



RuneQuest Monsters SR0

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Foreword

This is the RuneQuest-Monsters SRD published under the Open Game License by Mongoose Publishing (date 11/08/2006). The original Monsters SRD can be found on www.mongoosepublishing.com.

I made some layout-related changes in the document. The monster-statistics are a little long for my taste, so I cut the headings for Characteristics, Hit-Location, Weapons and Special-Rules. The order is the same for every creature, so there is no real information gained in repeating them over and over.

A lot of the characteristic averages are wrong in the original SRD – sometimes they round up on .5, sometimes down (3D6=10/11), sometimes they round first and then multiply (6D6=18 instead of 21). I corrected the averages, using the system they seem to use most of the time (rounding down, 3d6=10).

If you have any questions or complaints, please contact vokanix@gmx.de

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CREATURES

CREATURES AS CHARACTERS

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.

CREATURES & INTELLIGENCE

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and selfdetermination. 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.

TRAITS

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

Breathe Flame: The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At 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.

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



Chaotic Features

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 × 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



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 wellknown 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.

Amphisboena

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.

STR	4D6	(14)	INT	2	(2)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	2	(2)
SIZ	3D6+6	(16)			

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

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

CA:	4
SR:	+12
Move:	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%
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

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 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.



STR	4D6	(14)	INT	2	(2)
CON	3D6+6	(16)	POW	1D6+3	(6)
DEX	2D6+6	(13)	CHA	5	(5)
SIZ	2D6	(7)			

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

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

CA:	3
SR:	+7
Move:	6m
Traits:	Communal Mind, Wall Walking
Skills:	Athletics 75%, Dodge 40%, Perception 60%, Resilience 35%, Stealth 25%, Tracking 85%
Armour:	Chitin (AP 5, no Skill Penalty)

Baboon

STR	2D6+6	(13)	INT	6	(6)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	6	(6)
SIZ	2D3	(4)			

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

Weapon	Skill	Damage
Bite	40%	1D8-1D2

CA:	3
SR:	+11
Move:	4m
Skills:	Athletics 80%, Dodge 35%, Perception 45%, Resilience 40%, Stealth 55%, Survival 40%, Tracking 40%
Armour:	Hide (AP 1, no Skill Penalty)

Basilisk

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.

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.

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

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

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

CA:	2
SR:	+5
Move:	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%
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

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)

Bear, Polar

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

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

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

CA: 2
SR: +7
Move: 6m
Skills: Athletics 25%, Perception 50%, Resilience 55%, Stealth 25%, Survival 60%, Tracking 35%
Armour: Tough Hide (AP 3, no Skill Penalty)

Beetle, Giant

STR 2D6+12 (19) INT 2 (2)
CON 3D6+6 (16) POW 1D6+6 (9)
DEX 2D6+6 (13) CHA 2 (2)
SIZ 3D6+6 (16)

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

Weapon	Skill	Damage
Bite	50%	1D8+1D6

CA: 3
SR: +7
Move: 6m
Traits: Wall Walking
Skills: Athletics 75%, Dodge 40%, Perception 50%, Resilience 35%, Tracking 40%
Armour: Chitin shell (AP 5, no Skill Penalty)

Beetle, Ham

STR 1D3 (2) INT 2 (2)
CON 2D6 (7) POW 1D6+3 (6)
DEX 3D6 (10) CHA 2 (2)
SIZ 1D3 (2)

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

Weapon	Skill	Damage
Bite	20%	1D4–1D8

CA: 2
SR: +6
Move: 6m, 3m when flying
Traits: Wall Walking
Skills: Dodge 40%, Perception 40%, Stealth 25%
Armour: Chitin shell (AP 1, no Skill Penalty)

Beetle, Karrg

A karrg beetle can only fly a number of metres equal to its CON score and this counts as heavy activity for the beetle's Fatigue.



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

Armour: Hide (AP 2, no Skill Penalty)

BROO

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

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

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

CA: 2

SR: +11

Move: 4m

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

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

Catoblepas

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.

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

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

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

CA: 2

SR: +7

Move: 5m

Traits: Chaos Feature (see above), Gaze Attack (active), Trample

Skills: Athletics 40%, Resilience 50%, Perception 20%, Persistence 35%, Survival 45%, Tracking 50%

Armour: Iron Scales (AP 6, 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)

Centaur

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).

STR	3D6+6	(16)	INT	2D6+6	(13)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+3	(13)	CHA	3D6	(10)
SIZ	4D6+12	(26)			

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

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	

CA: 3
SR: +14

Move: 6m
Skills: Athletics 52%, Dodge 22%, Lore (World) 35%, Play Instrument 40%, Resilience 60%, Stealth 22%, Survival 40%, Tracking 40%
Armour: Leather armour (AP 2, Chest, Hindquarters, Forequarters and Legs only) and helmet (AP 4, Head only): Skill Penalty -18%

Centipede, Giant

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.

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

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

Weapon	Skill	Damage
Bite	65%	1D6+2D6+poison

CA: 2



SR: +6
Move: 6m
Traits: Poison (bite, see below for details on Centipede Venom)
Skills: Athletics 60%, Perception 55%, Stealth 70%
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

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

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

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

CA: 3
SR: +12
Move: 4m on the ground, 5m in the trees
Skills: Athletics 95%, Dodge 45%, Perception 30%, Resilience 40%, Stealth 55%, Survival 45%, Tracking 40%

Chonchon

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.

STR	2D6	(7)	INT	4D6	(14)
CON	3D6	(10)	POW	3D6+6	(16)
DEX	2D6+6	(13)	CHA	1D6	(3)
SIZ	2D3	(4)			

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

Weapon	Skill	Damage
Bite	55%	1D4+drain

CA: 3
SR: +13
Move: 5m (flying only)
Traits: Life Sense
Skills: Dodge 65%, Perception 50%, Runecasting 100%, Stealth 35%

Armour: None
Runes: Chonchons usually have 2D3 runes integrated. Their most common spells are Befuddle, Countermagic, Disruption, Mobility, Protection and Shimmer.

Crab, Giant

STR	3D6+24	(34)	INT	2	(2)
CON	3D6+6	(16)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2	(2)
SIZ	3D6+24	(34)			



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

Weapon	Skill	Damage
Claw	50%	1D10+2D6

CA: 2
SR: +4
Move: 5m, 6m in water
Skills: Athletics 75%, Perception 40%, Resilience 55%, Stealth 55%, Tracking 20%
Armour: Thick Shell (AP 8, no Skill Penalty)

Crocodile

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

STR	4D6+12	(26)	INT	3	(3)
CON	3D6+8	(18)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3	(3)
SIZ	4D6+12	(26)			

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

Weapon	Skill	Damage
Bite	50%	1D8+1D12

CA: 2
SR: +5
Move: 3m, 5m in water

Skills: Athletics 75%, Perception 40%, Resilience 45%, Stealth 50%

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

Large Crocodile

STR	8D6+12	(40)	INT	3	(3)
CON	6D6+8	(29)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3	(3)
SIZ	8D6+12	(40)			

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

Weapon	Skill	Damage
Bite	50%	1D8+1D12

CA: 2
SR: +5
Move: 4m, 6m in water
Skills: Athletics 90%, Perception 50%, Resilience 60%, Stealth 50%
Armour: Thick Hide (AP 7, 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)



Hadrosaurus

STR	6D6+15	(36)	INT	3	(3)
CON	4D6+9	(23)	POW	2D6+3	(10)
DEX	3D6	(10)	CHA	3	(3)
SIZ	4D6+30	(44)			

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

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

CA: 2
SR: +7
Move: 5m
Traits: Trample
Skills: Athletics 80%, Perception 40%, Persistence 50%, Resilience 90%
Armour: Thick Hide (AP 8, no Skill Penalty)

Plesiosaurus

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.

