

Table 13.4 Creature Statistics

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	# Enc	Outlook	Treasure	Stamina	Will	Magic
Ant, Giant	2	S	10	20	90	85	70 S-Slash	2-20	Hungry	PNP	50	35	35
Ape, Giant	5	L	14	25	85	230	95 L-Crush; 70 We	1-10	Bellig.	PPP	75	40	50
Beetle, Giant	2	M	12	20	90	110	70 L-Slash	1-5	Hungry	—N3—	35	20	30
Cat, Large	3	M	16	20	60	115	80 L-Slash; 60 M-Puncture	1-5	Aggr.	— — —	40	35	35
Centaur	5	M	20	15	70	120	90 L-Crush; 80 We	2-20	Prot.	N2N2 (10) R2	85	70	70
Demon, Class I	2	M	12	20	65	105	75 M-Crush; 65 We	1	Berserk	N — —	30	30	30
Demon, Class II	4	M	12	20	85	125	85 L-Crush; 70 We	1	Berserk	N2 — —	50	35	40
Demon, Class III	8	M	15	25	110	140	105 L-Crush; 90 We	1	Cruel	N3 — —	75	70	70
Demon, Class IV	15	M(L)	16	25	135	215	130 L-Crush; 120 We	1	Cruel	R2 — —	100	95	95
Demon, Class V	20	L	20	25	140	280	145 H-Crush; 130 We	1	Domin.	R3R —	115	110	105
Demon, Class VI	25	L	24	30	145	300	160 H-Crush; 150 We	1	Domin.	R3R2 —	125	125	125
Dragon, - Typical Adult	-	-	-	-	-	-	175 H-Slash; 160 H-Crush	-	-	-	-	-	-
Gargoyle	5	M	12	20	80	125	85 L-Slash; 70 M-Puncture	1-10	Aloof/Prot.	NR (5) N	90	75	75
Giant, Greater	20	H	16	15	120	435	155 H-Crush; 140 We	1	Aggr.	R2R (10) N2	125	110	110
Giant, Lesser	10	L	16	15	100	250	120 L-Crush; 100 We	1	Hungry	P2NN3	85	75	75
Goblin	1	M	12	15	60	70	50 We	10-20	Greedy	PPR3	30	30	30
Golem, Iron	10	L	12	15	120	270	125 L-Crush; 110 We	1-2	Prot.	— — —	85	140	85
Griffin	8	M	10	20	60	130	100 L-Slash; 85 L-Puncture	1-2	Aloof/Hungry	PNP	85	80	80
Hippogriff	9	L	12	20	105	245	110 L-Slash; 95 L-Puncture	1-2	Aloof/Prot.	PNP	80	70	70
Hobgoblin	2	M	12	15	60	95	65 We	1-20	Domin.	NNN	95	40	40
Hydra	10	L	20	20	130	245	150 M-Puncture	1	Bellig.	PNP	95	85	85
Kobold	1	M	12	15	60	70	50 We	10-20	Greedy/Hungry	NPN	35	30	30
Lizardmen	4	M	14	15	50	115	85 M-Slash; 70 We	2-10	Aggr.	NPR3	65	65	65
Ogre	8	L	13	15	90	240	110 L-Crush; 95 We	1-5	Hungry	PPN	80	50	55
Orc	6	M	16	20	80	130	105 We	2-20	Hostile	NPN	75	70	70
Rat, Giant	3	S	14	25	65	95	80 S-Puncture; 65 S-Slash	2-10	Hungry	PPP	45	30	30
Sabertooth Tiger	9	L	12	20	110	245	125 L-Slash; 110 L-Crush; 110 H-Puncture	1	Hungry/Prot.	PPP	85	70	70
Scorpion, Giant	4	L	16	20	75	225	90 L-Puncture; 80 M-Puncture (Poison)	1-2	Bellig.	PPP	60	40	40
Spider, Giant	8	M	16	20	75	140	90 L-Puncture; 80 M-Puncture (Poison)	1-10	Bellig.	NNP	75	65	65
Spider, Greater	20	L	20	20	130	285	155 L-Puncture; 140 L-Puncture (Poison)	1	Domin./Cruel	RRP	125	120	120
Spider, Lesser	3	S	12	20	75	95	80 S-Puncture; 65 S-Puncture (Poison)	2-20	Hungry	PPP	35	35	35
Troll, Greater	10	L	16	15	100	250	125 L-Crush; 110 L-Slash; 90 L-Puncture	1-5	Cruel	NPN	100	75	75
Troll, Lesser	5	M(L)	14	15	75	180	95 L-Crush; 80 L-Slash; 75 M-Puncture	1-10	Hungry	PPN	70	45	45
Undead, Class I	3	M	10	15	25	120	75 S-Crush; 60 We	2-20	Berserk/Hungry	PPP	35	25	25
Undead, Class II	5	M	12	15	35	130	90 M-Crush; 75 We	1-10	Berserk	PPP	40	35	40
Undead, Class III	10	M	12	20	65	150	120 M-Crush; 105 We	1-5	Cruel	NNP	70	70	75
Undead, Class IV	15	M(L)	12	25	80	220	140 We; 120 L-Crush	1-2	Cruel	RNP	95	95	100
Undead, Class V	20	M(H)	16	25	90	335	155 We; 140 L-Crush	1	Domin./Cruel	R2R2N	110	110	120
Wasp, Giant	2	M	26	25	45	110	70 M-Puncture (Poison); 60 L-Puncture	2-20	Hungry	PPP	30	25	30
Werewolf	7	M	14	25	95	135	100 L-Puncture; 85 L-Slash	1	Bellig./Cruel	NNN	80	60	65
Wolf	3	M	16	20	55	115	75 M-Puncture	2-20	Hungry	— — —	35	30	30
Wyvern	10	L	18	25	140	250	145 L-Puncture; 130 L-Slash; 120 L-Puncture	1	Hostile	R3R3(10)R3	95	85	85

