviathan Hit Locations

D20	Hit Location	AP/HP
1-5	Tail	8/21
5-10	Hindbody	8/22
11-15	Forebody	8/23
16-20	Head	8/21

Weapons

Type	Weapon skill	Damage
Bite	60%	1D6+3D12

Special Rules

Combat Actions: 2

Strike Rank: +5

Movement: 6m swimming

Traits: Excellent Swimmer

Skills: Athletics 65%, Stealth 15%

Typical Armour: Scales (AP 8, no Skill Penalty)

Shadow Cat

Shadow cats are magical beasts about the size of a bobcat or very small panther. Their bodies are indistinct, seemingly constantly merged with shadow and difficult to make out even under the best of conditions. Quick and quiet, they are quintessential hunters. They will not battle creatures larger than themselves unless they are left with no choice.

A shadow cat is difficult to see clearly. In game terms, the shadow cat is constantly under the effects of a Magnitude 4 Shimmer spell.

CHARACTERISTICS

STR 2D6 (7)

CON 2D6+6 (13)

DEX 2D6+12 (19)

SIZ 1D6 (3)

INT 5 (5)

POW 2D6+12 (19)

CHA 5 (5)



SHADOW CAT

Shadow Cat 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	-6
11-13	Right Front Leg	-4
14-16	Left Front Leg	-4
17-20	Head	-4

Weapons

Type	Weapon skill	Damage
Claw	40%	1D6-1D6
Bite	40%	1D8-1D6

Special Rules

Combat Actions: 4

Strike Rank: +12

Movement: 6m

Skills: Athletics 60%, Dodge 50%,
Resilience 40%, Perception 60%,
Stealth 110%, Survival 45%,
Tracking 35%

Shark

A perfect killing and eating machine, the shark is one of the most famous and feared denizens of the oceans. Sharks are unpredictable and dangerous, though fortunately, unlike sea serpents, they very rarely grow large enough to menace ships. They are, however, extremely hazardous to anyone actually in the water.

A shark is in constant motion, and is always on watch for prey. The skin of a shark is extremely tough, covered with thousands of tiny ridges.

Two shark sizes are presented here – one three metres long, and another enormous beast eight metres long.

Medium Shark Characteristics

STR 3D6+12 (23)
CON 2D6+9 (16)
DEX 2D6+3 (10)
SIZ 3D6+12 (23)
INT 2 (2)
POW 3D6 (11)
CHA 3 (3)

Medium Shark Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	4/8
4-8	Hindbody	4/9
9-13	Forebody	4/10
14	Right Fin	4/5
15	Left Fin	4/5
16-20	Head	4/8

Weapons

Type	Weapon skill	Damage
Bite	70%	2D10

Special Rules

Combat Actions: 2
Strike Rank: +6
Movement: 7m
Traits: Excellent Swimmer
Skills: Perception (scent) 80%, Stealth 50%
Typical Armour: Tough Skin (AP 4, no Skill Penalty)

Large Shark Characteristics

STR 6D6+24 (42)
CON 4D6+18 (30)
DEX 2D6+3 (10)
SIZ 6D6+24 (42)
INT 2 (2)
POW 4D6 (13)
CHA 3 (3)

Large Shark Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	6/15
4-8	Hindbody	6/16
9-13	Forebody	6/17
14	Right Fin	6/10
15	Left Fin	6/10
16-20	Head	6/15

Weapons

Type	Weapon skill	Damage
Bite	75%	3D10

Special Rules

Combat Actions: 2
Strike Rank: +6
Movement: 8m
Traits: Excellent Swimmer
Skills: Perception (scent) 85%, Stealth 50%
Typical Armour: Tough Skin (AP 6, no Skill Penalty)

Skeleton

A skeleton is a magical construct that exists only until the magic powering it runs out or the skeleton is destroyed. Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to disease, fatigue and poisons.

Skeletons are immune to damage from weapons that cause impaling Critical Hits, though an attacker's Damage Modifier will still cause damage on a successful hit.

Most skeletons are the dead remains of humans or humanoids, but it is entirely possible to encounter a skeleton formed from the remains of any creature with a bone structure. A skeleton has the same Movement the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.

CHARACTERISTICS

STR 2D6+6 (12)
 CON 1D6 (3)
 DEX 3D6 (10)
 SIZ 3D6 (10)
 INT 0 (0)
 POW 0 (0)
 CHA 0 (0)



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
Longspear	36%	1D10 / 2
Shortsword	36%	1D6 / 3

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m
Traits: Dark Sight, Night Sight
Typical Armour: Skeletal (AP 5, no Skill Penalty)

Sky Bull

Unique to Glorantha, sky bulls are the offspring of the Storm Bull (Storm God of Prax) and ordinary bovine heifers. They are large flying bulls, soaring through the sky on a pair of immense wings. They are strictly vegetarian, and are greatly prized by griffins as a food source.

Sky bulls are male, but they are all sterile and cannot reproduce.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 2D6+6 (13)
 DEX 2D6 (7)
 SIZ 8D6+12 (38)
 INT 4 (4)
 POW 3D6 (11)
 CHA 4 (4)



Slarge

Slarges are aggressive reptilian humanoids native to Glorantha and considered one of the world's lesser Elder Races. They are a bipedal race, but their reptile nature is clear, from their fanged snouts to their scaly skin to their long tails.

There are actually two separate slarge races, one approximately the size of humans and one much larger. The man-sized slarges are a co-operative people, at least within their own race, forming hunting and herding bands of various sizes. The giant slarges are extremely individualistic, and it is extremely rare to find two of them together. Usually, a giant slarge will be found acting as leader of a band of lesser slarges.

Slarges are a nomadic, barbaric race, though they do possess technology beyond what most humans would expect of them, being adept in mining and working metals, for example. Slarges have domesticated some species of dinosaurs, which they use for everything from a food source to beasts of burden to mounts in battle.

Of the two kinds of slarge, the lesser slarge is by far the better choice for a Player Character, though considering the outright enmity with which many other races of Glorantha view all slarges, any slarge Player Character will face his fair share of trouble.

Sky Bull Hit Locations

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

Weapons

Type	Weapon skill	Damage
Ram	35%	1D8+2D6
Stomp	40%	3D6

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m, 6m when flying
Skills: Athletics 55%, Perception 30%,
 Resilience 50%, Stealth 40%,
 Survival 20%
Typical Armour: Thick Hide (AP 3, no Skill Penalty)

Lesser Slarge

CHARACTERISTICS

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

Lesser Slarge Hit Locations

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

Weapons

Type	Weapon skill	Damage
Battleaxe	30%	1D6+2+1D2
Bite	25%	1D6+1D2
Claw	25%	1D4+1D2

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 3m

Skills: Athletics 35%, Dodge 35%, Perception 30%, Sleight 25%, Stealth 35%



Typical Armour: Scales (AP 2, no Skill Penalty),
Leather Armour (AP 2, Skill Penalty
-16%)

Giant Slarge

CHARACTERISTICS

STR	6D6+12 (33)
CON	4D6+6 (20)
DEX	2D6 (7)
SIZ	6D6+12 (33)
INT	2D6+3 (10)
POW	3D6 (11)
CHA	2D6 (7)

Giant Slarge Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	5/11
3-4	Right Leg	5/11
5-6	Left Leg	5/11
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
Great Axe	35%	4D6+2
Bite	30%	3D6
Claw	30%	1D4+2D6

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 4m

Skills: Athletics 45%, Dodge 25%, Perception 40%, Sleight 25%, Stealth 25%

Typical Armour: Scales (AP 3, no Skill Penalty),
Leather Armour (AP 2, Skill Penalty
-16%)

Snake

Snakes are scaly, limbless reptiles found in nearly every non-arctic climate. There is a wide variety of different species within the group, each with its own specialisation. However, snakes can be generally divided into constricting snakes and venomous snakes. For *RuneQuest*'s purposes, these two divisions are called simply 'pythons' and 'vipers'.

Python

Python is the generic term given to any large, constricting snake. Almost exclusively making their homes in rain forests and other tropical climes, some constricting snakes live and hunt in trees, others on the ground while still others, such as the anaconda, spend their lives in the water.

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

The statistics given below are for an eight-metre python, an enormous beast capable of consuming a full-grown human.

CHARACTERISTICS

STR	3D6+24	(35)
CON	3D6	(9)
DEX	2D6+6	(13)
SIZ	3D6	(9)
INT	3	(3)
POW	2D6+6	(13)
CHA	3	(3)

Python 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	60%	1D4+1D8
Constrict	45%	2D8

Special Rules

Combat Actions: 3

Strike Rank: +8

Movement: 3m

Traits: Excellent Swimmer

Skills: Athletics 85%, Dodge 65%, Stealth 75%

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

Viper

Viper is the generic term *RuneQuest* uses for all venomous snakes. Coming in all sizes and colours, vipers can be found in almost any warm climate, from steaming jungles to scorching deserts.

The statistics given below are for one of the more famous varieties of venomous snake – the cobra. Other vipers can be created by varying the STR and SIZ Characteristics, as well as the Potency of the snake's poison.

CHARACTERISTICS

STR	2D6+6	(13)
CON	2D6	(6)
DEX	3D6+18	(27)
SIZ	2D6	(6)
INT	3	(3)
POW	2D6+6	(13)
CHA	3	(3)

Viper 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	60%	1D2-1D2+poison

Special Rules

Combat Actions: 4

Strike Rank: +15

Movement: 4m

Traits: Excellent Swimmer, Poison (bite, see below for details on Viper Venom)

Skills: Athletics 35%, Dodge 75%, Stealth 95%

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

Viper Venom

Type: Ingested or smeared

Delay: 1 Combat Round

Potency: 48

Full Effect: 1 hit point damage to all locations for each round of Duration, -6 penalty to victim's CON

Duration: 6D10 minutes

or flee, so long as the creature is not feeding, guarding young or cornered. If the solpugid makes its Resilience test, it will not flee from any bright light for the remainder of the combat.