STR	6D6	(21)	INT	3	(3)
CON	4D6	(14)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	3	(3)
SIZ	6D6+12	(33)			

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

Weapon	Skill	Damage
Bite	65%	1D8+1D12

CA: 3
SR: +9
Move: 5m (swimming)
Traits: Excellent Swimmer
Skills: Dodge 50%, Stealth 45%, Tracking 60%
Armour: Thick Hide (AP 5, no Skill Penalty)

Pteranodon

STR	4D6+6	(20)	INT	3	(3)
CON	3D6+3	(13)	POW	3D6	(10)
DEX	2D6+12	(19)	CHA	3	(3)
SIZ	4D6+12	(26)			

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

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

CA: 3
SR: +10
Move: 2m, 6m when flying
Skills: Perception 65%, Resilience 70%, Stealth 40%
Armour: Tough Hide (AP 3, no Skill Penalty)

Stegosaurus

STR	5D6+21	(38)	INT	3	(3)
CON	4D6+12	(26)	POW	3D6	(10)
DEX	2D6	(7)	CHA	3	(3)
SIZ	6D6+21	(42)			

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

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

CA: 2
SR: +5
Move: 4m
Traits: Trample
Skills: Athletics 65%, Perception 40%, Persistence 60%, Resilience 75%
Armour: Bone Plating (AP 10, Tail, Hind Quarters, Fore Quarters, Head/Neck), Thick Hide (AP 8, Legs), no Skill Penalty



Dragon

STR	20D6	(70)	INT	6D6	(21)
CON	10D6	(35)	POW	4D6+12	(26)
DEX	4D6	(14)	CHA	6D6	(21)
SIZ	10D6+30	(65)			

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

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

CA: 3
SR: +16
Move: 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%
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.

Dragonewt

Dragonewt Weapons

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 threepronged 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 short-sword. 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.

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%.

First Stage Dragonewt (Scout)

STR	2D6	(7)	INT	4D6	(14)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+9	(16)	CHA	3D6	(10)
SIZ	2D6	(7)			

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

Weapon	Skill	Damage	AP
Chokin	25%	1D6–1D4	
Samarin	25%	1D4+1–1D4	
Sling	30%	1D6–1D4	
Utuma	30%	1D6–1D4	3

CA: 3
SR: +15
Move: 4m
Skills: Athletics 25%, Dodge 25%, Perception 25%, Sleight 25%, Stealth 25%, Throwing 25%
Armour: Scales (AP 1, no Skill Penalty)
Notes: Scout dragonewts are the only stage of the dragonewt life cycle that uses nondraconic magic. These creatures often employ Rune Magic.

Second Stage Dragonewt (Warrior)

STR	2D6+12	(19)	INT	4D6	(14)
CON	3D6+6	(16)	POW	2D6+6	(13)
DEX	2D6+3	(10)	CHA	3D6+3	(13)
SIZ	2D6+12	(19)			

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



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

Weapon	Skill	Damage
Bite	40%	1D6+2D6

CA: 2
SR: +4
Move: 2m
Traits: Chaos Feature
Skills: Perception 25%, Resilience 50%
Armour: Shell (AP 8, Shell), Tough Skin (AP 4, all other locations), no Skill Penalty

Duck

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

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

Weapon	Skill	Damage	AP
Shortsword	50%	1D6-1D2	3
Sling	60%	1D6-1D2	
Buckler	40%	1D4-1D2	5

CA: 3
SR: +13
Move: 3m
Traits: Excellent Swimmer
Skills: Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

Owarg

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

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

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

CA: 2
SR: +10
Move: 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%
Armour: Chainmail (AP 5); Skill Penalty -35%

Elementals

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.

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 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



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 normalsize 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 \times 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 Salamander 1m³

STR	1D6	(3)	INT	1	(1)
CON	–	(–)	POW	1D6	(3)
DEX	3D6	(10)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	2D6	(7)

CA: 2
SR: +6
DM: –1D6
Move: 4m
Skills: Perception 25%, Resilience 30%

Sample Salamander 3m³

STR	3D6	(10)	INT	3	(3)
CON	–	(–)	POW	3D6	(10)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	6D6	(21)

CA: 2
SR: +7
DM: +0
Move: 4m
Skills: Perception 30%, Resilience 35%

Sample Salamander 5m³

STR	5D6	(17)	INT	5	(5)
CON	–	(–)	POW	5D6	(17)
DEX	3D6	(10)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	10D6	(35)

CA: 2
SR: +8
DM: +1D6
Move: 4m
Skills: Perception 35%, Resilience 40%

Sample Salamander 10m³

STR	10D6	(35)	INT	10	(10)
CON	–	(–)	POW	10D6	(35)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	20D6	(70)

CA: 2
SR: +10
DM: +3D6
Move: 4m
Skills: Perception 40%, Resilience 45%

Shades

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 benumbed (–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 \times 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 Shade 1m³

STR	1D6	(3)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	3D6	(10)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6	(3)

CA: 2
SR: +6
DM: -1D6
Move: 4m
Skills: Perception 20%, Persistence 20%, Resilience 45%, Stealth 35%

Sample Shade 3m³

STR	3D6	(10)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6	(10)

CA: 2
SR: +7
DM: +0
Move: 4m
Skills: Perception 25%, Persistence 40%, Resilience 50%, Stealth 35%

Sample Shade 5m³

STR	5D6	(17)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	3D6	(10)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6	(17)

CA: 2
SR: +8
DM: +1D6
Move: 4m
Skills: Perception 30%, Persistence 60%, Resilience 55%, Stealth 35%

Sample Shade 10m³

STR	10D6	(35)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6	(35)

CA: 2
SR: +10
DM: +3D6
Move: 4m
Skills: Perception 35%, Persistence 110%, Resilience 60%, Stealth 35%

Sylphs

A sylph can carry objects or people with a total SIZ equal to or less than the sylph's STR. A sylph 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 \times 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 \times 2, rather than STR + SIZ.

Sample Sylph 1m³

STR	2D6	(7)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	4D6	(13)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6	(3)

CA: 3
SR: +7
DM: -1D4
Move: 10m
Skills: Stealth 75%

Sample Sylph 3m³

STR	6D6	(21)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	4D6	(14)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6	(10)

CA: 3
SR: +8
DM: +1D8
Move: 10m
Skills: Stealth 75%

Sample Sylph 5m³

STR	10D6	(35)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	4D6	(14)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6	(17)

CA: 3
SR: +9
DM: +3D6
Move: 10m
Skills: Stealth 75%

Sample Sylph 10m³

STR	20D6	(70)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	4D6	(14)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6	(35)

CA: 3
SR: +12
DM: +7D10
Move: 10m
Skills: Stealth 75%

Undine

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.

An undine may attempt to suffocate waterbreathing 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 \times 2, rather than STR + SIZ.

Sample Undine 1m³

STR	2D6	(7)	INT	1	(1)
CON	—	(—)	POW	1D6	(3)
DEX	2D6	(7)	CHA	1	(1)
SIZ	1m ³	(1m ³)	HP	1D6+6	(9)

CA: 2

SR: +4

Damage Modifier: -1D4

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 3m³

STR	6D6	(21)	INT	3	(3)
CON	—	(—)	POW	3D6	(10)
DEX	2D6	(7)	CHA	1	(1)
SIZ	3m ³	(3m ³)	HP	3D6+18	(28)

CA: 2

SR: +5

DM: +1D8

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 5m³

STR	10D6	(35)	INT	5	(5)
CON	—	(—)	POW	5D6	(17)
DEX	2D6	(7)	CHA	2	(2)
SIZ	5m ³	(5m ³)	HP	5D6+30	(47)

CA: 2

SR: +6

DM: +3D6

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Sample Undine 10m³

STR	20D6	(70)	INT	10	(10)
CON	—	(—)	POW	10D6	(35)
DEX	2D6	(7)	CHA	5	(5)
SIZ	10m ³	(10m ³)	HP	10D6+60	(95)

CA: 2

SR: +8

DM: +7D10

Move: 6m (water), 3m (land)

Skills: Perception 30%, Stealth 45%

Elemental Against Elemental

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.

