

Elric of Melnibone Expansion

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Item Quality

Any item of exceptional quality must usually be specially ordered and finding a craftsman capable of producing a truly Exceptional items come in five separate levels of quality, ranging from those that are merely above average (greater) to those which can only be created by the very finest craftsmen the world has ever known (heroic). Obviously, the higher the quality of the item, the greater the benefit it bestows upon its user.

Greater

A craftsman attempting to create a greater item uses the crafting rules. However, he must halve his Craft skill (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by one (to 01 to 04).

Exquisite

A craftsman attempting to create an exquisite item uses the crafting rules. However, he must halve his Craft skill *twice* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by two (to 01 to 03).

Marvelous

In order to craft a marvelous item, a craftsman must be a master of his art. The craftsman attempting to create a marvelous item uses the crafting rules. However, he must halve his Craft skill *three times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by three (to 01 to 02).

Surpassing

A craftsman attempting to create a surpassing item uses the crafting rules. He must halve his Craft skill *four times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by four (only a roll of 01 results in an automatic success).

Heroic

A craftsman attempting to create a surpassing item uses the crafting rules detailed on page XX. However, he must halve his Craft skill *five times* (after all other modifiers are applied) when making the skill test. He has no chance of an automatic success.

Time to Create: This column lists the amount of time required to craft an item of the corresponding level of quality. Note that the attempt will take this long, regardless of the success of the final Craft test. Creating exceptional items is a long, painstaking process. The base time to create is considered to be the base item's cost divided by five in hours. Thus, a war sword, which requires 35 hours to create without making it exceptional, would require 70 hours to craft a greater version, 175 hours to craft an exquisite version, 350 hours to craft a marvelous version, 875 hours to craft a surpassing version and 1,750 hours to craft a Heroic version. Unlike the creation of 'normal' quality items, the craftsman cannot speed up this process.

Base Cost: This is the minimum cost for the exceptional item.

Weapon / Armour Effects: The number of effects the craftsman may choose to impart into the weapon or armour.

Skill Item Effects: The bonus granted to the appropriate skill by the item.

| ITEM QUALITY | | | | |
|---------------|----------------|--------------------|-------------------------|--------------------|
| Quality Level | Time to Create | Base Purchase Cost | Weapon / Armour Effects | Skill Item Effects |
| Normal | x1 | As item | — | — |
| Greater | x2 | Item cost x 2 | 1 | +5% |
| Exquisite | x5 | Item cost x 5 | 2 | +10% |
| Marvellous | x10 | Item cost x 10 | 3 | +15% |
| Surpassing | x25 | Item cost x 50 | 4 | +20% |
| Heroic | x50 | Item cost x 100 | 5 | +25% |

Exceptional Item Effects

An exceptional item can have one or more special effects crafted into it, depending upon the item's level of quality.

Exceptional Weapons and Armour

Beneath the name of each effect it is indicated whether the effect applies to armour, weapons or both. Each effect also has a 'Minimum Craftsmanship', indicating what level of quality the item must be in

order to have this effect. For instance, a weapon must be of at least marvelous quality in order to have Baleful as an effect. Lastly, each effect is listed as either stackable (meaning it can be picked multiple times and its effects stack) or unique (in which case it can only be selected for a particular weapon or armour once). A heavy mace with two levels of the Crushing effect, for example, gains a +2 bonus to damage.

Unless specifically stated otherwise, different effects may be combined on the same item, so long as it is of sufficient craftsmanship to handle them all.

Baleful

Weapon Effect, Minimum Craftsmanship: Marvellous, Unique

A Baleful weapon is cunningly and lethally crafted. It provides the user with no bonuses to his attack but it does increase the weapon's damage dice by one increment. Thus, a Baleful great sword or longbow would deal 2d10 damage and a Baleful war sword would deal 1d10 damage.

Bastion

Armour Effect, Minimum Craftsmanship: Exquisite, Unique

Armour with this effect is designed specifically to minimize weak points. An opponent attempting a precise attack to bypass Bastion armour attacks at -80%, rather than -40%. Bastion may not be combined with the Nimble effect.