NOTATIONS

Several of the statistics are self-explanatory: Level, BMR = Base Move Rate, Init = Initiative Modifier, DB = Defensive Bonus (DB breakdown available in the monster's description), Hits. The rest are detailed below:

Size: S = small; M = medium; L = large (attacks resolved on the Large critical table); H = huge (attacks resolved on the Huge critical table); M(L) = medium sized but receives criticals as if Large; M(H) = medium sized but

receives criticals as if Huge.

Attacks: A creature's attacks are divided into three parts. The bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. The tables are self-explanatory. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Level – This is the average level of an adult version of the creature. This level should be considered as levels of the Fighter profession. Looking at it this way, the GM can then customize the creatures by giving them levels in different professions in order to make things interesting for the players.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun. The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all criticals received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

Init Bonus – This is the bonus that is added to the creature's initiative rolls during combat.

Base Move – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace.

Hits – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.

DB (Defensive Bonus) – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.

Attacks – This section gives the creature's Offensive Bonus (OB). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks.

Enc – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.

Outlook – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.

Aggr. – Aggressive. Creature is aggressive and will attack if provoked.

Aloof – This type of creature will normally ignore others unless attacked or interfered with.

Bellig. – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.

Berserk – This creature will attack the closest living creature until it is destroyed.

Cruel – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.

Domin. – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.

Greedy – This type of creature will attack and/or steal from others if the risk is not too high to itself.

Hostile – Will normally attack other creatures on sight.

Hungry – This type of creature will normally attack anything that it considers edible when hungry, otherwise consider it to be Aggressive.

Prot. – Protective. This creature is normally very protective of a thing, place, other creature, etc.

Treasure – The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to 20% + 3% per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

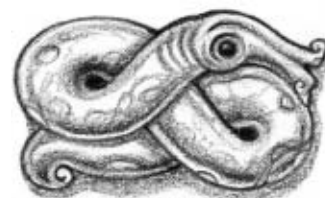
If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the money chart, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items chart.

- **Stamina RR** – This is the creature's total bonus to Stamina Resistance Rolls.

- **Will RR** – This is the creature's total bonus to Will Resistance Rolls.

- **Magic RR** – This is the creature's total bonus to Magic Resistance Rolls.



DESCRIPTIONS

This section gives a description of the monsters listed on Table 13.4 along additional information about the creature. Each description contains the following items:

Abilities – This section will list any racial or special abilities of the monster. Any abilities given that are not located in the Talents section will be detailed at the end of the Monster descriptions.

IQ – This section will give the creature's intelligence and sentience level and some information on how the creatures act.

DB – This section will give a breakdown of the monster's DB telling where each portion of it comes from.

Skills – This section will give a few commons skills that will be useful in running the monster. The GM may add other skills as he sees fit. They are in the following format: *Skill Name (# of ranks) Total Bonus*

ANT, GIANT

Giant ants are much like regular ants only 1-2' in length. They attack using their powerful pincer-like mandibles. Giant Ants will almost always be found in groups. These range from small groups of 2-20 out on specific missions for the nest such as gathering food or supplies for up to as many as 2000 in a large nest.