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.

Elephant

STR	6D6+24	(45)	INT	6	(6)
CON	3D6+15	(25)	POW	2D6+6	(13)
DEX	3D6	(10)	CHA	5	(5)
SIZ	6D6+30	(51)			

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

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

CA: 2
SR: +8
Move: 5m
Traits: Trample
Skills: Athletics 60%, Perception 65%, Resilience 45%
Armour: Thick Hide (AP 3, no Skill Penalty)

Elf

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

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

Weapon	Skill	Damage	AP
Long Bow	80%	1D10-1D2	
Longspear	60%	1D10-1D2	2

CA: 3
SR: +16
Move: 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%

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

Fachan

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.

STR	3D6+24	(34)	INT	2D6+3	(10)
CON	3D6+12	(22)	POW	3D6	(10)
DEX	1D6+6	(9)	CHA	1D6	(3)
SIZ	3D6+24	(34)			

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

Weapon	Skill	Damage	AP
Military Flail	75%	1D10+2+2D6	3

CA: 2
SR: +5
Move: 4m
Skills: Acrobatics: 35%, Athletics 75% (except Swim -5%), Perception 35%, Tracking 30%

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

Gargoyle

STR	5D6+12	(29)	INT	1D6	(3)
CON	3D6	(10)	POW	-	(-)
DEX	3D6	(10)	CHA	1D6	(3)
SIZ	5D6	(17)			

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



Weapon	Skill	Damage
Claw	50%	1D6+1D12

CA: 2
SR: +7
Move: 4m, 6m when flying
Skills: Athletics 40%, Dodge 25%, Stealth 70%
Armour: Tough Hide (AP 6, no Skill Penalty)

Ghost

STR	–	(–)	INT	3D6	(10)
CON	–	(–)	POW	3D6	(10)
DEX	–	(–)	CHA	3D6	(10)
SIZ	–	(–)			
HP	10		MP	10	

Weapon	Skill	Damage
Spectral Axe	40%	1 point

CA: 2
SR: +20
Move: 10m
Traits: Dark Sight, Dominant Possession, Night Sight, Recurring
Skills: Dodge 40%, Lore (Spirit World) 30%, Persistence 50%, Stealth 50%

Ghoul

Ghouls employ a blood chilling howl in combat. When a ghouls howls, every creature in a radius equal to the ghouls POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghouls 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 ghouls howl.

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

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

Weapon	Skill	Damage
Claw	70%	1D4+1D2
Bite	50%	1D6+1D2+poison
Howl	Automatic	Demoralise

CA: 2
SR: +11
Move: 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 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.

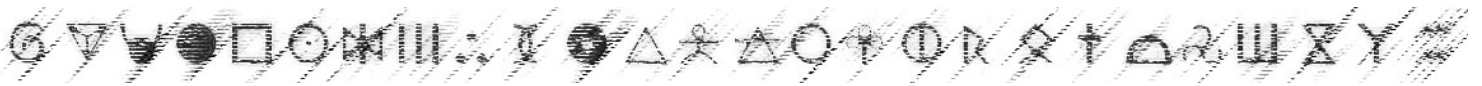
The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

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

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

Weapon	Skill	Damage	AP
Huge Club	84%	2D6+2D12	3

CA: 2
SR: +10
Move: 6m (a giant's Movement is equal to its height in metres)
Skills: Athletics 44%, Lore (World) 20%, Perception 40%, Survival 30%
Armour: Tough Hide (AP 3 no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only), Skill Penalty –6%



Goblin

STR	2D6+3	(49)	INT	3D6	(10)
CON	2D6+3	(39)	POW	2D6+3	(10)
DEX	5D6	(17)	CHA	2D6	(7)
SIZ	2D6	(7)			

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

Weapon	Skill	Damage	AP
Shortspear	45%	1D8-1D2	
Sling	50%	1D6-1D2	
Buckler	25%	1D4-1D2	5

CA: 3
SR: +14
Move: 3m
Traits: Night Sight
Skills: Athletics 50%, Dodge 50%, Perception 35%, Resilience 35%, Stealth 55%

Gorgon

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.

STR	4D6	(14)	INT	3D6	(10)
CON	3D6+6	(16)	POW	1D6+12	(15)
DEX	3D6+6	(16)	CHA	1D6	(3)
SIZ	4D6	(14)			

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

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

CA: 3
SR: +14

Move: 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%
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

STR	6D6+15	(36)	INT	7	(7)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6+3	(13)	CHA	6	(6)
SIZ	4D6+12	(26)			

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

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

CA: 3
SR: +10
Move: 4m
Skills: Athletics 75%, Dodge 40%, Perception 40%, Stealth 30%, Survival 40%
Armour: Hide (AP 2, no Skill Penalty)

Gorp

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. Nonfiery weapon enhancement spells, such as Bludgeon and Bladesharp, do no damage to a gorp. Disruption and similar spells have their normal effect.

A gorp's body retains its full acidic properties for a number of days after death equal to the creature's CON.

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.

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.

STR	1D6	(3)	INT	1	(1)
CON	3D6	(10)	POW	3D6	(10)
DEX	1D6	(3)	CHA	1	(1)
SIZ	6D6	(21)			

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

Weapon	Skill	Damage
Envelop	75%	8 points acid

CA: 1
SR: +7
Move: 2m
Traits: Chaotic Feature (see above)
Skills: Resilience 30%

Grampus

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.

STR	4D6+12	(26)	INT	2	(2)
CON	2D6+12	(19)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2	(2)
SIZ	3D6+12	(22)			

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

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

CA: 2
SR: +6
Move: 5m
Skills: Athletics 60%, Dodge 40%, Perception 50%, Resilience 35%, Stealth 50 %, Tracking 75%
Armour: Chitin (AP 6, no Skill Penalty)

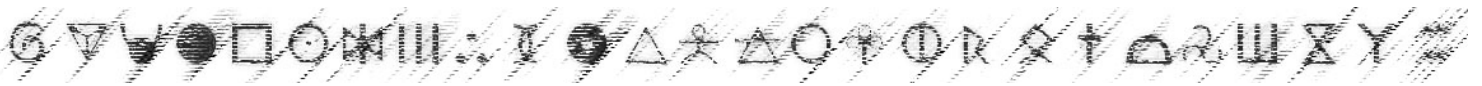
Griffin

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

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

Weapon	Skill	Damage	AP
Bite	60%	1D8+1D12	2
Claw	70%	1D6+1D12	4

CA: 4
SR: +14
Move: 6m, 10m when flying
Traits: Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%
Armour: Tough Hide (AP 3, no Skill Penalty)



Grotaron

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.

STR	6D6+24	(45)	INT	2D6+6	(13)
CON	4D6+12	(26)	POW	2D6+3	(10)
DEX	2D6+18	(25)	CHA	3D6	(10)
SIZ	6D6+30	(51)			

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

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

CA: 4
SR: +19
Move: 4m
Skills: Athletics 30%, Dodge 30%, First Aid 35%, Perception 50%, Resilience 35%, Stealth 25 %, Tracking 45%
Armour: Tough Hide (AP 3, no Skill Penalty), Leather Armour (AP 2, Skill Penalty -14%)

Halfling

STR	2D6	(7)	INT	2D6+6	(13)
CON	2D6+9	(16)	POW	2D6+6	(13)
DEX	2D6+9	(16)	CHA	3D6	(10)
SIZ	1D6+3	(6)			

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

Weapon	Skill	Damage	AP
Shortsword	35%	1D6-1D4	3
Sling	40%	1D6-1D4	
Thrown Rock	75%	1D4-1D4	

CA: 3
SR: +14

Move: 3m
Skills: Athletics 30%, Dodge 35%, First Aid 25%, Influence 25%, Sleight 50%, Stealth 40%, Perception 30%

Harpy

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.