CHARACTERISTICS

STR	3D6+24 (35)
CON	3D6+9 (20)
DEX	2D6+18 (25)
SIZ	2D6+18 (25)
INT	2 (2)
POW	2D6+3 (10)
CHA	2 (2)

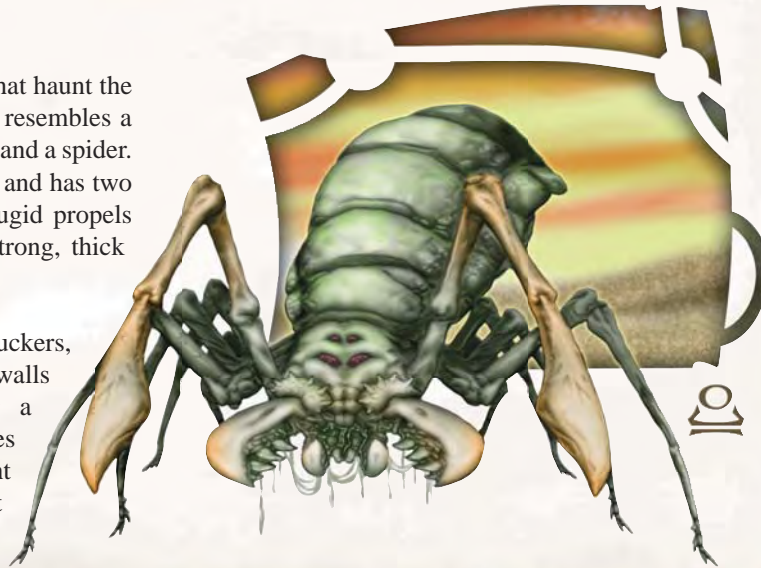
Giant Solpugid Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	6/5
2	Left Fourth Leg	6/5
3	Right Third Leg	6/5
4	Left Third Leg	6/5
5	Right Second Leg	6/5
6	Left Second Leg	6/5
7-10	Abdomen	6/11
11	Right First Leg	6/5
12	Left First Leg	6/5
13-14	Right Palp	6/4
15-16	Left Palp	6/4
17-20	Head	6/9

Solpugid, Giant

Solpugids are giant ferocious arachnids that haunt the desert by night. The creature somewhat resembles a cross between a large amber-coloured ant and a spider. It is covered with bristling hair like wire, and has two pairs of extremely strong jaws. A solpugid propels itself on eight long legs, and has two strong, thick palps for fencing.

The solpugid's palps are tipped with suckers, allowing the creature to climb sheer walls – the beast could even move along a vertical plane of glass. These creatures live in burrows and avoid sunlight whenever possible. An adventurer that presents a bright light to a solpugid may cause it to make a Resilience test



Weapons

Type	Weapon skill	Damage
Palp	85%	1D6+1D12
Bite	65%	1D10+1D12

Special Rules

<i>Combat Actions:</i>	4
<i>Strike Rank:</i>	+13
<i>Movement:</i>	8m
<i>Traits:</i>	Earth Sense, Wall Walking
<i>Skills:</i>	Athletics (climbing only) 100%, Perception 65%, Resilience 50%
<i>Typical Armour:</i>	Chitin (AP 6, no Skill Penalty)

Spider, Giant

There are tens of thousands of species of spiders in the world, but only a few species that pose a real danger to the average adventurer – the giant spider is one of these.

The giant spider featured here is a web-spinning spider, which hunts by spreading its webs over an area where potential prey is likely to cross. When a creature wanders beneath the web, the spider rushes over and begins spewing webbing all over its intended victim.

Another technique the spider may use is to set its web above a trail, closing it off with a net of webbing. When potential prey comes down the road, it is blocked by the webbing and the spider can then drop a sheet of webbing atop its intended victim. Still another tactic is to silently enclose an area in which its prey is sleeping.

The webbing of a giant spider will hold fast anyone who touches it unless they can succeed on an opposed Athletics test. The spider web's Athletics value is equal to that of the spider that wove it. The web's hit points are double the spider's STR. Any weapon striking a strand of webbing will do damage, but it also may become stuck. Flaming weapons never become stuck, and always inflict double damage on webbing. However, webbing will not ignite.

The web spun in a round covers an area two metres by two metres, entangling the creature within that space. Those stuck in this manner are effectively immobilised and cannot attack, parry, dodge or dive for cover until they break free of the web by successfully. The trapped character may be aided by his companions. If the spider throws multiple webs on the same individual, each layer of webbing must be broken through individually. An incoming webbing attack may not be parried.

Giant spiders are extremely intelligent creatures, though they are still just animals and their INT is fixed.

'Small' Giant Spider

CHARACTERISTICS

STR	1D6+6	(10)
CON	3D6	(11)
DEX	2D6+9	(16)
SIZ	2D6+6	(13)
INT	8	(8)
POW	2D6	(7)
CHA	2	(2)

Giant Spider (small) Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	3/3
2	Left Fourth Leg	3/3
3	Right Third Leg	3/3
4	Left Third Leg	3/3
5-11	Abdomen	3/6
12	Right Second Leg	3/3
13	Left Second Leg	3/3
14	Right First Leg	3/3
15	Left First Leg	3/3
16-20	Thorax	3/5

Weapons

Type	Weapon skill	Damage
Bite	50%	1D6+poison
Webbing	60%	Entangles

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 3m, 6m in own web

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

Skills: Athletics 75%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%

Typical Armour: Chitin (AP 3, no Skill Penalty)

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 3m, 6m in own web

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

Skills: Athletics 100%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%

Typical Armour: Chitin (AP 4, no Skill Penalty)

'Medium' Giant Spider

CHARACTERISTICS

STR 2D6+12 (19)

CON 3D6+6 (17)

DEX 2D6+9 (16)

SIZ 4D6+12 (26)

INT 8 (8)

POW 3D6 (11)

CHA 2 (2)

'Large' Giant Spider

CHARACTERISTICS

STR 3D6+18 (29)

CON 3D6+12 (23)

DEX 2D6+9 (16)

SIZ 6D6+18 (39)

INT 8 (8)

POW 4D6 (14)

CHA 2 (2)

Spider

Giant Spider (medium) Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	4/5
2	Left Fourth Leg	4/5
3	Right Third Leg	4/5
4	Left Third Leg	4/5
5-11	Abdomen	4/11
12	Right Second Leg	4/5
13	Left Second Leg	4/5
14	Right First Leg	4/5
15	Left First Leg	4/5
16-20	Thorax	4/10

Giant Spider (large) Hit Locations

D20	Hit Location	AP/HP
1	Right Fourth Leg	6/7
2	Left Fourth Leg	6/7
3	Right Third Leg	6/7
4	Left Third Leg	6/7
5-11	Abdomen	6/15
12	Right Second Leg	6/7
13	Left Second Leg	6/7
14	Right First Leg	6/7
15	Left First Leg	6/7
16-20	Thorax	6/14

Weapons

Type	Weapon skill	Damage
Bite	55%	1D6+1D8+poison
Webbing	60%	Entangles

Weapons

Type	Weapon skill	Damage
Bite	65%	3D6+poison
Webbing	65%	Entangles

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 3m, 6m in own web

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

Skills: Athletics 110%, Dodge 40%, Perception 65%, Resilience 35%, Stealth 85%, Tracking 40%

Typical Armour: Chitin (AP 6, no Skill Penalty)

Spider Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: Spider's CON x 3

Full Effect: 1D3 hit point damage to location struck, applies -6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

Spirit

Spirits abound in the world of *RuneQuest*. Normally, these creatures inhabit the spirit plane and do not appear in the physical world. There are, of course, exceptions.

There are as many different types of spirits as there are animals and plants in the physical world, each type a different species and each serving its own purpose. Creatures such as ghosts, wraiths, nymphs, elementals and chonchons are often considered spirits, but each of these beings has its own entry in *RuneQuest Monsters*.

After each spirit listing, typical Characteristics for that spirit type are given. Spirits commonly possess a great deal more variation within a species than do physical creatures, however, and it is entirely possible to find a spirit vastly more or less powerful than the Characteristic ranges given for each type.

The primary method of attack for most spirits is spirit combat, a topic covered in detail in the *RuneQuest Companion*.

Disease Spirit

The constant companions of broo shamans, disease spirits are the very essence of plague and pestilence. When it covertly possesses its victim, it infuses it with the specific disease it represents. There are as many types of disease spirit as there are diseases. There are rumbling fever disease spirits, yellow ague disease spirits and so forth.

As long as the disease spirit is possessing a creature, the possessed will be forced to make Resilience tests to resist the effects of the disease. However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests.

If the possessed dies while being possessed by a disease spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

CHARACTERISTICS

STR	-	
CON	-	
DEX	-	
SIZ	-	
INT	2D6	(7)
POW	3D6+6	(16)
CHA	3D6	(10)
HP	16	
MP	16	

Weapons

Type	Weapon skill	Damage
Spectral Claw	50%	1D2

Special Rules

Combat Actions: 2

Strike Rank: +17

Movement: 16m

Traits: Covert Possession, Dark Sight, Night Sight

Skills: Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Healing Spirit

The natural enemy of a disease spirit, a healing spirit is only capable of entering spirit combat with a disease spirit already covertly possessing a creature. If the healing spirit can bring the disease spirit to zero hit points, it will force it to leave its host. The healing spirit will then depart as well, for it cannot permanently possess any creature.

If a healing spirit is used on an individual who is sick from a mundane illness (rather than from a disease spirit), it will add its POW as a percentage bonus to the individual's chance of success on his next Resilience test to throw off the effects of the disease.

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ -
 INT 2D6 (7)
 POW 4D6 (14)
 CHA 3D6 (11)

HP 14
 MP 14

Weapons

Type	Weapon skill	Damage
Spectral Claw	50%	1D2

Special Rules

Combat Actions: 2
Strike Rank: +9
Movement: 14m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 30%, Lore (Spirit World) 50%, Persistence 50%, Stealth 40%

Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. If bound into a Binding Enchantment, the holder of the enchantment may use the spirit's Magic Points for casting spells.

Magic spirits may not initiate spirit combat.

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ -
 INT 3D6 (11)
 POW 3D6+3 (14)
 CHA 1D6 (3)

HP 14
 MP 14

Weapons

Type	Weapon skill	Damage
None	—	—

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 14m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Spirit World) 40%, Persistence 60%, Runecasting 60%, Stealth 40%

Magic:

A magic spirit knows 1D6 rune, divine or sorcery spells. These spirits will only know one spell type – for example, a magic spirit will not have both divine and sorcery spells, nor may it ever learn spells of another type. If the spirit knows rune spells, it will have the appropriate runes integrated, but may not give up the rune. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a priest does.

spirit

Passion Spirit

Passion spirits are the cause of much of the madness and despair of the world. They are generally malign beings that visit mental and spiritual torments upon the mortals they inhabit.