Bulwark

Armour Effect, Minimum Craftsmanship: Greater, Stackable (twice)

Armour created as a Bulwark is exceptionally tough. It gains +1 AP in every hit location.

Crushing

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a bludgeoning weapon, Crushing increases the weapon's damage by +1 point.

Enduring

Armour and Weapon Effect, Minimum Craftsmanship: Greater, Stackable (four times)

Enduring armour and weapons are made to stand up to extra punishment. It gains +2 HP (or +2 HP per hit location in the case of armour).

Keen

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a piercing or slashing weapon, Keen increases the weapon's damage by +1 point.

Light

Armour Effect, Minimum Craftsmanship: Greater, Stackable (three times)

This reduces its ENC by one point (or one point per hit location in the case of armour). ENC cannot be reduced below zero in this manner. Weapons also have their STR requirement reduced by one (thus a greater war sword with one Light effect would require only STR 8 to use without penalty).

Nimble

Armour Effect, Minimum Craftsmanship: Exquisite, Stackable (three times)

Designed for comfort and ease of movement, the Nimble effect reduces its armour's skill penalty by 1% per hit location. Skill penalties cannot be reduced below 0%. Nimble may not be combined with the Bastion effect.

Parrying

Weapon Effect, Minimum Craftsmanship: Marvelous, Stackable (three times)

A weapon with this effect is designed to make parrying easier for the wielder. It provides the user with no bonuses to his attack but it does increase the AP of the weapon by +1. This bonus is only applicable for the purposes of parrying.

Penetrating

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (twice)

A Penetrating weapon is made to bypass an opponent's defences, either through overwhelming power or amazing speed (depending upon the type of weapon). Opponents suffer a -10% penalty on parry tests to parry this weapon.

Swift

Weapon Effect, Minimum Craftsmanship: Marvelous, Stackable (twice)

A Swift weapon is perfectly balanced and designed to easily change direction and speed. This makes it incredibly hard to dodge. Opponents suffer a -10% penalty on dodge tests to dodge this weapon.

Warrior's

Weapon Effect, Minimum Craftsmanship: Exquisite, Stackable (four)

A Warrior's weapon is designed to aid the wielder do his job. Specifically, it grants a +5% bonus to all relevant Weapon skill tests when used. Thus a Warrior's battleaxe provides a +5% bonus to the wielder's 1H Axe or 2H Axe score, depending on how the wielder is using the weapon.

A Cabinet of Poisons

Below is a range of poisons found throughout the Young Kingdoms;

Adder Venom
Arsenikon
Assassins Blade Venom
Asserakon Grass
Belladonna
Cyanide
Dorel Black Serpent Venom
Dragon Venom
Feldas Leaves
Garbleweed
Melnibonean Cobra Venom
Milkspider Venom
Mushrooms
Noidel Berries
Scorpion Sting
Spider Bite
Strychnine
Viper Venom
Wine of Bakshaan

Poison: Adder Venom

This is an extremely toxic venom which causes swelling, sweating, violent spasms and paralysis in its victims. If left untreated it can cause death due to the lungs shutting down, in as little as 6 hours.

Type: Injected

Delay: D4x15 Minutes

Potency: 50

Effect: The victim suffers from sweating and violent spasms resulting in a -10% penalty on all actions. Every full 6 hours the victim must make a Resilience test or die from exposure to the venom.

Duration: 6xD8 Hours

Cost: 150

Poison: Arsenikon

A white, tasteless and odorless powder, this potent poison causes the victim to suffer from horrendous pain, violent cramps, vomiting and violent diarrhea for as long as a day before dying due to massive organ failure. Symptoms of arsenic poison start with mild headaches and lightheadedness before progressing

Type: Ingested

Delay: 1 Hour

Potency: 80

Effect: The victim loses 1 CON every hour until treated using high doses of ingested water & garlic, or dead. The searing pain and violent cramps caused by the poison mean the character is at -15% to all actions until the poison is cured or ceases to have effect.