Abilities – Blazing Speed; Survival Instinct; Tough Hide (Greater)

IQ – Giant Ants are capable of working together in limited ways, but are not really intelligent. They will often work to surround foes.

DB – +20 Stats; +10 Survival Instinct; +60 Tough Hide (Greater)

Skills – Perception (9) 55; Climbing (9) 60; Tracking (4) 30

APE, GIANT

These huge primates can grow to be up to 9' tall and weigh close to half a ton. They live in groups of 5-10 and have very specific territories, which they will vigorously defend. They attack by either smashing foes with their large fists or with simple weapons such as clubs or rocks.

Abilities – Tough Hide (Major); Extremely Nimble; Survival Instinct

IQ – Giant Apes are extremely intelligent animals. They have the equivalent intelligence of a small child. However they do not have a recognizable language and do not work together very well, even in family groups.

DB – +20 Stats; +25 Survival Instinct; +40 Tough Hide (Major)

Skills – Perception (18) 76; Climbing (18) 65; Acrobatics (18) 91; Stalk & Hide (10) 75; Ambush (10) 65

BEETLE, GIANT

The Giant Beetle normally grows up to between 5 and 7' in length. They are found in groups of 1-5 and will eat virtually anything, taking large bites with their large pincers.

Abilities – Tough Hide (Greater); Quiet Stride; Survival Instinct

IQ – Giant Beetles are scavengers, and will eat almost anything. They have only animal intelligence,



although this is often over-riden by its relentlessly hungry nature.

DB – +20 Stats; +60 Tough Hide (Greater); +10 Survival Instinct

Skills – Perception (9) 65; Stalk & Hide (6) 66;

CAT, LARGE

This covers lions, tigers, leopards, and other large feline predators. They attack with their deadly claws or their ferocious bites. While most are normally solitary, certain types of large cats such as the lion are pack animals, working together to bring down larger prey.

Abilities – Tough Hide (Lesser); Enhanced Scent; Survival Instinct

IQ – Large Cats are very intelligent animals, but still animals. Those who hunt in packs will work together to bring down large prey.

DB – +25 Stats; +20 Tough Hide; +15 Survival Instinct

Skills – Perception (12) 64; Stalk & Hide (9) 58; Tracking (9) 105

CENTAUR

Half-man and half-horse, this race of beings is highly territorial. They fight using either their hooves to attack and crush foes or with weapons such as bows to slay opponents at a distance. Centaurs live in tribes and clans, and dislike outsiders intruding into their realms.

Abilities – Portage Skills; Speed Loader; Natural Weapon (hooves)

IQ – Centaurs are as intelligent as humans and the other races. They work well together and with other races as well. Centaurs are most often of the Nomad culture.

DB – +10 Stats; +30 Rigid Leather; +30 Full Shield

Skills – Perception (18) 78

DEMONS

Demons are creatures from another plane. They resemble grotesquely misshapen humans or perhaps even other races, but always distorted or deformed in some manner. Demons do have some sort of hierarchy, but the exact structure is unknown. The above table gives only the most common ones, those who attack with their fists or with weapons. There are others with more varied powers, forms and abilities, including elemental attacks. They will most often be encountered alone — unless there is a rift between worlds, which will enable the less powerful ones to come through in groups of 2-10.

Note – Demons may sometimes have an unusual array of abilities. Those with elemental capabilities will take 2 x hits (both concussion and bleeding) from their opposite element. When struck by their own element, such demons are normally healed of damage by the number of hits indicated in the critical.

Abilities – Survival Instinct; Tough Hide (Major); Dark Vision (Greater)

IQ – Demons run the gamut from being nearly mindless animals to being extremely intelligent. As a general rule, the higher the Class of Demon, the more intelligent it will be.

DB – +40 Tough Hide; + (varies) Stats; + (varies) Survival Instinct

Skills – Perception (varies);

DRAGON, TYPICAL ADULT

This is an extremely large reptilian beast; huge in size, might, and intellect. In addition to their bite (Puncture), claw (Slash), and bashing (Crush) attacks using just about any part of their body, many Dragons also possess a breath weapon (treat as the spell, Elemental Ball; with an OB equal their level times 5) based upon affinities they have with a particular element; usable a number of times each day equal to one half their level. A Dragon will also often know at least one spell for each level it has (skill bonus in the spell equal to its level times 5). All dragons are very cunning creatures. The lesser cousin of the Dragon is the Drake, which appears very much like the dragon, only less intelligent and it does not have the breath weapon or the spell capabilities. Dragons and Drakes both are able to make one attack per round for every 10 levels they have.