Passion spirits are capable of initiating spirit combat. If they successfully defeat a living creature in spirit combat, they will covertly possess that creature. The results of this possession depend upon the particular passion spirit.

Three of the most common passion spirits are described below. Although the appearance of these spirits is described, it is important to note they can only be seen with magic that allows the character to see spirits. Otherwise, they are invisible.

Fear Spirit

Fear spirits look like black wells in space, pale faces leering out of an impenetrable void and skeletal hands stretching greedily towards the viewer.

If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the spell), until the spirit is cast out.

Madness Spirit

A madness spirit appears as a ghastly swirl in the air, manifesting a hysterically laughing or agonised screaming face in the centre.

If a madness spirit succeeds in covertly possessing a victim, it will manifest itself in daily bouts of insanity. At least once per day, the madness spirit will attempt to cause an insane fit in its host. It matches its Persistence against the host's Resilience in a standard opposed test. If the host succeeds, the madness spirit will be quiescent for at least a number of hours equal to the host's POW. If the host fails, he becomes incapacitated for 1D20 hours – screaming madly, giggling incoherently or simply becoming catatonic for the duration of the effect. The madness spirit chooses the manner of madness, though most are partial to a single effect. The madness spirit will also attempt to assert itself whenever its host is in a stressful situation.



Combat is an obvious example, but these spirits also delight in affecting their hosts in a variety of other stressful, important situations – collapsing into a fit of mad giggling while petitioning an unfriendly king for a boon is exactly the kind of thing madness spirits enjoy. Note that if the stressful situation occurs during a period of forced quiescence on the part of the spirit, it will be unable to manifest itself.

Pain Spirit

A pain spirit looks like a pulsating, infected welt on the fabric of the world, an appearance any viewer will find decidedly uncomfortable.

If a pain spirit manages to covertly possess its target, the victim will be overcome with a sudden burst of pain. From that point on, until the spirit is cast out, the victim will always be conscious of a dull ache in his joints or a twinge in his muscles. Whenever the host acts quickly (as in combat) or concentrates (as in spell casting), and sometimes purely at random intervals, he is struck by a sudden spasm of pain. This pain reduces all the host's skill tests by a penalty equal to the spirit's POW.

For example, if a pain spirit with a POW of 17 possesses a victim, that victim loses 17% from all skill tests so long as the spirit is possessing him. If he had an Athletics skill of 90%, was attempting to climb a cliff and rolled an 80, the test would be a failure as the pain spirit effectively reduces his skill to 73%.

CHARACTERISTICS

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

HP 17
 MP 17

Weapons

Type	Weapon skill	Damage
Spectral Claw	55%	1D2

Special Rules

Combat Actions: 2
Strike Rank: +12
Movement: 17m
Traits: Covert Possession, Dark Sight, Night Sight
Skills: Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Other Spirits

Other spirit types may easily be inferred from the examples above. As mentioned, there are millions of different spirits, capable of performing any role the Games Master may wish from them in his campaign. The inhabitants of the spirit world are as varied and bizarre as those of the mundane world.

The only hard and fast restriction on spirits is that none of them may possess SIZ – that Characteristic belongs solely to the corporeal.

Cult Spirits

Cult spirits teach appropriate spells to the members of a cult. Cult spirits and ghosts are frequently given as rewards to particularly faithful and heroic priests and Runelords. The binding enchantment necessary for use of a magic spirit or ghost must be provided by the cultist receiving the spirit or ghost.

Some religions and cults retain wraiths, passion spirits and disease spirits which are used to bring retribution on enemies or, more commonly, upon heretical or treasonous cult members. Another common function for such dread creatures is as temple guardians.

A special feature of all such spirits is that they may be bound only by initiates of the religion or cult. All other attempts will automatically fail.

Demons

A demon is a broad term designed to include any malevolent being from the otherworld which does not fall into a convenient category. Such beings as wraiths, hellions and chonchons are sometimes referred to as demons.

Snow Troll

Snow trolls are very closely related to dark trolls. So closely, in fact, that there is debate over whether the two are actually separate species, or merely different groups within the same species.

Snow trolls live in the coldest, most inhospitable parts of the world. Though intelligent, they maintain a primitive lifestyle, using tools formed of bone and wood and never building permanent structures.

A snow troll's skin is light grey, covered with patches of white hair that allow it to blend in with its frozen environment and grant it one additional point of armour. The creature's feet are wide and splayed, allowing it to retain its full Movement even in deep snow. They lack the Earth Sense trait, but do retain Night Sight.

Like dark trolls, snow trolls often give birth to litters of trollkin. These trollkin have slightly paler complexions than their cousins spawned by dark trolls, but are otherwise identical in every way.



CHARACTERISTICS

STR	3D6+6	(17)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	3D6+9	(18)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	3D6	(11)

Snow Troll 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	2/4

Weapons

Type	Weapon skill	Damage / AP
Club	50%	1D6+1D4 / 2
Great Hammer	40%	1D10+3+1D4 / 3
Longspear	35%	1D10+1D4 / 2
Target Shield	25%	1D6+1D4 / 8

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Traits: Night Sight

Skills: Athletics 60%, Perception 40%, Resilience 50%, Stealth 60%, Survival 60%

Typical Armour: Hide (AP 2, no Skill Penalty)

Stingworm

A stingworm is the larvae of a watch beetle (see page 19). Stingworms have long, soft bodies with short stumpy legs near the armoured head, which is equipped with two hooked jaws to inject digestive venom into prey. This is actually the longest-lived stage of watch beetle development; the creature actually spends more time as a larvae than it does as an adult. It is also the largest stage of the creature's development – adult watch beetles are smaller than the larvae they pupate from.

Stingworms can be found on land or in fresh water. Rather than actively hunting prey, a stingworm prefers to lie in wait and attack from ambush, gaining surprise on the hapless victim.



Stingworm

CHARACTERISTICS

STR 2D6+12 (19)
 CON 3D6 (11)
 DEX 2D6+3 (10)
 SIZ 3D6+12 (21)
 INT 2 (2)
 POW 2D6 (7)
 CHA 2 (2)

Weapons

Type	Weapon skill	Damage
Bite	40%	2D6+poison

Stingworm Hit Locations

D20	Hit Location	AP/HP
1-6	Abdomen	2/6
7	Right Hind Leg	2/4
8	Left Hind Leg	2/4
9	Right Centre Leg	2/4
10	Left Centre Leg	2/4
11	Right Front Leg	2/4
12	Left Front Leg	2/4
13-16	Thorax	2/7
17-20	Head	2/5

Special Rules

Combat Actions: 2
Strike Rank: +6
Movement: 3m
Traits: Poison (bite, see below for details on Stingworm Venom)
Skills: Stealth 65%
Typical Armour: Chitin (AP 2, no Skill Penalty)

Stingworm Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 55
Full Effect: 1D6 hit point damage to location struck
Duration: 3D10 minutes

STOORWORM

A stoorworm is a large, limbless reptile, distantly related to dragons and their kind. Stoorworms have no fiery breath weapon to employ, but they are able to belch out a cloud of poisonous gas and regenerate hit points after suffering damage.

Stoorworms are found in dismal swamps and dark forests, usually far from any human habitation. They are fixed INT creatures, but display such a level of base cunning that many incorrectly believe them to be sentient. A stoorworm appears as a large snake, except for the head, which, while reptilian, sports a crest much like that of a dragon.

The stoorworm can emit a cloud of poisonous gas once per round. The stoorworm's poison cloud remains for one round before losing its effectiveness.

A stoorworm regenerates two hit points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.



CHARACTERISTICS

STR 12D6 (36)
 CON 3D6+12 (23)
 DEX 2D6 (7)
 SIZ 12D6 (36)
 INT 9 (9)
 POW 1D6+12 (16)
 CHA 5 (5)

Stoorworm Hit Locations

D20	Hit Location	AP/HP
1-6	Tail	8/12
7-14	Body	8/14
15-20	Head	8/12

Weapons

Type	Weapon skill	Damage
Bite	55%	1D10+4D6
Breath	100%	Poison

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 3m

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

Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%

Typical Armour: Tough Hide (AP 8, no Skill Penalty)

STOORWORM BREATH

Type: Inhaled

Delay: Immediate

Potency: 72

Full Effect: 1 hit point damage to all locations, -1 penalty to victim's CON

Duration: 1 Combat Round

Termite, Giant

Giant termites, like their smaller cousins, are social insects who live together in immense colonies.

These insects are nocturnal, and exposure to direct sunlight (or equivalent bright light) affects them as if they had been hit with a Demoralise spell.

The majority of the inhabitants of any termite colony are workers. A single giant termite worker can create a cement wall 10 centimetres thick and three metres across and one metre high in half an hour. Each additional worker, to a maximum of three, lessens the time required by 10 minutes.

Approximately 20% of most termite colonies are warriors, termites boasting large heads and hook-like jaws. Some colonies, however, have no warriors at all. Instead, they have nasutes. A nasute is a termite with a bulb-shaped head and tiny weak jaws. The front of the head is prolonged into a snout through which the termite sprays a noxious fluid. Some termite nests in the tropics have soldiers with both biting jaws and nasute snouts.

There is no way to tell a termite nest containing soldiers apart from a nest containing nasutes – at least, not without breaking into the nest and provoking a counterattack. The following chart can be used to determine the composition of a random colony.

D20 Roll	Colony Composition
1-14	Workers and Soldiers
15-18	Workers and Nasutes
19-20	Workers and Nasute Warriors (tropical regions only)

Termites rarely forage outside their nests. When they do, they often build a cement tunnel from their mound to a nearby, abundant food source. Primarily, giant termites feed on fungus gardens grown deep within their mounds.

Giant termites have a communal mind. Although an individual termite has an INT of two, the termite colony as a whole also has its own INT, which varies with the size of the colony. Though determined randomly according to the table below, this INT is considered to be fixed INT.