Duration: 4D6 Hours

Cost: 240

Poison: Assassins Blade Venom

This venom, also known as pepperpaste sap, causes a wound to fester and cause excruciating pain.

Type: Injected

Delay: 1d3 Rounds

Potency: 50

Effect: 1D6 damage to the injured location. Excruciating pain makes all actions hard (-40%) for 1d6 rounds after the effects begin.

Duration: 1D6 Rounds

Cost: 150

Poison: Asserakon Grass

Another cheap and easy to obtain herb, aserakkon grass grows in the low slopes of the Sighing Desert, near the border of Ilmiora, and is notable for its ability to counter the effects of Feldas Leaves, and to bring the subjects of a non-magical slumber to full wakefulness quickly. Aserakkon grass smoke has a clear, sweet and flowery smell.

Type: Inhaled

Delay: 1 Combat Round

Potency: 60

Effect: The character is brought to full wakefulness immediately.

Duration: N/A

Cost: 50

Poison: Belladonna

Commonly known as deadly nightshade, this poison is produced in the leaves and berries of the atropa plant, and is extremely toxic as well as hallucinogenic. The common names for belladonna include: banewort, devil's cherries, naughty man's cherries, divale, black cherry, devil's herb, great morel, and dwayberry. Belladonna is one of the most toxic plants found in the Young Kingdoms. The berries can cause death by consuming as little as three of them, and have a distinctively sweet taste. If handled incorrectly the leaves/berries can cause painful pus filled blisters. The juices of belladonna berries and leaves can be ground down and smeared on weapons. Symptoms of belladonna poisoning include dilated pupils, a rapid heartbeat, impaired vision, a loss of balance, a red rash, an extremely dry throat, confusion, hallucinations and convulsions. If not treated death will usually occur due to a shutdown of the characters circulatory and respiratory systems.

Type: Ingested or Injected

Delay: 2 Hours

Potency: 80

Effect: The character takes a -15% penalty on all actions due to convulsions, a loss of balance and general confusion. The character suffers a further -15% on all perception based tests due to blurred vision, as well as losing 1 combat action per round. The victim also suffers 1 point of CON damage every hour until treated, dead, or the effects of the belladonna wear off.

Duration: 2d12x2 Hours

Cost: 240

Poison: Cyanide

Cyanide is a white powder with a bitter, almond like odor. Cyanide is produced by many bacteria, fungi and algae, and when ingested death can occur in minutes. Ingesting or Inhaling a high concentration of cyanide causes a coma with seizures, apnea and heart failure, with death following in a matter of minutes. At lower doses, loss of consciousness may be preceded by general weakness, giddiness, headaches, vertigo, confusion, and perceived difficulty in breathing. At the first stages of unconsciousness, breathing is often sufficient or even rapid, although the state of the victim progresses towards a deep coma, followed thereafter by death. A victim's skin turns pink when they have been subjected to cyanide poisoning.

Type: Ingested or Inhaled

Delay: D6 Combat Rounds

Potency: 100

Effect: The victim suffers D3 points of CON every minute, until treated or dead, and must make a Resilience test every minute or fall unconscious. The victim suffers a -20% on all tests from the poison takes effect, and loses 1 of his Combat Actions every round due to strained breathing and general confusion. Cyanide poisoning can be cured by ingesting large quantities of sugar or honey.

Duration: 15 Minutes

Cost: 300

Poison: Dorel Black Serpent Venom

The most lethal snake of the young kingdoms, its venom is almost invariably fatal.

Type: Injected

Delay: 1 Combat Round

Potency: 70

Effect: 1 hit point damage to all locations every minute.

Duration: 6D10 minutes

Cost: 240

Poison: Dragon Venom

Drawn and harvested from the majestic Dragons of Melnibone, this venom causes excruciating pain and powerful hallucinations in its victims. Allowed to cool and harden, dragon venom can act as a restorative to those who know how to use it.