STR	3D6	(10)	INT	3D6	(10)
CON	3D6	(10)	POW	3D6	(10)
DEX	5D6	(17)	CHA	1D6	(3)
SIZ	2D6	(7)			

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

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

CA: 3
SR: +14
Move: 3m, 6m when flying
Skills: Athletics 35%, Dodge 50%, Perception 45%, Stealth 50 %, Survival 40%, Tracking 45%
Armour: Hide (AP 1, no Skill Penalty)

Hawk

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

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

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

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

CA:	4
SR:	+15
Move:	2m, 8m when flying
Skills:	Dodge 75%, Perception 110%, Stealth 60%

Giant Hawk

STR	6D6+21	(42)	INT	4	(4)
CON	5D6+15	(32)	POW	3D6	(10)
DEX	3D6+9	(19)	CHA	4	(4)
SIZ	6D6+21	(42)			

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

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

CA:	3
SR:	+11
Move:	3m, 10m when flying
Skills:	Dodge 55%, Perception 110%, Stealth 45%
Armour:	Tough Hide (AP 3, no Skill Penalty)

Headhanger

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.

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.

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.

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.

STR	4D6+12	(26)	INT	1D3/head	(varies)
CON	4D6	(14)	POW	2D6+9	(16)
DEX	3D6	(10)	CHA	3	(3)
SIZ	3D6+18	(28)			

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

Weapon	Skill	Damage
Claw	75%	1D8+2D6

CA:	2
SR:	Varies
Move:	4m
Traits:	Chaotic Feature (5% chance), Life Sense
Skills:	Athletics 40%, Dodge 25%, Perception 35%, Resilience 45%, Stealth, 40%
Armour:	Thick Hide (AP 4, no Skill Penalty)



Hellion

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.

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.

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

SIZ 1 (1) INT 4D6 (14)
HP 3D6+6 (16)

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

Weapon	Skill	Damage
Drain	100%	Magic Point Drain

CA: 1
SR: +7
Move: 3m
Armour: Equal to hit points

Hippogriff

STR 4D6+24 (38) INT 7 (7)
CON 3D6+6 (16) POW 2D6+6 (13)
DEX 3D6+6 (16) CHA 5 (5)
SIZ 4D6+18 (32)

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

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

CA: 3
SR: +12
Move: 6m, 8m when flying
Skills: Athletics 60%, Dodge 50%, Perception 65%, Resilience 70%, Survival 50%, Tracking 55%
Armour: Tough Hide (AP 3, 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)

Insect Swarm

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 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 least three combat rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such



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.

STR	3D6	(10)	INT	4D6	(14)
CON	3D6	(10)	POW	4D6	(14)
DEX	4D6	(14)	CHA	3D6+6	(16)
SIZ	3D6+6	(16)			

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

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

CA: 3
SR: +14
Move: 4m
Traits: Vampiric Touch (Bite and Kiss)
Skills: Athletics 40%, Dodge 50%, Lore (World) 50%, Persistence 45%, Resilience 25%, Stealth 95%
Armour: Scales (AP 4, Tail and Abdomen) 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)

Lizard, Bolo

STR	2D6+12	(19)	INT	3	(3)
CON	3D6	(10)	POW	3D6	(10)
DEX	1D6+12	(15)	CHA	3	(3)
SIZ	2D6+12	(19)			

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

Weapon	Skill	Damage
Bite	25%	1D6+1D6
Kick	25%	1D8+1D6

CA: 3
SR: +9
Move: 5m
Skills: Dodge 40%, Perception 50%, Stealth 30%
Armour: Hide (AP 1, no Skill Penalty)



Lizard, Rock

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

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

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

CA: 2
SR: +6
Move: 4m
Skills: Dodge 45%, Stealth 25%, Tracking 30%
Armour: Scales (AP 3, no Skill Penalty)

Ludoch

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.

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

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

Weapon	Skill	Damage	AP
Longspear	35%	1D10+1D4	2
Dagger	30%	2D4+1	4
Sling	20%	1D6	

CA: 3
SR: +12
Move: 6m (swimming)
Traits: Echolocation
Skills: Athletics 40%, Dodge 40%, Lore (all) 35%, Perception 40%, Stealth 25%, Tracking 70%
Armour: Hide (AP 2, Tail and Abdomen) no Skill Penalty

Mammoth

STR	10D6+30	(65)	INT	6	(6)
CON	4D6+21	(35)	POW	2D6+6	(13)
DEX	3D6	(10)	CHA	5	(5)
SIZ	10D6+30	(65)			

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

Weapon	Skill	Damage
Trample	50%	5D12
Tusk	55%	4D12

CA: 2
SR: +8
Move: 6m
Traits: Trample
Skills: Athletics 80%, Perception 45%, Resilience 65%
Armour: Thick Hide (AP 9, no Skill Penalty)

Manticore

STR	4D6+12	(26)	INT	7	(7)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	3D6	(10)	CHA	7	(7)
SIZ	4D6+12	(26)			

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

Weapon	Skill	Damage
Claw	70%	1D6+1D12
Gore	50%	1D8+1D12
Poison Sting	40%	1D6+1D12+poison

CA: 2
SR: +8
Move: 5m
Traits: Night Sight, Poison Sting (see *RuneQuest* rule-book for details on Manticore Venom)
Skills: Athletics 60%, Dodge 45%, Resilience 60%, Perception 55%, Persistence 50%, Stealth 40%, Survival 40%, Tracking 40%
Armour: Tough Hide (AP 3, no Skill Penalty)



MinoTaur

STR	3D6+12	(22)	INT	2D6	(7)
CON	1D6+12	(15)	POW	3D6	(10)
DEX	3D6	(10)	CHA	2D6	(7)
SIZ	3D6+12	(22)			

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

Weapon	Skill	Damage	AP
Great Axe	40%	2D6+2+1D10	3
Head Butt	55%	1D6+1D10	

CA:	2
SR:	+9
Move:	4m
Skills:	Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%, Tracking 40%
Armour:	Horns (AP 5 Head only), Hide (AP 3, all other locations), no Skill Penalty

Morokanth

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.

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

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

Weapon	Skill	Damage	AP
Shortspear	5%	1D8+1D4	2
Claw	25%	1D6+1D4	

CA:	2
SR:	+10
Move:	4m

Traits:	Night Sight
Skills:	Athletics 30%, Resilience 40%, Stealth 35%, Tracking 30%
Armour:	Thick Hide (AP 3, all locations, no Skill Penalty), Thick Leather Armour (AP 2, Hindquarters, Chest, Head), Skill Penalty -6%

Mummy

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.

STR	3D6+12	(22)	INT	2D6+6	(13)
CON	3D6+12	(22)	POW	0	(0)
DEX	2D6	(7)	CHA	1	(1)
SIZ	2D6+6	(13)			

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

Weapon	Skill	Damage	AP
War Maul	80%	2D6+1D4	3
Fist	60%	1D6+1D4	

CA:	2
SR:	+10
Move:	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.
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 far better equipped than humans to master Auld Wyrnish, and may attain a skill of 50% with the language.

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

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

Weapon	Skill	Damage	AP
Shortspear	30%	1D8-1D2	2
Sling	25%	1D6-1D2	
Buckler	20%	1D4-1D2	5

CA: 3
SR: +12
Move: 3m
Skills: Athletics 80%, Perception 25%, Stealth 50%, Tracking 50%
Armour: Leather Armour (AP 2, all locations), Skill Penalty -16%

Nymph

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 controls all the plant life in her grove (an area with a radius of roughly the dryad's POW × 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 reenter her personal tree.

A dryad may form or dissolve her body at will. Doing so requires a Combat Action.

STR	2D6	(7)	INT	3D6+6	(16)
CON	3D6	(10)	POW	2D6+15	(22)
DEX	4D6	(14)	CHA	2D6+12	(19)
SIZ	2D6+3	(10)			

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

Weapon	Skill	Damage	AP
Quarterstaff	30%	1D8-1D2	3

CA: 3
SR: +15
Move: 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

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.