Colony Size	Communal INT
Fewer than 100	1D6
100-300	2D6
300-1,000	3D6
1,000-3,000	4D6
3,000-10,000	5D6
Each additional 20,000	+1D6

If an attacker knocks a hole in the side of a termite colony, the colony's soldiers will rush out to engage the attackers while the worker termites work to repair the breach. If any attackers manage to bypass the first wave of defenders and actually get into the mound, the termites employ their deadly expertise at tunnel fighting. They may lead attackers into blind alleys, which are then sealed off or surrounded by ranks of soldiers. The maze of passages within a termite colony is confounding to invaders and nearly impossible to map, as it twists and turns in all three dimensions.

Despite the dangers inherent in the attempt, groups of adventurers sometimes attack termites anyway, as the fungus balls upon which the insects dine are rumoured to be magical in nature.

All giant termites share the same Characteristics – only their methods of attack differ.

CHARACTERISTICS		
STR	3D6	(11)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6	(7)
INT	2	(2)
POW	1D6+6	(9)
CHA	2	(2)

Giant Termite Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	-/2
2	Left Rear Leg	-/2
3	Right Middle Leg	-/2
4	Left Middle Leg	-/2
5-9	Abdomen	-/5
10-13	Thorax	-/6
14	Right Front Leg	-/2
15	Left Front Leg	-/2
16-20	Head	4/4

Weapons

Type	Weapon skill	Damage
Worker Bite	20%	1D4-1D2
Warrior Bite	40%	1D8-1D2

Special Rules

Combat Actions: 2
Strike Rank: +6
Movement: 4m
Traits: Communal Mind, Wall Walking
Skills: Athletics 45%, Dodge 30%, Perception 55%, Stealth 50%
Typical Armour: Chitin (AP 4, Head only), no Skill Penalty

Tick, Giant

Ticks are bloodsucking insects that can be found in any non-arctic climate where there is vegetation large enough to conceal them. They may lurk beneath undergrowth or atop a tree.

A giant tick has a 50% chance of carrying a disease, which they will impart to anyone they bite (see *RuneQuest* main rulebook for example diseases). Ticks carry a variety of diseases; the Games Master should randomly determine which Characteristic a given tick's disease will affect.

If the tick's bite penetrates armour, the tick stays attached and begins to drain blood every round. The blood drain of a tick robs the victim of 1D2 hit points from the original location per round.

The tick can be pulled off with a successful opposed Athletics test, but this causes an additional 1D2 damage to the hit location on the victim where the tick is attached. Alternatively, the tick can be coaxed into removing itself by applying fire to the portion of its body sticking out of the victim. Fire damage equal to 1D6 will cause the tick to pull out on its own. This tactic is less damaging to the victim the tick is biting; the tick will not cause damage to the hit location where it is attached if it pulls itself out.

CHARACTERISTICS

STR	1D6+6 (10)
CON	2D6+12 (19)
DEX	1D6+3 (7)
SIZ	1D6+1 (4)
INT	1 (1)
POW	2D6+3 (10)
CHA	1 (1)

Giant Tick Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	5/2
2	Left Rear Leg	5/2
3	Right Hind Leg	5/2
4	Left Hind Leg	5/2
5-12	Body	5/9
13-14	Right Centre Leg	5/2
15-16	Left Centre Leg	5/2
17-18	Right Front Leg	5/2
19-20	Left Front Leg	5/2

Weapons

Type	Weapon skill	Damage
Bite	80%	1D4-1D4+poison+blood drain

Special Rules

Combat Actions: 2
Strike Rank: +4
Movement: 3m
Traits: Blood Drain, Poison (for details on Giant Tick Venom see below)
Skills: Athletics 85%, Dodge 40%, Perception 55%, Stealth 50%
Typical Armour: Thick Hide (AP 5, no Skill Penalty)

Giant Tick Venom
Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 42
Full Effect: Paralysis
Duration: 6D10 minutes

Tiger

One of the largest of the big cats, a tiger hunts alone, eschewing the company of its own kind except during mating season. Tigers live in jungles and grassy areas, and are perfectly capable of surviving in conditions ranging from the tropical to the arctic.

Tigers prefer to ambush their prey, and are intelligent enough to avoid obviously dangerous quarry.

CHARACTERISTICS

STR 5D6+12 (30)
 CON 3D6+3 (14)
 DEX 3D6+6 (17)
 SIZ 5D6+12 (29)
 INT 5 (5)
 POW 2D6+6 (13)
 CHA 5 (5)

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	2/11
11-13	Right Front Leg	2/9
14-16	Left Front Leg	2/9
17-20	Head	2/9

Weapons

Type	Weapon skill	Damage
Claw	65%	1D8+1D12
Bite	55%	1D10+1D12

Special Rules

Combat Actions: 3
Strike Rank: +11
Movement: 6m
Skills: Athletics 70%, Dodge 40%, Resilience 40%, Perception 60%, Stealth 80%, Survival 40%
Typical Armour: Hide (AP 2, no Skill Penalty)

Timinit

Timinit is a blanket term given to multiple races of insectoid peoples living in Glorantha's Pamaltelan continent. There are literally dozens of types of timinit; in the words of the timinit peoples themselves, they manifest 'in as many forms as there are days in the hot season.' Detailed below are five of the most common varieties of timinit – others will be presented in future *RuneQuest* releases focusing on Glorantha and Pamaltela.

The timinits come from the land of Pamaltela, dwelling in its jungles, on its coastlines and upon its idyllic, grassless prairies. They are one of the youngest races of Glorantha, and are commonly referred to (by outsiders) as the bug people or the insect men.

Though they are young, the timinits have made vast strides in culture and technology, and are currently on par with most other advanced Gloranthan races. Once a backward and ignorant folk, they owe their quick advancement to the Jrusteli, who awakened them from ignorance and taught them the secrets of sorcery.

The timinits are a fiercely logical and utilitarian people. Sentimentality is an alien concept to them, and they are perfectly willing to consume the bodies of other timinits when food becomes scarce. The timinits value achievement and outward symbols of success. They prefer action over contemplation and motion over stillness. The timinits are largely worshippers of the Invisible God. Prior to their awakening by the Jrusteli, whom they revere, the timinits were a very primitive people, given to worshipping spirits and rulership by witch doctors who practiced Spirit Magic. Some

timinit

timinits still hew to these old ways, but they are an embarrassment to other timinits who have embraced progress and sorcery as their new goals.

Because of their alien appearance, timinits are often mistrusted or feared when they venture out amongst other races. However, as more and more of them do so, intent on exploring and experiencing the world, the other races in turn become more used to them.

The five types of timinits described below are only a few of the dozens of varieties that exist.

Arachan

These beings are known within timinit culture as the 'Spider Assembly,' for reasons which are obvious when viewing the arachan form. Their bodies seem spindly and frail. They walk on two legs jointed like a human's, but they have four long, wiry arms nearly as long as the arachan's entire body, giving them an arm span of four metres.

The insect-like head of an arachan boasts a pair of wicked mandibles and two large, multi-faceted eyes that sparkle in the light and glow in the dark, and which even change colour from time to time. They are strictly carnivorous.

Arachans tend to be the most erudite and well-spoken of the timinits, and are also the ones most commonly seen outside timinit lands. They particularly prize the trappings of wealth and power, and commonly drape themselves in silken garments and practice sorcery. They are famed for their shrewd business dealings.

CHARACTERISTICS

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

Arachan Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	2/5
3-4	Left Leg	2/5
5-7	Abdomen	2/6
8-11	Chest	2/7
12-13	Upper Right Arm	2/4
14-15	Upper Left Arm	2/4
16-17	Lower Right Arm	2/4
18-19	Lower Left Arm	2/4
20	Head	2/5

Weapons

Type	Weapon skill	Damage
Bite	25%	1D4+1D2+poison
Rapier	25%	1D8+1D2

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Traits: Poison (bite, see below for details on Arachan Venom)

Skills: Athletics 60%, Dodge 30%, Resilience 40%, Perception 55%, Stealth 45%, Survival 30%

Typical Armour: Chitin (AP 2, no Skill Penalty)

Arachan Venom

Type: Ingested or smeared

Delay: 2 Combat Rounds

Potency: Arachan CON x 3

Full Effect: 1D3 hit point damage to location struck

Duration: 6D10 minutes

Cerebresite

Even those accustomed to the strange appearances and habits of most timinits tend to recoil from the cerebresites. In their natural form, cerebresites are small, beetle-like creatures with soft, pale shells and drooling mouths. However, these timinits are rarely encountered in their natural forms. Instead, they insert their consciousness into the bodies of other timinits.

Cerebresites occupy the forms of dozens of other insect men over their decades of acquisitive existence. No matter which other timinit body they occupy, they burn it out after nine months to a year. As infirmity encroaches, they alter their host's anatomy, so that, whether male, female or hermaphrodite, they produce a pearlescent, soft-skinned egg. With sharpened pedipalps they insert this egg into the brains of their next hosts. Consciousness is transferred instantly. The host loses volition and the cerebresite gains new life and locomotion for another year.

When a cerebresite takes a new host, it gains that host's STR, CON, SIZ and DEX, while the cerebresite's INT and POW remain intact. The creature's CHA is an entirely new score – the average of the scores of the cerebresite and the host. This accounts for both the physical appearance of the host and the personality strength of the cerebresite.

Cerebresites can only take timinits or other insectoid creatures as hosts. They cannot inhabit reptilian, amphibious, avian or mammalian bodies. However, there is nothing to prevent a cerebresite from taking over the body of a truly enormous insect, such as a giant centipede.

Timinits are divided on how they view the cerebresites. Many of them, particularly the strong-willed arachans, would vehemently object to a cerebresite attempting to set itself up in their bodies. However, many other timinits view the cerebresites as 'egg-gifters,' whose habitation shows them the way to spiritual transcendence.

It takes a cerebresite one full round to insert its egg into a new host, who typically must be willing, unconscious or restrained. However, whether the new host embraces or resists the egg, once implanted the cerebresite immediately takes control. Once implanted, a cerebresite cannot be removed.

The Characteristics given below are for a cerebresite in its natural form.