Abilities – Flight; Tough Hide (Greater); Survival Instinct

IQ – Dragons are as intelligent as humans, and many will also be capable of casting spells. Drakes are about as intelligent as a small child, and are much more interested in their next meal than they are in anything else.

DB – +30 Stats; +60 Tough Hide; +75 Survival Instinct

Skills – Perception (63) 128

GARGOYLE

These creatures are winged goblinoids that show no uniformity in their appearance. Each gargoyle is unique. They seem to have skin and bodies made from stone. It is conjectured that they are magical creations that have gained the ability to reproduce themselves using mundane statuary. Their stone claws and mouths are potent weapons that they use on prey. It is not uncommon to find from 1 – 10 of these creatures roosting in a single aerie.

Abilities – Flight; Tough Hide (Greater); Enhanced Senses

IQ – Gargoyles are as intelligent as humans. They work well with others of their roost. Due to their naturally tough hides, Gargoyles all seem to have a uniform disdain for armor.

DB – +20 Stats; +60 Tough Hide

Skills – Perception (18) 76; Stalk & Hide (12) 64; Acrobatics (18) 76

GIANTS, GREATER

Greater Giants are both more intelligent and larger than their lesser cousins. Standing between 12 and 20' tall, they resemble large, lordly humans. Each one knows up to one spell for every two levels it has. These spells will always be based on the focus of the giant: Earth, Water, Fire, Cloud, Forest, etc. They may cast these spells at will, having 5 power points per level. Giants are solitary creatures.

Abilities – Tough Hide (Major); Reverberating Strength; Survival Instinct

IQ – Greater Giants are as intelligent as humans and often know spells that deal with their focus.

DB – +10 Stats; +40 Tough Hide; +70 Survival Instinct

Skills – Perception (63) 127

GIANTS, LESSER

These giants are both large and strong, although not particularly intelligent. Standing between 9 and 15' tall, these giants resemble large hairy humans with a very bestial look to them. They often have such features as oversized limbs and muscles or some other deformed look. Giants are solitary creatures. Some examples of Lesser Giants include Cyclops, Cave Giants, and Hill Giants.

Abilities – Tough Hide (Major); Reverberating Strength; Survival Instinct

IQ – Lesser Giants are slightly less intelligent than humans, but still intelligent enough to be crafty.

DB – +10 Stats; +50 Survival Instinct; +40 Tough Hide

Skills – Perception (33) 93

GOBLIN

These creatures stand between 3'6" and 4'6" tall and have round heads with snub noses and wide grinning mouths. Their skin is a mottled greenish yellow in color. Goblins are very clever and very skilled with mechanical objects such as traps. Goblins often travel in packs of 10 – 20 while a nest of them could hold up to anywhere between 100 and 200. Goblins enjoy night vision (to 100'), but are often blinded (-75) by full daylight.

Abilities – Night Vision; Blazing Speed, Enhanced Senses

IQ – As intelligent as Humans, Goblins are a very barbaric race. They tend to prefer to strike from ambush or to use traps.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (6) 50; Ambush (4) 30; Locks & Traps (4) 30; Stalk & Hide (4) 30

GOLEM, IRON

Magically created automatons, they serve as guardians for various places only allowing certain individuals or people holding a special key to pass their posts. They often have weapons built into their arms and bodies making it impossible to disarm them. They are tireless in their pursuit of those who defile the areas that they guard, so long as they are within that area, or if they have removed something from that area. Golems are normally singular, but occasionally they may be found in pairs. Golems themselves do not have, nor care about treasure, but some treasure may often be found around their previous victims. Golems are also practically immune to mind affecting spells.

Abilities – Tough Hide (Greater); Survival Instinct; Immune to Stun

IQ – The intelligence of an Iron Golem varies with the will of those who created it and its mission. From those who can only understand rudimentary commands to those who are very knowledgeable, it all depends on how the Golem was made.

DB – +10 Stats; +60 Tough Hide; +50 Survival Instinct

Skills – Perception (33) 93

GRIFFIN

With the body of a lion and the head and wings of a giant eagle, the griffin's metallic plumage is as beautiful as it is deadly. They attack primarily with their powerful claws (Slash) or their beaks (Puncture). Griffins are normally found alone or as a mating pair. More rarely, there will be found entire communities of Griffins.