STR	6D6	(21)	INT	2D6+12	(19)
CON	3D6	(10)	POW	2D6+21	(28)
DEX	3D6	(10)	CHA	1D6	(3)
SIZ	3D6	(10)			

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

Weapon	Skill	Damage
Claw	55%	1D6+1D4



CA: 2
SR: +15
Move: 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

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.

STR	4D6	(14)	INT	3D6+6	(16)
CON	3D6	(10)	POW	2D6+18	(25)
DEX	4D6	(14)	CHA	2D6+12	(19)
SIZ	2D6+3	(10)			

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

Weapon	Skill	Damage	AP
Javelin	40%	1D6	1

CA: 3
SR: +15
Move: 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

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.

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.

STR	2D6	(7)	INT	3D6+3	(13)
CON	3D6+3	(13)	POW	2D6+15	(22)
DEX	3D6+6	(16)	CHA	2D6+9	(16)
SIZ	2D6+3	(10)			

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

Weapon	Skill	Damage
Fist	30%	1D3-1D2
Kick	35%	1D6-1D2

CA: 3
SR: +14
Move: 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

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.

Octopi can crawl slowly on land and can survive out of water for their CON \times 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.

Sixmetre Octopus

STR	6D6	(21)	INT	4	(4)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	4	(4)
SIZ	6D6	(21)			



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

Weapon	Skill	Damage
Bite	50%	2D8+poison
Arm	70%	1D4+2D8

CA: 4
SR: +13
Move: 5m swimming
Traits: Poison (bite, see below for details on Octopus Venom)
Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%
Armour: Tough Skin (AP 2, no Skill Penalty)

Twelve metre Octopus

STR	12D6	(42)	INT	4	(4)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	3D6+12	(22)	CHA	4	(4)
SIZ	12D6	(42)			

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

Weapon	Skill	Damage
Bite	50% 1	D8+2D10+poison
Arm	70%	1D4+2D10

CA: 4
SR: +13
Move: 5m swimming
Traits: Poison (bite, see below for details on Octopus Venom)
Skills: Athletics 50%, Perception 55%, Resilience 45%, Stealth 100%
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

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

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

Weapon	Skill	Damage
Any Close	60%	As weapon
Any Missile	50%	As weapon

CA: 2
SR: +12
Move: 4m
Traits: Chaotic Aura
Skills: Athletics 40%, Influence 35%, Perception 50%, Resilience 50%, Stealth 15%, Tracking 25%

ORC

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.

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

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



Weapon	Skill	Damage	AP
Scimitar	40%	1D6+1	4
Short Bow	50%	1D8	
Target Shield	20%	1D6	8

CA: 3
SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Stealth 35%

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)

Peripati, Giant

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 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.

STR	2D6+12	(19)	INT	2	(2)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6+6	(16)	CHA	2	(2)
SIZ	2D6+21	(28)			

D20	Hit Location	AP/HP
1-6	Hind Body	2/9
7-14	Fore Body	2/10
15-20	Head	2/9

Weapon	Skill	Damage
Bite	50%	1D8+1D10
Glue Squirt	50%	Glue

CA: 3
SR: +9
Move: 2m
Skills: Perception 25%, Resilience 40%, Stealth 45%
Armour: Tough Skin (AP 2, no Skill Penalty)

Pixie

STR	2D3	(3)	INT	3D6	(10)
CON	3D6	(10)	POW	2D6+6	(13)
DEX	4D6	(14)	CHA	3D6	(10)
SIZ	1D6	(3)			

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

Weapon	Skill	Damage	AP
Dagger	10%	1D4+1-1D6	4
Sling	30%	1D6-1D6	

CA: 3
SR: +12
Move: 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

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). 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.

STR	6D6+12	(33)	INT	3	(3)
CON	3D6+9	(19)	POW	3D6	(10)
DEX	2D6+18	(25)	CHA	3	(3)
SIZ	8D6+12	(40)			

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

Weapon	Skill	Damage
Bite	95%	3D8
Foreclaw	95%	1D10+2D8

CA: 4
SR: +14
Move: 6m
Traits: Wall Walking
Skills: Athletics 55%, Dodge 40%, Perception 25%, Resilience 35%, Stealth 90%, Tracking 65%
Armour: Chitin (AP 6, 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)

Roc

STR	20D6+30	(100)	INT	4	(4)
CON	4D6+21	(35)	POW	1D6+12	(15)
DEX	3D6	(10)	CHA	4	(4)
SIZ	20D6+30	(100)			

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

Weapon	Skill	Damage
Peck	55%	1D6+4D12
Claw	55%	1D8+4D12
Dropped Rock	30%	1D10+1D6*

* 1D6 per three metres dropped (maximum 10D6)

CA: 2
SR: +7
Move: 9m flying
Skills: Perception 80%
Armour: Tough Skin (AP 6, no Skill Penalty)

Sandswimmer

A sandswimmer's Earth Sense allows it to detect movement up to 200 metres away through the ground.

STR	3D6+18	(28)	INT	1	(1)
CON	2D6+3	(10)	POW	1D6+6	(9)
DEX	2D6	(7)	CHA	1	(1)
SIZ	4D6+12	(26)			

D20	Hit Location	AP/HP
1-6	Hind Body	6/8
7-14	Fore Body	6/9
15-20	Head	6/8

Weapon	Skill	Damage
Bite	50%	1D6+2D6+poison



CA: 2
SR: +4
Move: 2m (burrowing)
Traits: Earth Sense, Poison (bite, see below for details on Sandswimmer Venom)
Skills: Athletics (swim only) 45%, Stealth 90%
Armour: Chitin (AP 6, no Skill Penalty)

Sandswimmer 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 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 nonsatyr 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.

STR	5D6	(17)	INT	2D6+6	(13)
CON	4D6	(14)	POW	4D6	(14)
DEX	3D6+6	(16)	CHA	2D6	(7)
SIZ	2D6+6	(13)			

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

Weapon	Skill	Damage
Head Butt	45%	1D6+1D4
Club	35%	1D6+1D4

CA: 3
SR: +15
Move: 4m
Skills: Athletics 25%, Dance 85%, Dodge 50%, Play Instrument (pipes) 95%, Runecasting 50%, Stealth 55%

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

STR	4D6+12	(26)	INT	1	(1)
CON	2D6+12	(19)	POW	1D6+6	(9)
DEX	3D6	(10)	CHA	1	(1)
SIZ	3D6+12	(22)			

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



Weapon	Skill	Damage	AP
Pincer	35%	2D10	
Sting	40%	1D8+1D10	

CA: 2
SR: +6
Move: 6m
Traits: Wall Walking
Skills: Athletics 65%, Dodge 30%, Perception 55%, Resilience 35%, Stealth 45%
Armour: Chitin (AP 5, no Skill Penalty)

Scorpion Man

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 \times 5 of having a Chaotic Feature.

STR	2D6+12	(19)	INT	2D6	(7)
CON	3D6	(10)	POW	2D6	(7)
DEX	3D6+3	(13)	CHA	3D6	(10)
SIZ	2D6+12	(19)			

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

Weapon	Skill	Damage
Club	35%	2D6
Sling	30%	2D6
Sting	50%	2D6+poison

CA: 3
SR: +10
Move: 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%
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

Hatchling

STR	2D6+6	(13)	INT	3	(3)
CON	1D6+3	(6)	POW	2D6	(7)
DEX	6D6	(21)	CHA	3	(3)
SIZ	1D6+3	(6)			

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

Weapon	Skill	Damage
Bite	30%	1D4-1D2

CA: 3
SR: +10
Move: 6m
Traits: Excellent Swimmer
Skills: Athletics 50%, Stealth 35%

Sea Serpent

STR	8D6+30	(58)	INT	3	(3)
CON	4D6+21	(35)	POW	6D6	(21)
DEX	2D6	(7)	CHA	3	(3)
SIZ	6D6+15	(36)			

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

Weapon	Skill	Damage
Bite	60%	1D6+2D10

CA: 2
SR: +5
Move: 6m
Traits: Excellent Swimmer
Skills: Athletics 60%, Stealth 25%
Armour: Scales (AP 5, no Skill Penalty)

Leviathan

STR	12D6+50	(92)	INT	3	(3)
CON	6D6+36	(57)	POW	6D6	(21)
DEX	2D6	(7)	CHA	3	(3)
SIZ	10D6+39	(74)			

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

Weapon	Skill	Damage
Bite	60%	1D6+3D12

CA: 2
SR: +5
Move: 6m swimming
Traits: Excellent Swimmer
Skills: Athletics 65%, Stealth 15%
Armour: Scales (AP 8, no Skill Penalty)

Shadow Cat

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.