CHARACTERISTICS

STR	1D3	(2)
CON	2D6	(7)
DEX	1D6	(3)
SIZ	1D3	(2)
INT	3D6+3	(14)
POW	2D6+6	(13)
CHA	2D6+6	(13)

Cerebresite Hit Location

D20	Hit Location	AP/HP
1-20	Body	1/4

Weapons

Type	Weapon skill	Damage
Pedipalp	20%	1D6-1D8

Special Rules

<i>Combat Actions:</i>	1
<i>Strike Rank:</i>	+8
<i>Movement:</i>	3m
<i>Typical Armour:</i>	Chitin (AP 1, no Skill Penalty)

Ephemerae

To the eyes of a longer-lived race, the lot of the ephemerae is almost tragic. These frail, flying timinits hatch in the spring, reach maturity in about two weeks, develop a sorrowful, philosophic outlook by the end of one month and are dead within a year.

The ephemerae are the most open and friendly of the timinits, intelligent and sociable creatures who live much of their lives in a peripatetic frenzy, seeking to experience all they can in the brief time allotted to them. They would much rather talk than fight, for though they are short-lived, they deeply value every moment given to them.

Ephemerae are humanoid in shape, with an appearance that suggests that of a dragonfly. They are omnivorous.

CHARACTERISTICS

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

Ephemeræ Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	1/4
3-4	Left Leg	1/4
5-7	Abdomen	1/5
8-11	Chest	1/6
12-13	Right Arm	1/3
14-15	Left Arm	1/3
16	Upper Right Wing	1/3
17	Lower Right Wing	1/3
18	Lower Right Wing	1/3
19	Lower Left Wing	1/3
20	Head	1/4

Weapons

Type	Weapon skill	Damage
Shortspear	15%	1D8-1D2
Sling	25%	1D6-1D2

Special Rules

Combat Actions: 3

Strike Rank: +12

Movement: 3m, 6m when flying

Skills: Athletics 30%, Perception 50%,
Stealth 45%

Typical Armour: Chitin (AP 1, no Skill Penalty)

Lucan

These beetle-like timinits are little more than animals. Fairly dim-witted and usually aggressive, lucans are more interested in rooting about in rotting logs than they are in the greater doings of the timinit race. They are strictly herbivorous.

Arachans and other intelligent timinits sometimes keep lucans as guardians (and in lean years, as food stocks). So long as the lucans are given a constant supply of wet, rotting wood, they will usually serve other timinits fairly well as guardians. However, they will not serve any non-insectoid race, perceiving them to be intruders on their territory.

Lucans have dark, glossy shells and are difficult to distinguish from actual beetles. They have no appendages approximating hands, and cannot stand upright.

CHARACTERISTICS

STR	2D6+9	(16)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	3D6+6	(17)
INT	1D6+3	(6)
POW	1D6+6	(10)
CHA	1D6	(3)

Lucan Hit Locations

D20	Hit Location	AP/HP
1	Right Rear Leg	5/3
2	Left Rear Leg	5/3
3	Right Middle Leg	5/3
4	Left Middle Leg	5/3
5-9	Abdomen	5/8
10-13	Thorax	5/8
14	Right Front Leg	5/3
15	Left Front Leg	5/3
16-20	Head	5/6

Weapons

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

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 4m

Traits: Wall Walking

Skills: Perception 50%, Stealth 30%

Typical Armour: Chitin (AP 5, no Skill Penalty)



timinit

Myrmidon

The ant-like myrmidons are the soldiers of the timinit race. They are shaped much like the arachans, but their physiology is definitely more insect than arachnid.

Myrmidons dwell in giant hives, usually located below ground. Populations of several thousand within the same hive are not unheard of.

Myrmidons' chitin shells reflect a wide variety of colours, denoting the different races and hives of myrmidons within the larger species. Earlier in the timinit's history, these differing groups of myrmidons would war with one another. Now, they swell the ranks of Jrusteli armies.

Like the ants they resemble, myrmidons share a collective intelligence. Each individual myrmidon is an intelligent being (though few would be considered

geniuses), but their shared intellect, a primal form of telepathy spread amongst all members of a hive, allows groups of myrmidons to move and fight with terrifying precision.

Myrmidons commonly fight with weapons in two of their hands and bucklers in the other two. Their long arms allow them to make close combat attacks against foes as much as four metres away.

CHARACTERISTICS

STR	3D6+6	(17)
CON	2D6+6	(13)
DEX	2D6+3	(10)
SIZ	2D6+6	(13)
INT	2D6+3	(9)
POW	3D6	(11)
CHA	2D6	(7)

Myrmidon Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	3/6
3-4	Left Leg	3/6
5-7	Abdomen	3/7
8-11	Chest	3/8
12-13	Upper Right Arm	3/5
14-15	Upper Left Arm	3/5
16-17	Lower Right Arm	3/5
18-19	Lower Left Arm	3/5
20	Head	3/6

Weapons

Type	Weapon skill	Damage / AP
Bite	25%	1D4+1D2+1D4 acid
War Sword	30%	1D8+1D2 / 4
Buckler	15%	1D4+1D2 / 5

Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+9
<i>Movement:</i>	4m
<i>Traits:</i>	Wall Walking
<i>Skills:</i>	Athletics 50%, Perception 35%, Stealth 40%
<i>Typical Armour:</i>	Chitin (AP 3, no Skill Penalty)

Toad, Cliff

Cliff toads are gigantic amphibians that inhabit rocky areas in mountains and canyons near a water source. Their skin is grey and pebbled in appearance, enabling them to blend in well with their surroundings.

Hanging on to the side of cliffs with sucker-tipped feet, young cliff toads are little more than nuisances, snapping up provisions and other small items belonging to travellers. Mature cliff toads represent a much greater threat, and are infamous for grabbing humans and even horses with their long tongues.

A cliff toad's tongue has a range of one metre for every D6 of the creature's SIZ. A cliff toad's tongue does damage equal to the toad's Damage Modifier. The creatures continue to grow throughout their lives,

from 2D6 as a tadpole up to 12D6 for a grizzled adult toad. Cliff toads have a STR and SIZ range of 2D6 to 12D6. The cliff toad's CON is always equal to half its SIZ (1D6 to 6D6).

The statistics given below are for a cliff toad of average SIZ.

CHARACTERISTICS

STR	6D6	(21)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	6D6	(21)
INT	2	(2)
POW	3D6	(11)
CHA	4	(4)

Cliff Toad Hit Locations

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



Weapons

Type	Weapon skill	Damage
Tongue	45%	1D8
Kick	30%	1D6+1D8

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 7m

Traits: Wall Walking

Skills: Athletics 50%, Stealth 80%,
Perception 30%, Tracking 25%

Typical Armour: Hide (AP 6, no Skill Penalty)

Trollkin

Smaller than their dark troll parents, trollkin are the unfortunate offspring of this cursed race where few true-born trolls are born. They typically endure short lives as slaves, though some escape to a wider world. Those who remain serve as slave labour, sword fodder and even food during lean times.

Characteristics

STR	2D6	(7)
CON	3D6	(10)
DEX	3D6+3	(13)
SIZ	1D6+6	(9)
INT	2D6+3	(9)
POW	3D6	(10)
CHA	2D6	(7)

Trollkin 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



trollkin

Weapons

Type	Weapon skill	Damage / AP
Club	35%	1D6-1D2 / 2

Special Rules

Combat Actions: 3

Strike Rank: +11

Movement: 4m

Traits: Dark Sight, Earth Sense

Skills: Perception 30%, Stealth 40%,
Survival 35%

Typical Armour: Troll Skin (AP 1, no Skill Penalty)

Tusk Riders

Tusk riders are a loathsome and bestial race that is unique to Glorantha and is, at best, disliked by every other race in that world. Their name refers both to their own yellowed tusks and to the great tuskers (see page 139) which they ride.

Tusk riders believe that they sprang from the mixed bodily fluids of their deity, the God of the Bloody Tusk, but everyone else believes they are the result of an unfortunate and improbable coupling of a human and a troll. For this reason, tusk riders are often called half-trolls.

The tusk riders lead a nomadic lifestyle, supporting themselves primarily through raiding and thievery, though they often find work as mercenaries for those employers willing to overlook their less savoury qualities. They are widely known to be great liars and boasters, and are so cruel that trolls seem hospitable by comparison.

Tusk riders travel in family warbands ranging in size from one or two dozen into the thousands. They are always accompanied by a herd of tuskers, at least one per tusk rider. They fight from the back of these beasts, wielding lances and long and short spears. A tusk rider's tusks, large and impressive though they are, are not situated in such a way that they can be used in combat, and remain purely decorative.

CHARACTERISTICS

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

Tusk Rider 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
Lance	30%	1D10+2 / 2
Longspear	30%	1D10 / 2
Shortspear	25%	1D8 / 2



Special Rules

Combat Actions: 2

Strike Rank: +11

Movement: 4m

Traits: Night Sight

Skills: Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Riding 90%, Stealth 40%, Tracking 50%

Typical Armour: Leather Armour (AP 2, all locations), Skill Penalty -14%

Tusker

A tusker is a giant boar, the constant companion and eternal symbol of the tusk riders. These boars have a temper to match their size, but are unfailingly devoted to their tusk rider masters.

CHARACTERISTICS

STR 3D6+12 (32)

CON 2D6+12 (19)

DEX 2D6 (7)

SIZ 4D6+12 (35)

INT 5 (5)

POW 3D6 (10)

CHA 5 (5)

Tusker Hit Locations

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

Weapons

Type	Weapon skill	Damage / AP
Tusk	50%	1D8+2D6 / 3
Trample	55%	4D6 to prone foe

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 6m

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 45%, Dodge 35%, Resilience 40%, Perception 50%, Stealth 35%, Survival 50%, Tracking 25%

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

Unicorn

Smaller than a horse but very similar in general appearance, unicorns are distinguished by their cloven hooves and the long, spiralling horn mounted in the centre of their foreheads.

Extremely intelligent, unicorns are solitary, forest-dwelling creatures. They live forever unless slain, and will usually only associate with virginal female humans and elves.

A unicorn can heal wounds by touching the wound, exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting tests automatically succeed.