Abilities – Flight; Tough Skin (Major); Enhanced Senses

IQ – Griffins are as intelligent as Humans but prefer to stay away from most of the other intelligent races, having been enslaved in the past.

DB – +20 Stats; +40 Tough Hide

Skills – Perception (27) 98; Acrobatics (27) 83

HIPPOGRIFF

This creature has an eagle-like head, wings, and forequarters, while its body and hindquarters are like those of a horse. Hippogriffs are dangerous only when cornered or their young are in danger. They are normally carefree unless enthralled by magic. When angered they attack using their talons and their beaks.

Abilities – Flight; Survival Instinct; Tough Hide (Major)

IQ – Hippogriffs are about as smart as a normal horse, very intelligent for an animal.

DB – +20 Stats; +45 Survival Instinct; +40 Tough Hide

Skills – Perception (30) 90

HOBGOBLIN

Larger and more violent than their lesser cousins the Goblins, Hobgoblins often have a muddy tinge to their skin coloring. They do not normally have their own nests, preferring to mingle with and dominate Goblin tribes. Hobgoblins possess night vision like Goblins, but are less sensitive (-25) to full daylight. Hobgoblin leaders will also use other Hobgoblins as special troops and leaders of Goblin packs.

Abilities – Night Vision; Enhanced Senses; Quiet Stride

IQ – Hobgoblins are as intelligent as Humans, though much crueller and dominating.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (9) 65; Stalk & Hide (6) 40

HYDRA

With tough scales that rivals that of the great Drakes, a Hydra looks much like a small dragon with multiple heads. Each head that a Hydra has makes its own attack each round. While most Hydras have 9 heads, the number can vary. If a head is destroyed, the Hydra will grow two more to replace it over the course of 3 rounds. One head is the immortal core, and if it is destroyed, then the creature will die. The only way to keep the other heads from regenerating is to cauterize the wounds with fire, or to destroy the main head.

Abilities – Survival Instinct; Tough Hide (Greater); Enhanced Senses

IQ – Hydras are of animal intelligence.

DB – +20 Stats; +60 Tough Hide; +50 Survival Instinct

Skills – Perception (33) 93



KOBOLD

Kobolds are a small reptilian dog-like race of creatures with small horns protruding from their heads. They are very cunning and will often work together and ambush larger prey to take them down. They have night vision (100') and like goblins are blinded in full daylight (-75). Kobolds normally hunt prey in groups of 10-20 while their nests can hold up to 200 of the creatures.

Abilities – Night Vision; Blazing Speed; Enhanced Scent
IQ – Kobolds are as intelligent as Humans, and extremely cunning. They work well together with others of their kind.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (6) 40; Stalk & Hide (4) 31; Ambush (4) 31; Tracking (4) 70

LIZARDMEN

Reptilian humanoids about as large as a human, these have fine scales and a short tail. They will either attack using their mighty claws or weapons that they have taken from prey. A normally savage race, they hunt in parties of 2-10 and live in villages numbering as high as 50 or 60 members.

Abilities – Tough Hide (Minor); Night Vision; Natural Weapon (Claws)

IQ – Lizardmen are as smart as Humans, but are quite often less civilized.

DB – +10 Stats; +20 Tough Hide; +20 Target Shield

Skills – Perception (15) 70

OGRE

Standing 8' – 10' in height, this slovenly race is often mistaken for giants at a distance. They are akin to giants the way that cavemen are akin to humans. They use crude weapons such as clubs or rocks and have an insatiable greed for eating the flesh of other creatures, especially the intelligent ones. They are most often solitary creatures, although you can occasionally find small family groups of up to 6 of them.

Abilities – Tough Hide (Major); Survival Instinct; Night Vision

IQ – Ogres are normally about half as smart as most humans, however there are those rare individuals who can match Human intelligence and these will often gain skill as a spell caster, becoming deadly Ogre Mages.

DB – +10 Stats; +40 Tough Hide; +40 Survival Instinct

Skills – Perception (27) 87

ORC

As large as humans, this savage race has a remarkable porcine cast to its features. Slanted eyes and flattened snout-like noses with large jutting tusks complete the image of this heavily muscled race. Extremely war-like, Orcs will ravage the countryside, dominating the lesser races of Goblinoids and Kobolds. They are very cannibalistic in nature, and will often play with their prey, before consuming it. They live in tribes numbering between 100 and 200, and will often send out raiding parties of up to 20 warriors to pillage the surrounding area.