STR	2D6	(7)	INT	5	(5)
CON	2D6+6	(13)	POW	2D6+12	(19)
DEX	2D6+12	(19)	CHA	5	(5)
SIZ	1D6	(3)			

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

Weapon	Skill	Damage
Claw	40%	1D6-1D6
Bite	40%	1D8-1D6

CA: 4
SR: +12
Move: 6m
Skills: Athletics 60%, Dodge 50%, Resilience 40%,
 Perception 60%, Stealth 110%, Survival 45%,
 Tracking 35%

Shark

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)

Skeleton

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. 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.

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.

STR	2D6+6	(13)	INT	0	(0)
CON	1D6	(3)	POW	0	(0)
DEX	3D6	(10)	CHA	0	(0)
SIZ	3D6	(10)			

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

Weapon	Skill	Damage	AP
Longspear	36%	1D10	2
Shortsword	36%	1D6	3

CA: 2
SR: +5
Move: 4m
Traits: Dark Sight, Night Sight
Armour: Skeletal (AP 5, no Skill Penalty)

Sky Bull

STR	4D6+12	(26)	INT	4	(4)
CON	2D6+6	(13)	POW	3D6	(10)
DEX	2D6	(7)	CHA	4	(4)
SIZ	8D6+12	(40)			

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

Weapon	Skill	Damage
Ram	35%	1D8+2D6
Stomp	40%	3D6

CA: 2
SR: +5
Move: 4m, 6m when flying
Skills: Athletics 55%, Perception 30% Resilience 50%, Stealth 40%, Survival 20%
Armour: Thick Hide (AP 3, no Skill Penalty)

Slarge

Lesser Slarge

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

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

Weapon	Skill	Damage
Battleaxe	30%	1D6+2+1D2
Bite	25%	1D6+1D2
Claw	25%	1D4+1D2

CA: 2
SR: +10
Move: 3m
Skills: Athletics 35%, Dodge 35%, Perception 30%, Sleight 25%, Stealth 35%
Armour: Scales (AP 2, no Skill Penalty), Leather Armour (AP 2, Skill Penalty -16%)

Giant Slarge

STR	6D6+12	(16)	INT	2D6+3	(10)
CON	4D6+6	(20)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2D6	(7)
SIZ	6D6+12	(10)			

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

Weapon	Skill	Damage
Great Axe	35%	4D6+2
Bite	30%	3D6
Claw	30%	1D4+2D6

CA: 2
SR: +8
Move: 4m
Skills: Athletics 45%, Dodge 25%, Perception 40%, Sleight 25%, Stealth 25%



Armour: Scales (AP 3, no Skill Penalty) , Leather Armour (AP 2, Skill Penalty –16%)

Snake

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 *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.

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 below for details on Viper Venom)
Skills: Athletics 35%, Dodge 75%, Stealth 95%
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

Solpugid, Giant

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. An adventurer that presents a bright light to a solpugid may cause it to make a Resilience test 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.

STR	3D6+24	(34)	INT	2	(2)
CON	3D6+9	(19)	POW	2D6+3	(10)
DEX	2D6+18	(25)	CHA	2	(2)
SIZ	2D6+18	(25)			

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

Weapon	Skill	Damage
Palp	85%	1D6+1D12
Bite	65%	1D10+1D12

CA: 4
SR: +13
Move: 8m
Traits: Earth Sense, Wall Walking
Skills: Athletics (climbing only) 100%, Perception 65%, Resilience 50%
Armour: Chitin (AP 6, no Skill Penalty)

Spider, Giant

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

STR	1D6+6	(9)	INT	8	(8)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	2D6+6	(13)			

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

Weapon	Skill	Damage
Bite	50%	1D6+poison
Webbing	60%	Entangles

CA: 3
SR: +12
Move: 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%
Armour: Chitin (AP 3, no Skill Penalty)

'Medium' Giant Spider

STR	2D6+12	(19)	INT	8	(8)
CON	3D6+6	(16)	POW	3D6	(10)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	4D6+12	(26)			

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

Weapon	Skill	Damage
Bite	55%	1D6+1D8+poison
Webbing	60%	Entangles

CA: 3
SR: +12
Move: 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%
Armour: Chitin (AP 4, no Skill Penalty)

'Large' Giant Spider

STR	3D6+18	(28)	INT	8	(8)
CON	3D6+12	(22)	POW	4D6	(14)
DEX	2D6+9	(16)	CHA	2	(2)
SIZ	6D6+18	(39)			

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

Weapon	Skill	Damage
Bite	65%	3D6+poison
Webbing	65%	Entangles

CA: 3
SR: +12
Move: 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%
Armour: Chitin (AP 6, no Skill Penalty)



Spider Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: Spider's CON × 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

Disease Spirit

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.

STR	-	(-)	INT	2D6	(7)
CON	-	(-)	POW	3D6+6	(16)
DEX	-	(-)	CHA	3D6	(10)
SIZ	-	(-)			
HP	16		MP	16	

Weapon	Skill	Damage
Spectral Claw	50%	1D2

CA: 2
SR: +17
Move: 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.

STR	-	(-)	INT	2D6	(7)
CON	-	(-)	POW	4D6	(14)
DEX	-	(-)	CHA	3D6	(10)
SIZ	-	(-)			
HP	14		MP	14	

Weapon	Skill	Damage
Spectral Claw	50%	1D2

CA: 2
SR: +9
Move: 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.

STR	-	(-)	INT	3D6	(10)
CON	-	(-)	POW	3D6+3	(13)
DEX	-	(-)	CHA	1D6	(3)
SIZ	-	(-)			
HP	14		MP	14	

Weapon	Skill	Damage
None	—	—

CA: 2
SR: 7
Move: 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.

Passion Spirit

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. They are normally invisible.

Fear Spirit

If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the spell), until the spirit is cast out.



Madness Spirit

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

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%.

STR	–	(–)	INT	2D6+3	(10)
CON	–	(–)	POW	3D6+6	(16)
DEX	–	(–)	CHA	4D6	(14)
SIZ	–	(–)			
HP	17		MP	17	

Weapon	Skill	Damage
Spectral Claw	55%	1D2

CA:	2
SR:	+12
Move:	17m
Traits:	Covert Possession, Dark Sight, Night Sight
Skills:	Dodge 40%, Lore (Disease) 60%, Lore (Spirit World) 40%, Persistence 50%, Stealth 30%

Stingworm

STR	2D6+12	(19)	INT	2	(2)
CON	3D6	(10)	POW	2D6	(7)
DEX	2D6+3	(10)	CHA	2	(2)
SIZ	3D6+12	(22)			

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

Weapon	Skill	Damage
Bite	40%	2D6+poison

CA:	2
SR:	+6
Move:	3m
Traits:	Poison (bite, see below for details on Stingworm Venom)
Skills:	Stealth 65%
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

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.

STR	12D6	(42)	INT	9	(9)
CON	3D6+12	(22)	POW	1D6+12	(15)
DEX	2D6	(7)	CHA	5	(5)
SIZ	12D6	(42)			

D20	Hit Location	AP/HP
1-6	Tail	8/12
7-14	Body	8/14
15-20	Head	8/12

Weapon	Skill	Damage
Bite	55%	1D10+4D6
Breath	100%	Poison



CA: 2
SR: +8
Move: 3m
Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration
Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%
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

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.