Type: Injected or Ingested

Delay: D12 Combat Rounds

Potency: 100

Effect: The victim suffers from excruciating pain causing d3 hit points of damage to the head and chest every minute. On top of this the victim experiences maddening hallucinations and make take no further actions at all, including reactions, until the effects of the venom wear off.

Duration: D5 Minutes

Cost: 500

Poison: Feldas Leaves

Typically used by slavers or those who would keep their captives in a drug induced sleep, these herbs are dried and burned near the desired victim, who will have a drugged, hallucination filled sleep. The smoke of feldas leaves is easily countered by asserakon grass (see above). Victims usually wake up quickly when this smoke clears. Feldas tress are found in the Forest of Troos, but grow on the outskirts, making the leaves easy and safe to gather. The leaves can be soaked in wines or other alcohol, dried and burned, to add an intoxicating sensation to their sleep inducing properties. This herb has an acrid smell and leaves a bitter residue in the throat and a lingering ache in the sinuses. It is not traditionally used for recreational purposes.

Type: Inhaled

Delay: D6 Combat Rounds

Potency: 75

Effect: The victim falls unconscious for d10 hours or until given the antidote.

Duration: N/A

Cost: 100

Poison: Garbleweed

Also known as the wacky weed of wonder, garbleweed is a recreational drug found throughout the Young Kingdoms. It users are said to experience powerful hallucinations and visions, some even falling into a deep slumber where they are said to wander the million spheres.

Type: Inhaled

Delay: 1 Minute

Potency: 75

Effect: The character suffers -2 on his SR until the garbleweed wears off, and must test against his Resilience as soon as the drug takes effect. If he fails this roll he falls into a deep slumber for the duration of the drugs effect, and can only be raised using asserakon grass (see above). Whilst under the influence of garbleweed the victim suffers a -15% on all Intelligence based or derived tests.

Duration: D3 Hours

Cost: 10

Poison: Melnibonean Cobra Venom

This cobra bite causes horrific hallucinations, sometime ending in madness.

Type: Injected or Smearred

Delay: 1 Combat Round

Potency: 55

Effect: -1 penalty to victims INT, every 5 minutes. At zero the victim goes insane.

Duration: 6D10 minutes

Cost: 165

Poison: Milkspider Venom

This rather potent poison is produced by the milkspider, and is known to cause the respiratory system to shut down as well as total paralysis.

Type: Injected

Delay: 1D6 Rounds

Potency: 60

Effect: 1D8 Damage to Chest location. Total Paralysis for the duration.

Duration: 1D6 Hours

Cost: 180

Poison: Mushrooms

Also known as death caps, poison mushrooms, if ingested can cause stomach upsets, vomiting, hallucinations, jaundice, dizziness, blurred vision and even organ failure. If treated promptly death can usually be avoided.

Type: Ingested

Delay: 1D6 Hours

Potency: 75

Effect: The victim takes -15% on all actions for the duration, and will take 1 point of CON damage every hour until dead or the mushrooms cease to take effect.

Duration: 2d12 Hours

Cost: 225

Poison: Noidel Berries

The noidel plant is a bushy plant that is unique to Melnibone, which only grows on the Plain of Imrryr near the shore. It bears dark blue, poisonous berries that cause blindness, madness and eventually death.

Type: Ingested

Delay: 1 Hour

Potency: 75

Effect: These berries render the victim blind for the duration and he must make a Resilience test at the end of this period or be driven mad. At the end of every hour he must also make a CONx5 Roll or die due to heart failure.

Duration: D2 Hours

Cost: 450

Poison: Scorpion Sting

This venom is commonly smeared on weapon tips, and causes intense pain and weakness as well as internal haemorrhaging. Initial symptoms of scorpion poisoning include sweating, restlessness, twitching and increased saliva production. This poison, if left untreated, will filter its way through the body causing the lungs and heart to fail, resulting in death within a day or two of ingestion.