CHARACTERISTICS

STR 2D6+12 (19)

CON 3D6+12 (22)

DEX 3D6+3 (13)

SIZ 2D6+12 (19)

INT 2D6+6 (13)

POW 2D6+12 (19)

CHA 3D6+6 (16)

Unicorn 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 / AP
Horn	70%	1D8+1D6 / 4
Kick	50%	2D6 / 2

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 6m

Traits: Formidable Natural Weapons, Life Sense, Night Sight

Skills: Athletics 75%, Dodge 50%, Perception 75%, Persistence 75%, Resilience 60%, Survival 50%

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

Vampire

The pinnacle of the undead form is the vampire. These beings are pale-skinned, parasitic creatures that were once mortal and now survive in immortality only by feeding on the lives of others. They cast no reflection, have no shadow, and they do not breathe as true mortals do. Any sentient creature can become a vampire, though they are most often humans before they are Turned.

It is a myth that once bitten by a vampire, the victim is cursed with vampirism himself. The only way to alter one's flesh into the resistant dead skin of a vampire (to Turn, as it is referred to by scholars and vampire-hunters alike) is by integrating nine Undead runes. This integration must be performed at night, with the character binding all nine runes in a single evening before dawn. As evidenced, this is not an easy commitment for anyone to make.

As supernatural predators without equal, vampires are incredibly strong and resilient to harm. When becoming a vampire, a character's STR and CON scores both double, and he gains limited natural armour in the form of his hardened skin. Vampires also possess the traits Night Sight and Life Sense. Coupled with near-immortality and several further benefits of the vampiric form described below, it is easy to see why this state of undeath holds such a macabre appeal.

Vampires can only gain sustenance by drinking the blood of living beings. To feed from a resisting victim, a vampire must succeed in a grapple test and a subsequent bite attack. For each turn the vampire succeeds on the bite tests, he gains as many hit points as his attack inflicts, through draining the target's blood. This is also the only way a vampire can heal damage to itself.

Blood taken in this manner will only last one night before the vampire hungers again. Vampires can last 1D10 days after their last feeding before their bodies begins to degenerate.

For these initial 1D10 days, the vampire is considered Fatigued. For each day after the initial 1D10 days, the vampire loses two hit points from a random hit location, which can only be healed by



drinking blood again. If reduced to zero hit points in any location because of blood-starvation, the vampire dies. By this point, the creature will have withered away to an immobile, wretched skeleton, which will crumble to dust as it finally starves.

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight as normal, and it can be an unnerving sight to see green fog 'bleeding', shedding blood drops as the sunlight damages the vampire.

As well as the ability to transform into mist, some vampires manifest the ability to shapeshift into wolves and bats as well. As with the mist transformation, such changes take a Combat Action to perform.

If a vampire is reduced to zero hit points in its Head or Chest hit locations, it dies – albeit not necessarily for good. Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next combat round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

Vampires cannot stand the touch of natural sunlight. They take one point of damage to every hit location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

The holy icons of some cults have proved effective against vampires in the past. Cults that focus their energies against the undead (such as those formed around Death, Law and Light runes or similar gods) are the most likely to be effective, though the end result is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than human symbols of



Vampire

holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 hit points to a random hit location, unaffected by armour or any of the vampire's magic.

As a point of interest, any magical means of severing a character's connection with his integrated runes could make it possible to reverse the vampiric condition. A vampire suddenly un-integrated with his Undead runes would be transformed into a mortal again, lacking any of his vampire abilities and advantages.

CHARACTERISTICS

STR 3D6+12 (22)
 CON 3D6+12 (22)
 DEX 3D6 (11)
 SIZ 2D6+6 (13)
 INT 2D6+6 (13)
 CHA 3D6 (11)

Vampire 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	60%	1D6

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Traits: Blood Drain, Life Sense, Night Sight

Skills: Athletics 75%, Dodge 60%, Perception 80%, Persistence 75%, Resilience 60%, Stealth 80%, Survival 65%, Tracking 60%

Voralan

The voralans are a strange and mysterious race unique to Glorantha, where they are acknowledged as one of the lesser Elder Races. They are a diminutive race, squat beings with grey or dusky skin, large heads and limbs that appear swollen. Voralans rarely speak.

More vegetable than animal, voralans are a small, retiring people. They own no property, nor do they have any concept of ownership. They are hermaphroditic, their young springing from the fungus gardens the

voralans spend their lives maintaining. Indeed, they seemingly have no racial culture at all; outside observers have seen no activity on the part of the voralans that does not involve tending fungus.

Though shy and inept at battle, voralans nonetheless believe the world was made for them, and pay little or no attention to other races – unless that race establishes dominion over them, of course.

Individual voralans are highly intelligent, but all members of a voralan community are bound together through a telepathic link, a communal mind in which most voralans immerse themselves to the point they have no true sense of self. Voralans who do venture out into the wider world are able to adapt quickly to whatever culture they find themselves in.

Voralans spend their entire lives in deep, dark caves or beneath the eaves of the thickest forests. In direct sunlight, they are Demoralised (as the spell).



CHARACTERISTICS

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

Voralan 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
Fist	15%	1D2-1D4

Special Rules

Combat Actions: 2

Strike Rank: +11

Movement: 3m

Traits: Communal Mind, Night Sight

Skills: Athletics 50%, Dodge 35%, First Aid 30%, Lore (Plant) 90%, Perception 40%, Persistence 45%, Stealth 70%, Survival 55%, Tracking 30%

Waertagi

The waertagi are a race of ocean-going people very similar to humans, though the waertagi have green or blue skin, webbed hands and feet and possess a natural affinity for oceans and other bodies of water. They are native to Glorantha, where they are acknowledged as one of the lesser Elder Races.

All but destroyed by the God Learners, the waertagi have begun to reassert themselves. Once, they lived in enormous city-sized ships that dominated the



Waertagi

surface of every ocean, and were a happy people who celebrated courage, philosophy and love. Since the Closing, the culture of the surviving waertagi has become less amicable. The vessels of the waertagi are no longer the vast ships they once enjoyed – now they ply the oceans in ships little better than those of humans.

CHARACTERISTICS

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

Waertagi 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
Shortspear	25%	1D8 / 2
War Sword	25%	1D8 / 4
Buckler	20%	1D4 / 5

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 3m, 5m when swimming

Traits: Excellent Swimmer

Skills: Athletics 50%, Boating 70%, Dodge 40%, Lore (all) 35%, Perception 30%, Shiphandling 70%

Walktapus

These shambling beasts are creatures of Chaos, a nightmare hybrid of human and octopus. The body of the walktapus is like that of a large, hairless human, but its head resembles an enormous, slimy octopus.

Walktapi are amphibious and can breathe perfectly well under water. They avoid dry and arid conditions as much as they can, though living in such a climate does not harm the walktapus. Much folklore insists that walktapi are intelligent, but this is patently false.

A walktapus can attack using as many as four tentacles in a single round, against as many as four foes at once. It never uses weapons, relegating its human arms solely to maintaining balance in the midst of a fight. The walktapus can squirt out a poisonous gas cloud, similar to the ink clouds created by normal octopi, which has a radius of 3 metres.

The aspect of a walktapus that makes it a truly terrible opponent is its Chaotic regeneration. A walktapus regenerates 1D4 hit points in every location every round. Not only will its wounds heal, but even severed body parts will eventually creep back together to reform the creature. Fire cannot stop this process, but it can slow it to one hit point every ten rounds (the fire must be of at least 1D6 damage intensity). Walktapi can only be destroyed by powerful magic, such as spells that cause death, or by the utter destruction of its body.

Though they are certainly creatures of Chaos, walktapi have only a 5% chance of possessing any additional Chaotic features.

CHARACTERISTICS

STR	2D6+18	(25)
CON	2D6+9	(16)
DEX	3D6	(11)
SIZ	2D6+9	(15)
INT	2	(2)
POW	3D6	(11)
CHA	3	(3)

Walktapus Hit Locations

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



Weapons

Type	Weapon skill	Damage
Tentacle	40%	2D6
Poison Cloud	Automatic	Poison

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 4m

Traits: Chaotic Feature (5% chance),
Poison (see below for details on the
walktapi's Gas Cloud)

Skills: Athletics 40%, Dodge 35%,
Perception 20%, Persistence 45%,
Survival 40%, Tracking 30%

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

Gas Cloud

Type: Inhaled

Delay: 2 Combat Rounds

Potency: 56

Full Effect: -6 penalty to victim's CON

Duration: 1D10 Combat Rounds

Wasp, Giant

Though normal wasps can be trouble enough for any adventurer if they swarm in great enough numbers, they pale in comparison to these horrid creatures.

Roughly the size of a man, giant wasps live in nests hidden deep within the densest forests, in huge hives that may completely encapsulate and smother a large oak tree, though more often their nests are underground, in a series of caverns dug from the earth by the wasps. These nests may contain more than 100 individuals, though the actual number is often below that, as there simply is not enough food nearby to support such a large population. Adventurers are most likely to encounter giant wasps when the insects have inconveniently chosen to make their home in an abandoned set of crypts or catacombs the adventurers are anxious to explore.

Like their smaller cousins, giant wasps respond in force when their nest is threatened.

Giant wasps can live as long as ten years, maintaining their colonies throughout the winter. A few particularly brave souls raid these nests for larval wasps, which can be raised and trained by humans.

CHARACTERISTICS

STR	5D6	(17)
CON	3D6+6	(17)
DEX	3D6+6	(19)
SIZ	2D6+6	(13)
INT	2	(2)
POW	1D6+6	(9)
CHA	5	(5)

Giant Wasp 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
5-7	Stinger	4/5
8-9	Abdomen	4/7
10-13	Thorax	4/8
14	Left Wing	3/2
15	Right Wing	3/2
16	Right Front Leg	4/2
17	Left Front Leg	4/2
18-20	Head	4/5

Weapons

Type	Weapon skill	Damage
Bite	35%	1D6+1D2
Sting	45%	1D8+1D2+poison

Special Rules**Combat Actions:** 4**Strike Rank:** +10**Movement:** 6m, 5m when flying**Traits:** Poison (see below for details on Giant Wasp Venom), Wall Walking**Skills:** Athletics 45%, Dodge 40%, Perception 55%**Typical Armour:** Chitin (AP 4, no Skill Penalty)**Giant Wasp Venom****Type:** Ingested or smeared**Delay:** 1 Combat Round**Potency:** 62**Full Effect:** 1D3 hit point damage to location struck, applies -8 penalty to victim's CON**Duration:** 6D10 minutes**Werewolf**

Scholars are divided as to whether werewolves are humans who turn into wolves, or wolves who turn into humans – a simple question no werewolf has ever bothered to answer. Whatever the truth of the matter, a werewolf takes on the strength and senses of a wolf at the expense of intelligence.