Abilities – Night Vision; Accelerated Healing; Dense Musculature

IQ – Orcs are a highly uncivilized race that is just as intelligent as Humans.

DB – +15 Stats; +5 Dense Musculature; +30 Rigid Leather; +30 Full Shield

Skills – Perception (21) 81

RAT, GIANT

This species of rat grows to be up to 2' in length, not counting their tails. Carrion eaters normally, they are not above running off with defenseless prey such as young children. They attack using their bites (Puncture) and their claws (Slash), and are often found in nests numbering up to 50 members.

Abilities – Survival Instinct; Tough Hide (Minor); Enhanced Scent

IQ – Giant Rats are as intelligent as any other animal, including their normal sized cousins.

DB – +30 Stats; +15 Survival Instinct; +20 Tough Hide

Skills – Perception (12) 64; Tracking (8) 100

SABERTOOTH TIGER

This is a large muscular cat-like creature that can grow up to about 9' at the shoulder. It has large fangs (up to 9" long) that it will use to rip and tear its prey. While it cannot maintain speed for any great length of time, it can run in short bursts, and will often ambush its prey, pouncing on them from hiding. It is thought that they are solitary creatures, found in groups only when a mother still has young (2-6) to care for.

Abilities – Tough Hide (Major); Survival Instinct; Dense Musculature

IQ – The Sabertooth Tiger is a very smart animal. Not above laying in wait for its prey.

DB – +20 Stats; +5 Dense Musculature; +40 Tough Hide; +45 Survival Instinct

Skills – Perception (30) 90; Ambush (20) 86

SCORPION, GIANT

This creature can grow to be up to 10' long and it attacks using either its pincers (large puncture) or its stinger (Medium Puncture). If a strike from the stinger does a critical, then the Giant Scorpion has injected a poison into its target. Use the following Cascading Resistance Roll chart for the poison.

CRR (120) – No Effect

CRR (110) – 1d100-20 on Internal Poison chart

CRR (100) – 1d100-10 on Internal Poison chart

CRR (90) – 1d100 on Internal Poison chart

CRR (80) – 1d100+10 on Internal Poison chart

CRR (70) – 1d100+20 on Internal Poison chart

Failure – Character receives maximum result from the Internal Poison chart

Abilities – Tough Hide (Major); Survival Instinct; Blazing Speed

IQ – The Giant Scorpion is of average animal intelligence.

DB – +15 Stats; +20 Survival Instinct; +40 Tough Hide

Skills – Perception (15) 70

SPIDERS: LESSER, GREATER & GIANT

Lesser Spiders grow to a length of 2'-3' while the Giant grows to up to 10'. The Greater Spider can grow as large as 20' in size. The Greater Spider is also more intelligent than its lesser cousins, able to cast spells. The Greater Spider will know at least one spell for every two levels that it has (with a skill bonus of its level times 5 for each spell known). All three types will use their pincher-like mandibles to attack foes, or will inject the foe with a poison upon a successful critical strike. This poison is an Internal Poison and uses the following Cascading Resistance Roll chart:

CRR (120) – No Effect

CRR (110) – 1d100-20 on Internal Poison chart

CRR (100) – 1d100-10 on Internal Poison chart

CRR (90) – 1d100 on Internal Poison chart

CRR (80) – 1d100+10 on Internal Poison chart

CRR (70) – 1d100+20 on Internal Poison chart

Failure – Character receives maximum result from the Internal Poison chart

Abilities – Tough Hide (Major); Survival Instinct; Subtle IQ – While the Lesser and Giant Spiders are just slightly above normal animal intelligence, the Greater Spider is about equal to a Human in intelligence, being able to learn spells.

DB – +40 Tough Hide; + (varies) Stats; + (varies) Survival Instinct

Skills – Perception (varies)

TROLL, LESSER & GREATER

Lesser Trolls range in height from 8'-12' while Greater Trolls range in height from 12'-15'. Trolls attack using their fists, claws, or simple weapons. Both varieties of Troll resemble rock-like trees in appearance. It is difficult to tell when one is near unless it is moving. Trolls live in small clans numbering between 2-20 members. Trolls naturally regenerate damage from wounds unless the wound is caused by fire, or the Troll's head is cut off. Additionally Greater Trolls are immune to natural extremes of heat and cold, and take only half damage (Concussion Hits & Bleeding only) from magical heat and cold.