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	

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

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

Weapon	Skill	Damage
Worker Bite	20%	1D4-1D2
Warrior Bite	40%	1D8-1D2

CA: 2
SR: +6

Move: 4m
Traits: Communal Mind, Wall Walking
Skills: Athletics 45%, Dodge 30%, Perception 55%, Stealth 50%
Armour: Chitin (AP 4, Head only), no Skill Penalty

Tick, Giant

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.

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

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

Weapon	Skill	Damage
Bite	80%	1D4-1D4+poison +blood drain

CA: 2
SR: +4
Move: 3m
Traits: Blood Drain, Poison (for details on Giant Tick Venom see below)
Skills: Athletics 85%, Dodge 40%, Perception 55%, Stealth 50%
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

CA: 2
SR: +12
Move: 4m
Traits: Poison (bite, see below for details on Arachan Venom)
Skills: Athletics 60%, Dodge 30%, Resilience 40%, Perception 55%, Stealth 45%, Survival 30%
Armour: Chitin (AP 2, 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)

Timinit

Arachan

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

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

Weapon	Skill	Damage
Bite	25%	1D4+1D2+poison
Rapier	25%	1D8+1D2

Arachan Venom

Type: Ingested or smeared
Delay: 2 Combat Rounds
Potency: Arachan CON × 3
Full Effect: 1D3 hit point damage to location struck
Duration: 6D10 minutes

Cerebresite

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.

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

D20	Hit Location	AP/HP
1-20	Body	1/4

Weapon	Skill	Damage
Pedipalp	20%	1D6–1D8

CA: 1
SR: +8
Move: 3m
Armour: Chitin (AP 1, no Skill Penalty)

Ephemerae

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

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



Weapon	Skill	Damage
Shortspear	15%	1D8–1D2
Sling	25%	1D6–1D2

CA: 3
SR: +12
Move: 3m, 6m when flying
Skills: Athletics 30%, Perception 50%, Stealth 45%
Armour: Chitin (AP 1, no Skill Penalty)

Lucan

STR	2D6+9	(16)	INT	1D6+3	(6)
CON	3D6	(10)	POW	1D6+6	(9)
DEX	2D6+6	(13)	CHA	1D6	(3)
SIZ	3D6+6	(16)			

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

Weapon	Skill	Damage
Bite	40%	1D8+1D4

CA: 3
SR: +9
Move: 4m
Traits: Wall Walking
Skills: Perception 50%, Stealth 30%
Armour: Chitin (AP 5, no Skill Penalty)

Myrmidon

Their long arms allow them to make close combat attacks against foes as much as four metres away.

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

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

Weapon	Skill	Damage	AP
Bite	25%	1D4+1D2+1D4 acid	
War Sword	30%	1D8+1D2	4
Buckler	15%	1D4+1D2	5

CA: 2
SR: +9
Move: 4m
Traits: Wall Walking
Skills: Athletics 50%, Perception 35%, Stealth 40%
Armour: Chitin (AP 3, no Skill Penalty)

Toad, Cliff

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).

STR	6D6	(21)	INT	2	(2)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	4	(4)
SIZ	6D6	(21)			

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

Weapon	Skill	Damage
Tongue	45%	1D8
Kick	30%	1D6+1D8

CA: 2
SR: +6
Move: 7m
Traits: Wall Walking
Skills: Athletics 50%, Stealth 80%, Perception 30%, Tracking 25%
Armour: Hide (AP 6, no Skill Penalty)

Troll, Cave

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.



STR	4D6+12	(26)	INT	1D6+3	(6)
CON	3D6+9	(19)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2D6	(7)
SIZ	4D6+12	(26)			

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

Weapon	Skill	Damage	AP
Club	40%	1D6+1D12	2
Claw	40%	1D6+1D12	3

CA: 2
SR: +6
Move: 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%
Armour: Tough Hide (AP 3, no Skill Penalty)

Troll, Dark

STR	3D6+6	(16)	INT	2D6+6	(13)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	3D6+9	(19)			

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

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

CA: 2
SR: +11
Move: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 40%, Perception 40%, Resilience 40%, Stealth 30%, Survival 40%
Armour: Troll Skin (AP 1, no Skill Penalty)

Troll, Great

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

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

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

CA: 2
SR: +8
Move: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%
Armour: Thick Troll Skin (AP 2, no Skill Penalty), Chainmail Shirt (AP 5, Abdomen, Chest and Arms only); Skill Penalty -20%

Troll, Snow

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.

STR	3D6+6	(16)	INT	2D6+6	(13)
CON	3D6	(10)	POW	3D6	(10)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	3D6+9	(19)			

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

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

CA: 2



SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 60%, Perception 40%, Resilience 50%, Stealth 60%, Survival 60%
Armour: Hide (AP 2, no Skill Penalty)

Trollkin

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

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

Weapon	Skill	Damage	AP
Club	35%	1D6-1D2	2

CA: 3
SR: +11
Move: 4m
Traits: Dark Sight, Earth Sense
Skills: Perception 30%, Stealth 40%, Survival 35%
Armour: Troll Skin (AP 1, no Skill Penalty)

Tusk Riders

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

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

Weapon	Skill	Damage	AP
Lance	30%	1D10+2	2
Longspear	30%	1D10	2
Shortspear	25%	1D8	2

CA: 2
SR: +11
Move: 4m

Traits: Night Sight
Skills: Athletics 30%, Dodge 40%, Perception 35%, Resilience 55%, Riding 90%, Stealth 40%, Tracking 50%
Armour: Leather Armour (AP 2, all locations), Skill Penalty -14%

Tusker

STR 3D6+12 (22) INT 5 (5)
CON 2D6+12 (19) POW 3D6 (10)
DEX 2D6 (7) CHA 5 (5)
SIZ 4D6+12 (26)

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

Weapon	Skill	Damage	AP
Tusk	50%	1D8+2D6	3
Trample	55%	4D6 to prone foe	

CA: 2
SR: +6
Move: 6m
Traits: Formidable Natural Weapons, Trample
Skills: Athletics 45%, Dodge 35%, Resilience 40%, Perception 50%, Stealth 35%, Survival 50%, Tracking 25%

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

Unicorn

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.

STR 2D6+12 (19) INT 2D6+6 (13)
CON 3D6+12 (22) POW 2D6+12 (19)
DEX 3D6+3 (13) CHA 3D6+6 (16)
SIZ 2D6+12 (19)

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



Weapon	Skill	Damage	AP
Horn	70%	1D8+1D6	4
Kick	50%	2D6	2

CA: 3
SR: +13
Move: 6m
Traits: Formidable Natural Weapons, Life Sense, Night Sight
Skills: Athletics 75%, Dodge 50%, Perception 75%, Persistence 75%, Resilience 60%, Survival 50%
Armour: Tough Hide (AP 3, no Skill Penalty)

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

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

Weapon	Skill	Damage
Bite	60%	1D6

CA: 2
SR: +12
Move: 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%

Vampire

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every nonliving 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.

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.

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 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.

Voralan

In direct sunlight, they are Demoralised (as the spell).

STR	1D6+3	(6)	INT	3D6+6	(16)
CON	2D6	(7)	POW	3D6	(10)
DEX	2D6	(7)	CHA	2D6	(7)
SIZ	1D6+3	(6)			

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

Weapon	Skill	Damage
Fist	15%	1D2–1D4

CA: 2
SR: +11
Move: 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

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

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

Weapon	Skill	Damage	AP
Shortspear	25%	1D8	2
War Sword	25%	1D8	4
Buckler	20%	1D4	5

CA:	2
SR:	+12
Move:	3m, 5m when swimming
Traits:	Excellent Swimmer
Skills:	Athletics 50%, Boating 70%, Dodge 40%, Lore (all) 35%, Perception 30%, Shiphandling 70%

Walktapus

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.