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

The bite of a werewolf does not cause the recipient of the bite to become a werewolf, to the contrary of much popular belief.

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a *Bladesharp 3* spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the

creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the *Bladesharp* spell's damage to two. If the entire weapon is enchanted, such as with a *Fireblade* spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

The Characteristic numbers given in parentheses below represent the werewolf's Characteristics when the beast is in animal form. There are two hit location tables given for the werewolf, one for its human form, one for its wolf form.

CHARACTERISTICS

STR	3D6 (x2)	(11) (22)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2D6+6 (x0.5)	(13) (6)
POW	3D6	(11)
CHA	3D6	(11)

Werewolf (Human Form) 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
Any Close	35%	As weapon
Any Missile	25%	As weapon

Special Rules

Combat Actions: 2

Strike Rank: +12

Movement: 4m

Traits: Night Sight

Skills: Athletics 40%, Persistence 20%,
Lore (all) 30%, Resilience 35%,
Stealth 25%

Werewolf (Wolf Form) Hit Locations

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



Weapons

Type	Weapon skill	Damage
Bite	55%	1D8+1D4
Claw	60%	1D6+1D4

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 6m

Traits: Night Sight

Skills: Athletics 80%, Dodge 55%,
Resilience 40%, Perception 50%,
Stealth 55%, Survival 40%, Tracking
50%

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

Wind Child

Wind children are humanoid creatures with large, beautiful feathered wings that vary widely in colour. They are unique to Glorantha and considered one of the lesser Elder Races. They are thought to be the descendants of a mating between a human and a sylph when the world was younger and such things were possible.

Wind children are hairless, except for soft head hair, and males are always beardless. The clothing of the race is minimal, usually consisting of a fur or leather harness to carry tools and weapons. The eyesight of wind children is particularly keen, though their night vision is no better than that of a human.

Wind children thrive in open spaces and suffer under close conditions. They are acutely claustrophobic, and even flying under a tree canopy is uncomfortable to them. They far prefer to glide for long hours amongst the clouds, often doing so in solitary contemplation. Wind children can live as long as 200 years.

CHARACTERISTICS

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



Weapons

Type	Weapon skill	Damage / AP
Longspear	25%	1D10-1D2 / 2
Sling	25%	1D6-1D2

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 3m, 6m when flying

Skills: Athletics 80%, Perception 90%, Stealth 55%

Typical Armour: Tough Skin (AP 2, Wings only), no Skill Penalty

Wolf

Consummate pack hunters, wolves gather in groups ranging from a few individuals to packs as large as 50 or more. They tend to prefer mountains and forest terrain, though they can be found almost anywhere.

Wolves fight as a group. In combat, several of them will target a single enemy, raising the chances that one of them will be able to get through any defence. Larger wolves of the pack will often attempt to throw an enemy off his feet with Knockback, allowing the remainder of the pack to rush in while the enemy is prone.

Though wolves are hated by ranchers and farmers for their tendency to dine on slow and stupid (but valuable) livestock, wolves rarely attack humans.

Wind Child Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	-/5
3-4	Left Leg	-/5
5-6	Abdomen	-/6
7-9	Chest	-/7
10-12	Right Arm	-/4
13-14	Left Arm	-/4
15-16	Right Wing	2/4
17-18	Left Wing	2/4
19-20	Head	-/5

CHARACTERISTICS

STR	3D6	(10)
CON	3D6+3	(13)
DEX	3D6+3	(13)
SIZ	2D6+3	(10)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

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	2/5

Weapons

Type	Weapon skill	Damage
Bite	60%	1D8-1D2
Claw	30%	1D6-1D2

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 5m

Traits: Night Sight

Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 60%, Stealth 55%, Survival 40%, Tracking 60%

Typical Armour: Hide (AP 2, no Skill Penalty)



Wraith

Wraith

In many ways, wraiths are quite similar to ghosts. They are formed when a dying individual is gripped with frustration and hate, and are hideous undead apparitions inimical to all life. Unlike most spirits, wraiths do not possess mortals. However, they are invariably malicious and antagonistic.

HP 26

MP 26

Weapons

Type	Weapon skill	Damage
Spectral Sword	75%	1D6

Special Rules

Combat Actions: 3

Strike Rank: +30

Movement: 26m

Traits: Dark Sight, Night Sight

Skills: Dodge 80%, Lore (Spirit World) 60%, Persistence 80%, Stealth 60%

Characteristics

STR	-
CON	-
DEX	-
SIZ	-
INT	3D6+6 (16)
POW	4D6+12 (26)
CHA	4D6 (14)

Wyrm

Wyrm resemble nothing so much as snakes with wings. Utterly limbless, they have draconic heads and thick scaly armour that betrays their relationship to dragons.

Solitary hunters, it is very rare to find a group of wyrms acting in concert, though sometimes a few individuals will join together for a common purpose. Possessed of intelligence akin to that of a human, a wyrm is a patient, dangerous foe.

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate

of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's growth slows dramatically. By this point the creature is some nine metres in length. After age 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years. A wyrm may live for many hundreds of years.

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

CHARACTERISTICS

STR	11D6	(35)
CON	4D6	(16)
DEX	3D6	(10)
SIZ	10D6	(35)
INT	3D6	(10)
POW	3D6+6	(24)
CHA	3D6	(10)

Wyrm Hit Locations

D20	Hit Location	AP/HP
1-4	Tail	8/11
5-8	Abdomen	8/12
9-12	Chest	8/13
13-14	Right Wing	8/10
15-16	Left Wing	8/10
17-20	Head	8/11

Weapons

Type	Weapon skill	Damage / AP
Bite	85%	1D10+2D6 / 4
Tail	60%	1D20+2D6 / 8

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 3m, 6m when flying

Traits: Dark Sight, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Influence 60%, Persistence 70%, Resilience 70%

Typical Armour: Wyrm Scale (AP 8, no Skill Penalty)



Wyvern

A distant and less dangerous relative of the dragon, wyverns are solitary hunters the size of a horse. A wyvern has two legs, two wings, no forelimbs and a tail tipped with a lethal poison stinger, long enough to reach around the wyvern to strike an enemy in front of the creature.

CHARACTERISTICS

STR 4D6+12 (26)
 CON 2D6+12 (19)
 DEX 2D6+6 (13)
 SIZ 4D6+12 (26)
 INT 7 (7)
 POW 3D6 (10)
 CHA 6 (6)



Wyvern

Wyvern Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	5/9
4-6	Left Leg	5/9
7-8	Abdomen	5/10
9-11	Chest	5/11
12	Tail	5/9
13-14	Right Wing	5/8
15-16	Left Wing	5/8
17-20	Head	5/9

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 4m, 6m when flying

Traits: Dark Sight, Night Sight, Poison Sting (see *RuneQuest* rulebook for details on Wyvern Venom)

Skills: Athletics 60%, Resilience 70%, Survival 40%

Typical Armour: Wyvern Scale (AP 5, no Skill Penalty)

Weapons

Type	Weapon skill	Damage
Bite	55%	1D10+1D12
Sting	70%	1D6+1D12+poison

Zombie

Most undead are formed by evil priests assuming runes of Undeath, by dark spirits crossing over to animate the bodies of the dead or by the events of a traumatic death. Zombies, on the other hand, are created by foul magic which forces the soul back into a dead body and binds it to a life of helpless servitude.

Zombies have very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own. As such attempts to control a zombie's mind or influence its personality will suffer a -50% penalty. Zombies are also immune to fatigue, disease and poisons.

CHARACTERISTICS

STR	3D6+12	(22)
CON	1D6	(3)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	1D3	(2)
CHA	1D3	(2)

Zombie 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
Unarmed	50%	1D3+1D4

Special Rules

- Combat Actions:* 2
- Strike Rank:* +4
- Movement:* 2m
- Traits:* Dark Sight, Night Sight
- Skills:* Athletics 35%, Resilience 35%



GREAT BEASTS & TERRORS

This chapter of *RuneQuest Monsters* is devoted to unique and extremely rare beasts of overwhelming power. These are the great terrors of Glorantha, creatures of nigh-unstoppable might who have menaced the land in the past, and may still menace it in the present.

Games Masters will quickly see that these beasts are creatures far beyond the capabilities of most groups of Player Characters – indeed, often their power borders on that of a god, and no sword, no matter the skill behind it, can slay them.

Chaos Gaggle

The Chaos Gaggle is a name given to a particular type of Chaos gathering. Several types of Chaos monsters are typically found within close proximity to one another, though why they congregate in this manner remains an open question.

The subjugation of Chaos in Glorantha's Second Age virtually eliminated Chaos Gaggles, though rumours still circulate of these terrible creatures living and breeding in the dark places of the world such as Dorastor.

The typical Chaos Gaggle includes these types of beasts: brindithum, the chaos goat; urgan, the slime snake; zeech, the slithering whale; bastok, the chaos wyvern.

Chaos Gaggles are usually found on land, where the zeech slithers across the earth by means of its ponderous flippers. At sea the zeech does not usually submerge, and thus provides a landing platform for the brindithum, urgan and bastok. Although these are principally Gloranthan terrors, they can be used with any background.

Bastok, the Chaos Wyvern

A Chaos wyvern is significantly larger than a normal wyvern, but is most easily distinguished from the more mundane variety due to the fact that it actually has two tails and a tendency to spit one of the most caustic acids in existence at its foes.

A bastok can spit acid at its foes. This acid spit has a range of 20m and strikes one hit location.