Type: Injected

Delay: 1 Hour

Potency: 45

Effect: The intense pain caused by the venom means the character will suffer a -10% penalty on all actions for the duration. Every 12 hours the character must pass a Resilience test or become one step more fatigued. At the end of each day the victim must also pass a CONx5 Roll or die due to heart and lung failure.

Duration: D2 Days

Cost: 135

Poison: Spider Bite

This common spider bite venom causes a victim to suffer from chills, intense sweating and nausea, as well as causing intense pain at the point of injection.

Type: Injected

Delay: 1 Hour

Potency: 40

Effect: The character suffers from bouts of nausea, taking a -10% penalty on all actions for the duration, and he also counts as being winded (*this accounts for the -10% penalty*). The location hit by the poison also takes d3 additional points of damage.

Duration: 1D6 Hours

Cost: 120

Poison: Strychnine

This poison is a colorless crystalline substance which causes muscular convulsions and eventually death through asphyxiation or sheer exhaustion. The poison is produced from the crushed seeds of the nux vomica tree in the Forest of Troos, and is one of the bitterest substances in the Young Kingdoms. Ten to twenty minutes after exposure, the body's muscles begin to spasm, starting with the head and neck. The spasms then spread to every muscle in the body, with nearly continuous convulsions, and get worse at the slightest stimulus. The convulsions progress, increasing in intensity and frequency until the backbone arches continually and death comes from either asphyxiation or the strain of the convulsions. The subject will usually die within 2–3 hours of exposure. At the point of death, the body "freezes" immediately, even in the middle of a convulsion. Feldas leaves counter the effects of strychnine or by administering a substance called tanners acid, which is used by woodcarvers and carpenters.

Type: Ingested or Inhaled

Delay: D2x10 Minutes

Potency: 100

Effect: The victim suffers from muscular spasms causing a -20% on all actions and must pass a Resilience test or progress one level of fatigue every 20 minutes. If the victim reaches debilitated he must make an unmodified Resilience roll or die, and continue to make this roll at the end of every 20 minutes until healed or dead.

Duration: D3+1 Hours

Cost: 300

Poison: Viper Venom

This poisonous and potent viper venom causes the victim to go into convulsions and die from respiratory failure within the hour.

Type: Injected

Delay: D6 Combat Rounds

Potency: 80

Effect: The character suffers 1 hit point of damage to all locations every 5 minutes.

Duration: 6D10 Minutes

Cost: 210

Poison: Wine of Bakshaan

This forbidden drink, also known as arveed wine, is yellow in colour and tastes much like ordinary wine, drives the imbiber mad, and is consumed by those wishing to dream of different and less tangible worlds, or by poisoners attempting to drive their victims insane, turning them into no more than mewling idiots.

Type: Ingested

Delay: d2 Hours

Potency: No Potency

Effect: If a victim consumes 1 dose of the Wine of Bakshaan he must pass a POWx5 roll at the onset of its effects, or suffer from madness. For each additional dose consumed the POW roll is multiplied by one less each time, e.g. 2 doses would be a POWx4 Roll or suffer from madness, to a minimum of POWx1 chance of madness. In addition the character suffers from maddening hallucinations for the duration of the wines effect, taking a -20% on all INT based tests on failed Resilience roll. If this roll is passed the victim gains a +15% bonus to his Perception skill for the duration. Melniboneans only need to test for madness after every two doses consumed, and are only ever driven mad on a fumble on the POW roll.

Duration: d2 Hours per dose e.g. 3 doses = 3xd2 hours.