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.

STR	2D6+18	(25)	INT	2	(2)
CON	2D6+9	(16)	POW	3D6	(10)
DEX	3D6	(10)	CHA	3	(3)
SIZ	2D6+9	(16)			

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

Weapon	Skill	Damage
Tentacle	40%	2D6
Poison Cloud	Automatic	Poison

CA:	2
SR:	+6
Move:	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%
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

STR	5D6	(17)	INT	2	(2)
CON	3D6+6	(16)	POW	1D6+6	(9)
DEX	3D6+6	(16)	CHA	5	(5)
SIZ	2D6+6	(16)			

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



Weapon	Skill	Damage
Bite	35%	1D6+1D2
Sting	45%	1D8+1D2+poison

CA: 4
SR: +10
Move: 6m, 5m when flying
Traits: Poison (see below for details on Giant Wasp Venom), Wall Walking
Skills: Athletics 45%, Dodge 40%, Perception 55%
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

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.

STR	3D6 (×2)	(10/21)
CON	3D6	(10)
DEX	3D6	(10)
SIZ	2D6+6	(13)
INT	2D6+6 (×0.5)	(13/6)
POW	3D6	(10)
CHA	3D6	(10)

Human Form

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

Weapon	Skill	Damage
Any Close	35%	As weapon
Any Missile	25%	As weapon

CA: 2
SR: +12
Move: 4m
Traits: Night Sight
Skills: Athletics 40%, Persistence 20%, Lore (all) 30%, Resilience 35%, Stealth 25%

Wolf Form

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

Weapon	Skill	Damage
Bite	55%	1D8+1D4
Claw	60%	1D6+1D4

CA: 2
SR: +8
Move: 6m
Traits: Night Sight
Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 40%, Tracking 50%
Armour: Hide (AP 1, no Skill Penalty)

Wind Child

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



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

Weapon	Skill	Damage	AP
Longspear	25%	1D10-1D2	2
Sling	25%	1D6-1D2	

CA: 3
SR: +13
Move: 3m, 6m when flying
Skills: Athletics 80%, Perception 90%, Stealth 55%
Armour: Tough Skin (AP 2, Wings only), no Skill Penalty

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)

Wraith

STR	-	(-)	INT	3D6+6	(16)
CON	-	(-)	POW	4D6+12	(26)
DEX	-	(-)	CHA	4D6	(14)
SIZ	-	(-)			
HP	26		MP	26	

Weapon	Skill	Damage
Spectral Sword	75%	1D6

CA: 3
SR: +30
Move: 26m
Traits: Dark Sight, Night Sight
Skills: Dodge 80%, Lore (Spirit World) 60%, Persistence 80%, Stealth 60%

Wyrm

STR	11D6	(38)	INT	3D6	(10)
CON	4D6	(14)	POW	3D6+6	(16)
DEX	3D6	(10)	CHA	3D6	(10)
SIZ	10D6	(35)			

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

Weapon	Skill	Damage	AP
Bite	85%	1D10+2D6	4
Tail	60%	1D20+2D6	8

CA: 2
SR: +10
Move: 3m, 6m when flying
Traits: Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Influence 60%, Persistence 70%, Resilience 70%
Armour: Wyrm Scale (AP 8, no Skill Penalty)

Wyvern

STR	4D6+12	(26)	INT	7	(7)
CON	2D6+12	(19)	POW	3D6	(10)
DEX	2D6+6	(13)	CHA	6	(6)
SIZ	4D6+12	(26)			

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

Weapon	Skill	Damage
Bite	55%	1D10+1D12
Sting	70%	1D6+1D12+poison



CA: 3
SR: +10
Move: 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%
Armour: Wyvern Scale (AP 5, no Skill Penalty)

Zombie

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.

STR	3D6+12	(22)	INT	1D3	(2)
CON	1D6	(3)	POW	1D3	(2)
DEX	1D6+3	(6)	CHA	1D3	(2)
SIZ	3D6	(10)			

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

Weapon	Skill	Damage
Unarmed	50%	1D3+1D4

CA: 2
SR: +4
Move: 2m
Traits: Dark Sight, Night Sight
Skills: Athletics 35%, Resilience 35%

Bastok, the Chaos Wyvern

A bastok can spit acid at its foes. This acid spit has a range of 20m and strikes one hit location.

STR	CON	DEX	SIZ	INT	POW	CHA
40	29	13	47	5*	11	1

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

Weapon	Skill	Damage
Bite	150%	3D10
Sting	210%	1D6+2D10+poison
Spit	100%	1D10 acid

CA: 3
SR: +9
Move: 4m, 6m when flying
Traits: Poison (see below for details on Bastok Venom)
Skills: Athletics 75%, Resilience 75%, Survival 60%
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

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.

STR	CON	DEX	SIZ	INT	POW	CHA
45	27	11	46	5*	13	1

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

Weapon	Skill	Damage
Head Butt	155%	1D8+2D12
Kick	115%	1D8+2D12
Trample	75%	4D12
Fumes	Automatic	Special

CA: 2
SR: +8
Move: 6m
Traits: Trample
Skills: Athletics 65%, Dodge 50%, Perception 50%, Persistence 35%, Resilience 45%, Stealth 60%, Survival 60%, Tracking 50%
Armour: Hide (AP 8, no Skill Penalty)



Urgan, the Slime Snake

STR	CON	DEX	SIZ	INT	POW	CHA
97	80	13	80	5*	13	1

D20	Hit Location	AP/HP
1-6	Tail	10/27
7-14	Body	10/32
15-20	Head	10/27

Weapon	Skill	Damage
Bite	365%	1D10+3D12
Tail	250%	1D8+3D12

CA: 3
SR: +9
Move: 5m
Skills: Athletics 80%, Influence 60%, Perception 60%, Persistence 70%, Resilience 70%, Stealth 70%
Armour: Scales (AP 10, no Skill Penalty)

Zeech, the Slithering Whale

Every creature within 50 metres of the slithering whale is inevitably struck every round by one or more sparks, and must roll on the following table every round to determine their effects.

D12	Spark Effect
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	Reroll 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:

STR	CON	DEX	SIZ	INT	POW	CHA
100	50	10	114	5*	14	1

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

Weapon	Skill	Damage
Ram	180%	1D6+12D10
Bite	120%	6D10
Tail Slap	85%	1D6+12D10

CA: 2
SR: +7
Move: 4m, 6m when swimming
Skills: Athletics 60%, Perception 55%
Armour: Hide (AP 22, no Skill Penalty)

The Crimson Bat

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.

STR	CON	DEX	SIZ	INT	POW	CHA
340	1,200	204	114	13	50	13

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

Weapon	Skill	Damage
Breath Cloud	Automatic	3D6 acid cloud
Tongue	250%	10D12+40 acid
Bite	100%	15D12+50 acid

CA: 3
SR: +16
Move: 10m flying
Skills: Athletics 120%, Influence 150%, Lore (all) 100%, Perception 200%, Persistence 180%, Resilience 120%
Armour: Hide (AP 85, no Skill Penalty)



The Crimson Bat's Ticks

Giant Chaotic Tick

STR	CON	DEX	SIZ	INT	POW	CHA
5	56	15	4	1	20	1

D20	Hit Location	AP/HP
1-20	Body	12/30

Weapon	Skill	Damage
Bite	80%	1D8-1D6

CA: 3
SR: +8
Move: 5m
Armour: Shell (AP 12, no Skill Penalty)

The Mother of Monsters

The Mother of Monsters may use every one of its attacks every round, on the listed Strike Rank.

STR	CON	DEX	SIZ	INT	POW	CHA
1,703	3,833	6	2,555	2*	2,500	1

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

Weapon	Skill	Damage
Stomp (× 4)	Automatic	18D12
Gulp	Automatic	Special

CA: 1 (see above)
SR: +4
Move: 8m
Skills: Perception 40%
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 wyrm (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.