CHARACTERISTICS

STR	40
CON	29
DEX	13
SIZ	47
INT	5 (fixed)
POW	11
CHA	1

Bastok Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	11/13
4-6	Left Leg	11/13
7-8	Abdomen	11/13
9-11	Chest	11/16
12	Right Tail	11/13
13	Left Tail	11/13
14-15	Right Wing	11/10
16-17	Left Wing	11/10
18-20	Head	11/13

Weapons

Type	Weapon skill	Damage
Bite	150%	3D10
Sting	210%	1D6+2D10+poison
Spit	100%	1D10 acid

BASTOK

Special Rules

Combat Actions: 3
Strike Rank: +9
Movement: 4m, 6m when flying
Traits: Poison (see below for details on Bastok Venom)
Skills: Athletics 75%, Resilience 75%, Survival 60%
Typical Armour: Scale (AP 11, no Skill Penalty)

Bastok Venom

Type: Ingested or smeared
Delay: 1 Combat Round
Potency: 29
Full Effect: 2D10 hit point damage to location struck
Duration: 1D10 minutes



Brindithum, the Chaos Goat

A brindithum is an immense creature that resembles a goat, but will certainly never be mistaken for a normal one. Its head is frequently clouded in a fog of noxious breath, and its wide flanks carry an assortment of garbage the goat's adhesive skin has picked up in its travels.

Each round, as a Combat Action, the goat may breathe out a cloud of vapour which surrounds the creature and moves along with it. For each breath of fumes, 5% is subtracted from all attack rolls made against the Chaos goat. A cloud of fumes remains for 10 minutes before dispersing. Aside from a foul odour and a tendency to spoil the attacks of its enemies, the Chaos goat's fumes cause no other ill effects on its foes.

Every brindithum has the following Characteristics:

CHARACTERISTICS

STR 45
 CON 27
 DEX 11
 SIZ 46
 INT 5 (fixed)
 POW 13
 CHA 1

Brindithum Hit Locations

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

Weapons

Type	Weapon skill	Damage
Head Butt	155%	1D8+2D12
Kick	115%	1D8+2D12
Trample	75%	4D12
Fumes	Automatic	Special

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 6m
Traits: Trample
Skills: Athletics 65%, Dodge 50%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 60%, Survival 60%, Tracking 50%
Typical Armour: Hide (AP 8, no Skill Penalty)

Urgan, the Slime Snake

The slime snake looks much like any other serpent, though it is unimaginably larger than most snakes. Its scales glisten with moisture, and it leaves behind a trail of silvery ooze much like that which marks the path of a slug.

Every slime snake has the following Characteristics:

CHARACTERISTICS

STR 97
 CON 80
 DEX 13
 SIZ 80
 INT 5 (fixed)
 POW 13
 CHA 1

Urgan Hit Locations

D20	Hit Location	AP/HP
1-6	Tail	10/27
7-14	Body	10/32
15-20	Head	10/27

Weapons

Type	Weapon skill	Damage
Bite	365%	1D10+3D12
Tail	250%	1D8+3D12

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 5m

Skills: Athletics 80%, Influence 60%,
 Perception 60%, Persistence 70%,
 Resilience 70%, Stealth 70%

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



Urgan

Zeech, the Slithering Whale

A zeech looks much like a large whale, though the fact that it usually travels across the land slithering on its belly is more than enough to give its true nature away. The slithering whale is surrounded at all times by a riot of tiny sparks, each carrying a tiny discharge of Chaos.

Every creature within 50 metres of the slithering whale is inevitably struck every round by one or more of these sparks, and must roll on the following table every round to determine their effects.

2D6 Roll	Result
2	Nothing
3	Slow
4	Befuddle
5	Demoralise
6	Disruption
7	Frostbite
8	Fanaticism
9	Dullblade on random weapon
10	Dragon Breath
11	Firearrow
12	Re-roll twice

Each spell that affects the target does so with a Magnitude of 1D20.

Each round a creature is struck by a Chaos spark, it must make Resilience test against Persistence 50% or gain the Chaotic Aura trait. Once the character has gained a Chaotic Aura (or if it already had it), the character must then make a further Resilience test every time it is struck by a Chaos spark or gain a Chaos Feature (see page 10).

Every slithering whale has the following Characteristics:

CHARACTERISTICS

STR	100
CON	50
DEX	10
SIZ	114
INT	5 (fixed)
POW	14
CHA	1

Zeech Hit Locations

D20	Hit Location	AP/HP
1-3	Tail	22/28
4-8	Hindbody	22/33
9-13	Forebody	22/33
14	Right Fin	22/21
15	Left Fin	22/21
16-20	Head	22/28



Weapons

Type	Weapon skill	Damage
Ram	180%	1D6+12D10
Bite	120%	6D10
Tail Slap	85%	1D6+12D10

Special Rules

Combat Actions: 2

Strike Rank: +7

Movement: 4m, 6m when swimming

Skills: Athletics 60%, Perception 55%

Typical Armour: Hide (AP 22, no Skill Penalty)

The Crimson Bat

The Crimson Bat is an awesome demon of Chaos bound to the service of the Red Goddess on Glorantha. There is only one of these beasts in existence.

The Crimson Bat has a wingspan of 90 metres, and weighs approximately 1,000 metric tons. It is some 20 metres in length.

The Crimson Bat is creature of utter chaos and destruction, one that has spawned its own cult of worshippers and easily brushed aside every attempt to destroy it. Where it flies, horror follows.

The Crimson Bat's Magic Points are ever-fluctuating. It has Magic Points equal to the number of Magic Points it consumed on its last feeding day, plus the number of Magic Points donated by its initiates and priests since that time. On any given day, the Crimson Bat has approximately 2,500 Magic Points at its disposal.

The Crimson Bat's breath cloud attack has a range of 750 metres and blankets an area 50 metres across. Damage is applied against every hit location of every creature inside the cloud. The Crimson Bat may use this attack at the beginning of every round.

CRIMSON BAT



CHARACTERISTICS

STR 340
 CON 1,200
 DEX 20
 SIZ 204
 INT 13
 POW 50
 CHA 13

Crimson Bat Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	85/176
3-4	Left Leg	85/176
5-6	Abdomen	85/281
7-11	Chest	85/281
12-14	Right Wing	85/234
15-17	Left Wing	85/234
18-20	Head	85/234

Weapons

Type	Weapon skill	Damage
Breath Cloud	Automatic	3D6 acid cloud
Tongue	250%	10D12+40 acid
Bite	100%	15D12+50 acid

Special Rules

Combat Actions: 3

Strike Rank: +16

Movement: 10m flying

Skills: Athletics 120%, Influence 150%,
 Lore (all) 100%, Perception 200%,
 Persistence 180%, Resilience 120%

Typical Armour: Hide (AP 85, no Skill Penalty)

The Crimson Bat's Ticks

The body of the Crimson Bat hosts 3D6 giant Chaotic ticks. Anyone climbing aboard, who is not an Initiate of the Bat, will be attacked. These ticks have only one hit location.

Giant Chaotic Tick

CHARACTERISTICS

STR 5
 CON 56
 DEX 15
 SIZ 4
 INT 1
 POW 20
 CHA 1

Giant Chaotic Tick Hit Locations

D20	Hit Location	AP/HP
1-20	Body	12/30

Weapons

Type	Weapon skill	Damage
Bite	80%	1D8-1D6

Special Rules

Combat Actions: 3

Strike Rank: +8

Movement: 5m

Typical Armour: Shell (AP 12, no Skill Penalty)

The Mother of Monsters

Few monsters in Glorantha are as awesome as the Mother of Monsters, a near-mindless engine of destruction that wanders the coasts of the Maslo Sea in eastern Pamaltela. Blindly consuming everything in her path, this horrible creature lays a handful of eggs every day, which hatch 24 hours later to release adult Chaos creatures that wreak havoc on the area while the Mother herself continues on her mindless path.

The Mother of Monsters is about 100 metres in height, with an ovoid body and squat pillar-like legs. The beast's mouth resembles that of a shark, and is capable of scooping up prey from the ground with great efficiency. It has no recognisably distinct head.

The Mother of Monsters may use every one of its attacks every round, on the listed Strike Rank.

CHARACTERISTICS

STR 1,703
 CON 3,833
 DEX 6
 SIZ 2,555
 INT 2 (fixed)
 POW 2,500
 CHA 1

Mother of Monsters Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	530/1,065
3-4	Left Hind Leg	530/1,065
5-6	Hind Body	530/1,278
7-11	Right Front Leg	530/1,065
12-14	Left Front Leg	530/1,065
15-17	Forebody	530/1,278

Weapons

Type	Weapon skill	Damage
Stomp (x 4)	Automatic	18D12
Gulp	Automatic	Special



Special Rules

Combat Actions: 1 (see above)

Strike Rank: +4

Movement: 8m

Skills: Perception 40%

Typical Armour: Hide (AP 530, no Skill Penalty)

Each stomp of the creature's massive legs covers an area with a radius of ten metres.

When the creature uses her Bite attack, she simply sweeps up an area in front of her, roughly 70m wide and 30m long.

Perhaps the most terrible aspect of the Mother of Monsters is her brood. Every day, the beast lays 1D6 eggs. If the eggs are covered with water, the hatchlings become swimmers. If they are damp, they become hoppers. If they are dry, they become flyers. Each offspring will have individual Characteristics, but each conforms to its hatchling type, as detailed below.

Flyer: A flyer is a wurm (see page 150) with a fixed INT of 2 and a SIZ of 10D6. It possesses 1D6 Chaotic Features.

Hopper: A hopper is a cliff toad (see page 136) SIZ 10D6, with 1D6 Chaotic Features.

Swimmer: A swimmer is a plesiosaur (see page 35) with 1D6 Chaotic Features.

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RuneQuest

Monsters

RuneQuest Monsters is an invaluable resource for any RuneQuest game, containing listings for over 150 monsters. Within these pages is a host of creatures to populate any RuneQuest setting. They range from the ordinary and familiar, creatures of the natural world such as bears and snakes, to the fantastic and alien, creatures born of chaos, magic and the spirit world.

RuneQuest Monsters also provides information on how to create a full-fledged character using the various sentient races found within the book and there are also rules for crafting armour from the hide of your foes.

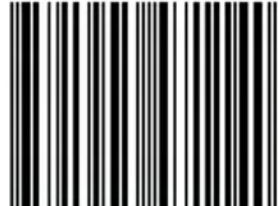
Should you choose to enter beware. If you dare to face any of the beasts inside make sure you have your wits about you, as cold steel and powerful magic may not always be enough to tip the balance in your favour...



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