Cost: 100xd6 per decanter

Antidotes

Anti-dotes can be purchased to counter the effects of certain poisons & venoms. Below is a list of antidotes for various poisons, and how much it costs for one vial/dose of that antidote, plus how long it takes before the antidote begins to take effect. It should also be noted that anti-venoms are specific to the poison they are used to treat, so for example a dose of adder anti-venom will be useless to combat the effects of Milkspider venom etc:

| <u>Poison</u> | <u>Antidote</u> | <u>Effect</u> | <u>Cost per Vial/Dose</u> |
|---------------------------|---------------------------|------------------|---------------------------|
| Adder Venom | Anti-venom | D3 Hours | 200 |
| Arsenikon | Succimer Liquid | D3 Hours | 290 |
| Assassins Blade Venom | - | - | - |
| Asserakon Grass | - | - | - |
| Belladonna | Calabar Bean Juice | D6 Hours | 290 |
| Cyanide | Madeira Wine/Cobalt Salt | D3 Minutes | 290 |
| Dorel Black Serpent Venom | Anti-venom | 2d6 Minutes | 290 |
| Dragon Venom | - | - | - |
| Feldas Leaves | Asserakon Grass | See Above | See Above |
| Garbleweed | - | - | - |
| Melnibonean Cobra Venom | Anti-venom | 5D10 Minutes | 215 |
| Milkspider Venom | Anti-venom | 6D10 Minutes | 230 |
| Mushrooms | Charcoal Anti-Toxin | D3 Hours | 275 |
| Noidel Berries | No Known Cure | - | - |
| Scorpion Sting | Anti-Venom | 2D12 Hours | 185 |
| Spider Bite | Anti-Venom | D3 Hours | 170 |
| Strychnine | Feldas Leaves/Tannic Acid | * Special/1 Hour | 350 |
| Viper Venom | Anti-venom | 5d6 Minutes | 260 |
| Wine of Bakshaan | - | - | - |

* *Special* – Feldas Leaves do not fully counter the effects of strychnine but instead stops the victim from becoming fatigued whilst under its effects, therefore delaying the onset of the poisons full effects until a proper treatment can be administered.

Jewels, Gemstones & their Worth

Perhaps stirred free during the war of the elements, gemstones are found in every land. Only Melinbones slaves reliably cut and facet transparent stones; Young Kingdoms jewellers must content themselves with polishing natural stones and then mounting them to best effect. Among buyers favourite stones are:

- Agates
- Chalcedony
- Diamonds
- Emeralds
- Golden Otredos
- Jade
- Lapis Lazuli
- Mios
- Onyx
- Opals
- Peryx
- Rubies
- Sapphires
- Topazes
- Turquoise

No one stone is thought of as better or more wonderful, as we now think of diamonds. For game purposes, gemstones are evaluated by their relative size, beauty and colour. Use the below table to determine a gemstones worth.

| Nominal Value of Gemstones (bronzes) | | | |
|---|-------------|----------|-----------|
| Size | Indifferent | Good | Fair |
| Small | D10 | D10x5 | D10x20 |
| Medium | D10x2 | D10 x20 | D10 x100 |
| Large | D10x5 | D10 x100 | D10 x1000 |

Thus a medium stone of good quality is worth between 20 and 200 Bronzes. If a stones rolled value is relatively low, it looked to be rare but proves to be an agate or large quartz crystal, or else the stone is cracked or unpleasantly shaped. If the stones value is high but not the highest, the gem is an excellent example, flawed in only some small way. Gamesmasters can adjust this table as they see fit.

Below is given sample prices for some pieces of Young Kingdoms Jewellery;

| | |
|----------------------------------|--------|
| antique silver torque | 225 |
| gold ring set with fine gemstone | 500 |
| new emerald & silver brooch | 275 |
| 3-starnd polished agate necklace | 25 |
| gold amulet worthy of a king | 1,650 |
| small nanorian | 12,225 |
| melnibonean gold wheel | 33,335 |

Note on Currency

1 gold = 10 silver = 100 bronze

1 silver = 10 bronze

½ Bronze = farthing

¼ Bronze = penny or groat (many merchants refuse to accept these and courts usually limit the amount of debt that can be paid back in groats. 'Not worth a groat' is a common oath in the Young Kingdoms)

Gold and silver coins do exist but bad management, piracy and wastrel princes cause people to hoard their gold and silver coins, and circulation of them is rare. A silver coin is worth 10 bronze, and a gold coin has a worth of 100 bronze.