Abilities – Tough Hide (Major); Survival Instinct; Regeneration (Major)

IQ – Greater Trolls are about as smart as Humans, and Lesser Trolls are not quite as intelligent, though still well above animal intelligence.

DB – +10 Stats; +40 Tough Hide; + (varies) Survival Instinct

Skills – Perception (varies)

UNDEAD

There are many different types of undead, including skeletons, zombies, ghosts, wraiths and vampires to name a few. All undead radiate an aura of fear. Any person coming within 20' of an undead must make a Will-based Resistance Roll versus the undead or flee from it in fear (roll on the RR column of the maneuver chart and add the Undead's level times 5 as a bonus). More intelligent undead can have other powers and abilities and may use

weapons, otherwise an Undead attacks by bashing its foe with its fists. Examples of the various Classes of Undead are as follows:

Class I: Lesser Ghouls, Phantoms, Lesser Skeletons, Zombies

Class II: Lesser Ghosts, Greater Ghouls Minor Skeletons, Lesser Specters

Class III: Minor Ghosts, Lesser Mummies, Greater Skeletons, Minor Specters, Lesser Wights

Class IV: Greater Ghosts, Greater Mummies, Lord Skeletons, Major Specters, Lesser Vampires, Lesser Wraiths

Class V: Lich, Greater Vampire, Greater Wraiths.

Each of the above examples may have little things like being partially immune to stun (take only half the penalty from being stunned), and being immune to sleep and other spells that affect the mind. Many will also have other individual powers and abilities as well. As always, Undead just keep on going even when they receive a critical that may kill a living monster.

Killing the Undead: When an Undead is reduced to zero hits, it is not actually destroyed. Its regeneration is slowed down (increase minutes to hours) until it has at least one hit again. Magical damage and damage caused by fire will not regenerate. In some instances, other methods will also work to kill an undead monster, such as driving a wooden stake through the heart of a vampire.

Abilities – Survival Instinct; Constitution Drain; Regeneration (Major)

IQ – The intelligence of the Undead varies with how powerful the Undead is. Those of a higher Class are always more intelligent than those of a lower Class.

DB – +(varies) Stats; +(varies) Survival Instinct; +(varies) Armor worn by some Undead; +(varies) Shield

Skills – Perception (varies)

WASP, GIANT

Growing up to 5' in length, with a 10' wingspan, this creature attacks by injecting its prey with a paralyzing poison, Stamina RR (80), so that it may feast upon its prey at a later time using its powerful mandibles. If the RR versus the poison is failed, the character is paralyzed for 1-10 hours, long enough for the Giant Wasp to feed on the character.



BONE BRACELET

Abilities – Flight; Survival Instinct; Tough Hide (Minor)

IQ – Giant Wasps are a bit smarter than normal wasps, about as smart as a puppy.

DB – +15 Stats; +10 Survival Instinct; +20 Tough Hide

Skills – Perception (6) 40

WEREWOLF

Masquerading as a normal member of its race during the day, this foul creature comes out in the night, especially on the nights of the full moon, although stress can also trigger the change as well. It appears as a humanoid wolf-like being. Its bite (Puncture), not its claws (Slash), can transmit lycanthropy to any victim who survives the attack. Survivors must make a Stamina RR versus the result of a roll on the RR column of the maneuver chart using the level of the Werewolf times 5 as the attack bonus, or become infected and transform into a Werewolf on the next full moon. While Werewolves are normally solitary, there have been cases of packs of 2-5 of them being encountered. Only silver or magic will stop the werewolf's regeneration from working. Upon death the werewolf reverts to its human (or other) form.

Abilities – Tough Hide (Major); Survival Instinct; Regeneration (Major)

IQ – Werewolves are extremely savage, acting mostly on instinct,

DB – +20 Stats; +35 Survival Instinct; +40 Tough Hide

Skills – Perception (24) 84

WOLF

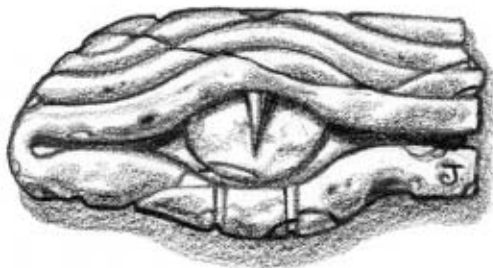
This is a powerfully built canine with a thick bushy tail. It hunts in packs of 2-20 relying solely on its powerful bite to bring down prey.