Creatures of the Young Kingdoms

Creature Descriptions

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 Strike Rank, attacks and damage.

Special Rules: Skills, Combat Actions, Strike Rank modifier, Movement, Traits, typical armour and special rules are noted here. The skills are the basic skills for the creature type - individual creatures may well possess enhanced scores or additional skills.

Bear, Brown

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

| 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 |

| Weapon | Skill | Damage |
|--------|-------|----------|
| Bite | 60% | 1D8+1D10 |
| Claw | 50% | 1D6+1D10 |

CA: 2
SR: +7
Move: 6m

Skills: Athletics 25%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Tracking 25%

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

Boar

STR 3D6+6 (16) INT 5 (5)
CON 2D6+9 (16) POW 3D6 (10)
DEX 3D6 (10) CHA 5 (5)
SIZ 2D6+3 (10)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|---------|
| Tusk | 45% | 1D6+1D2 |

CA: 2
SR: +7
Move: 4m

Skills: Athletics 25%, Dodge 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 50%, Tracking 25%

Armour: Hide (AP 2, no Skill Penalty)

Cattle

STR 4D6+6 (20) INT 4 (4)
CON 2D6+9 (16) POW 2D6 (7)
DEX 2D6 (7) CHA 4 (4)
SIZ 2D6+9 (16)

| 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 |

| Weapon | Skill | Damage |
|---------|-------|---------|
| Charge | 40% | 1D8+1D4 |
| Trample | 55% | 1D8+2D4 |

CA: 2
SR: +5
Move: 5m
Traits: Trample

Skills: Athletics 55%, Perception 30% Resilience 50%,
Survival 20%

Armour: Hide (AP 2, no Skill Penalty)

Dog

STR 1D6+1 (4) INT 5 (5)
CON 3D6 (10) POW 1D6+6 (9)
DEX 2D6+6 (13) CHA 5 (5)
SIZ 1D6 (3)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|---------|
| Bite | 40% | 1D6-1D6 |

CA: 3
SR: +9
Move: 6m
Traits: Night Sight

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

Armour: Hide (AP 1, no Skill Penalty)

Deer

STR 2D6+6 (13) INT 4 (4)
CON 3D6 (10) POW 2D6 (7)
DEX 3D6+6 (16) CHA 4 (4)
SIZ 3D6+12 (22)

| 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 |

| Weapon | Skill | Damage |
|-----------|-------|--------|
| Head Butt | 35% | 2D6 |

CA: 3
SR: +10
Move: 6m

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

Armour: Hide (AP 1, no Skill Penalty)

Horse

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

| 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 |

| Weapon | Skill | Damage |
|--------|-------|----------|
| Kick | 40% | 1D6+1D10 |

CA: 2
SR: +7
Move: 6m

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

Armour: Hide (AP 2, no Skill Penalty)

Lion

STR 3D6+12 (22) INT 5 (5)
CON 3D6 (10) POW 3D6 (10)
DEX 3D6+6 (16) CHA 5 (5)
SIZ 2D6+12 (19)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|---------|
| Bite | 60% | 2D8 |
| Claw | 60% | 1D6+1D8 |

CA: 3
SR: +10
Move: 6m
Traits: Night Sight

Skills: Athletics 70%, Dodge 45%, Resilience 40%,
Perception 55%, Stealth 50%, Survival 40%

Armour: Hide (AP 2, no Skill Penalty)

Rhinoceros

STR 2D6+21 (28) INT 3 (3)
CON 3D6 (10) POW 3D6 (10)
DEX 2D6 (7) CHA 3 (3)
SIZ 2D6+21 (40)

| 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 |

| Weapon | Skill | Damage |
|---------|-------|----------|
| Bite | 25% | 1D6+1D12 |
| Gore | 50% | 1D8+1D12 |
| Trample | 75% | 2D12 |

CA: 2
SR: +5
Move: 5m
Traits: Trample

Skills: Athletics 30% Perception 45%, Resilience 55%

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

Panther

STR 3D6+6 (16) INT 5 (5)
CON 3D6 (10) POW 3D6 (10)
DEX 2D6+12 (19) CHA 5 (5)
SIZ 2D6+9 (16)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|----------|
| Bite | 40% | 1D10+1D4 |
| Claw | 60% | 1D6+1D4 |

CA: 4
SR: +12
Move: 6m

Skills: Athletics 60%, Dodge 45%, Resilience 40%,
Perception 70%, Stealth 90%, Survival 45%

Armour: Hide (AP 1, no Skill Penalty)

Medium Shark

STR 3D6+12 (22) INT 2 (2)
CON 2D6+9 (16) POW 3D6 (10)
DEX 2D6+3 (10) CHA 3 (3)
SIZ 3D6+12 (22)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|--------|
| Bite | 70% | 2D10 |

CA: 2
SR: +6
Move: 7m
Traits: Excellent Swimmer

Skills: Perception (scent) 80%, Stealth 50%

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

Large Shark

STR 6D6+24 (45) INT 2 (2)
 CON 4D6+18 (32) POW 4D6 (14)
 DEX 2D6+3 (10) CHA 3 (3)
 SIZ 6D6+24 (45)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|--------|
| Bite | 75% | 3D10 |

CA: 2
 SR: +6
 Move: 8m
 Traits: Excellent Swimmer

Skills: Perception (scent) 85%, Stealth 50%

Armour: Tough Skin (AP 6, no Skill Penalty)

Tiger

STR 5D6+12 (29) INT 5 (5)
 CON 3D6+3 (13) POW 2D6+6 (13)
 DEX 3D6+6 (16) CHA 5 (5)
 SIZ 5D6+12 (29)

| 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 |

| Weapon | Skill | Damage |
|--------|-------|-----------|
| Claw | 65% | 1D8+1D12 |
| Bite | 55% | 1D10+1D12 |

CA: 3
 SR: +11
 Move: 6m

Skills: Athletics 70%, Dodge 40%, Resilience 40%,
 Perception 60%, Stealth 80%, Survival 40%

Armour: Hide (AP 2, no Skill Penalty)

Snakes

Python

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 Elric 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.

STR 3D6+24 (34) INT 3 (3)
 CON 3D6 (10) POW 2D6+6 (13)
 DEX 2D6+6 (13) CHA 3 (3)
 SIZ 3D6 (10)

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

| Weapon | Skill | Damage |
|-----------|-------|---------|
| Bite | 60% | 1D4+1D8 |
| Constrict | 45% | 2D8 |

CA: 3
 SR: +8
 Move: 3m
 Traits: Excellent Swimmer

Skills: Athletics 85%, Dodge 65%, Stealth 75%

Armour: Scales (AP 2, no Skill Penalty)

Viper

STR 2D6+6 (34) INT 3 (3)
 CON 2D6 (7) POW 2D6+6 (13)
 DEX 3D6+18 (28) CHA 3 (3)
 SIZ 2D6 (7)

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

| Weapon | Skill | Damage |
|--------|-------|----------------|
| Bite | 60% | 1D2-1D2+poison |

CA: 4
 SR: +15
 Move: 4m
 Traits: Excellent Swimmer, Poison (bite, see above for details on Viper Venom)

Skills: Athletics 35%, Dodge 75%, Stealth 95%

Wolf

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

| 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 |

| Weapon | Skill | Damage |
|--------|-------|---------|
| Bite | 60% | 1D8-1D2 |
| Claw | 30% | 1D6-1D2 |

CA: 3
SR: +9
Move: 5m
Traits: Night Sight

Skills: Athletics 80%, Dodge 55%, Resilience 40%,
Perception 60%, Stealth 55%, Survival 40%,
Tracking 60%

Armour: Hide (AP 2, no Skill Penalty)

Creature Traits

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.

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.

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.

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.