Abilities – Enhanced Scent; Tough Hide (Minor); Survival Instinct

IQ – The wolf is a pack animal, and it works very well with the others of its pack to bring down large game. Wolves only have animal intelligence, but they are extremely smart animals.

DB – +20 Stats; +15 Survival Instinct; +20 Tough Hide

Skills – Perception (12) 64



WYVERN

These great serpents are smaller than dragons, though similar in shape, but having a barbed tail. Unlike the great dragons, they do not utilize spells or a breath weapon, relying on poisons injected through their bites (Large Puncture) and the barbs (Medium Puncture) on their tail. This poison is an Internal Poison and uses the Cascading Resistance Roll table in Chapter 12, Poisons. They are voracious hunters, who prefer to ambush prey, but are wise enough to avoid civilization normally.

Abilities – Flight; Tough Hide (Greater); Survival Instinct

IQ – The Wyvern is more intelligent than its cousin the Drake (see Dragon listing), but not quite as intelligent as a true Dragon.

DB – +30 Stats; +50 Survival Instinct; +60 Tough Hide

Skills – Perception (33) 93; Ambush (20) 80; Acrobatics (25) 85

MONSTER ABILITY DESCRIPTIONS

Survival Instinct – This ability grants the creature a bonus to its DB. Using the same progression rate as normal skills, the monster gains a bonus equivalent to 1 rank for each level.

Portage Skills – Those with this ability are able to carry triple the normal weight allowed for each Encumbrance level.

Flight – Monsters with this ability are able to fly at a Base Movement Rate equal to twice their speed on the ground. They may also use pace multipliers on this, but doing so is extremely tiring and can only be maintained for short periods of time.

Reverberating Strength – Monsters with this ability do double Concussion Hit damage with any attacks that they make.

Tough Hide (Minor) – Monsters with this ability gain a +20 to DB from extremely tough hides or heavy course fur.

Tough Hide (Major) – Monsters with this ability gain a +40 to DB from extremely tough hides or extremely leathery or scaly skin.

Tough Hide (Greater) – Monsters with this ability gain a +60 to DB from extremely tough hides or from many hard plates or large tough scales.

Natural Weapons – Monsters with this ability have a natural weapon that they can use such as hooves or claws. The monster may learn to use them as if they were learning a Martial Arts skill.

MONSTER RACIAL STATISTICS

Monsters are people too. They have stats just like the other races in HARP. The following table provides those stats for GMs to use in customizing the monsters given.

Table 13.5 Creature Racial Characteristics

Name	Racial Stat Modifiers									Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance		Stamina	Will	Magic
Ant, Giant	+3	+4	+2	+5	+0	+0	+0	+0	25	—	25	15	15
Ape, Giant	+5	+5	+5	+10	+0	+0	+0	+0	150	—	30	5	15
Beetle, Giant	+4	+3	+1	+5	+0	+0	+0	+0	50	—	10	0	10
Cat, Large	+2	+2	+3	+6	+0	+0	+0	+0	50	—	10	10	10
Centaur*	+4	+4	+0	+0	+0	+0	+2	+2	40	20	15	10	5
Demon, Class I	+4	+0	+1	+4	+0	+0	+0	+0	50	20	10	10	10
Demon, Class II	+5	+3	+1	+6	+0	+0	+0	+0	50	20	15	5	10
Demon, Class III	+7	+3	+2	+8	+0	+0	+0	+0	50	20	20	20	20
Demon, Class IV	+9	+4	+2	+10	+2	+2	+2	+2	100	30	20	20	20
Demon, Class V	+10	+5	+3	+8	+3	+3	+3	+3	150	50	25	25	20
Demon, Class VI	+12	+5	+3	+8	+5	+5	+5	+5	150	50	30	30	30
Dragon, Adult	+40	+10	+10	+10	+5	+0	+0	+5	300	60	50	50	50
Gargoyle*	+0	+3	+0	+4	+0	+0	+0	+0	45	15	+25	+15	+15
Giant, Greater	+20	+10	+0	+0	+2	+2	+2	+2	300	60	+25	+25	+25
Giant, Lesser	+15	+5	+0	+0	+0	+0	+0	+1	150	—	+15	+15	+15
Goblin*	+1	+2	+0	+0	+0	+2	+0	+0	30	30	10	10	10
Golem, Iron	+10	+5	+0	+0	+20	+0	+0	+0	150	—	25	50	25
Griffin*	+5	+3	-4	+4	+0	+1	+1	+0	40	20	10	10	10
Hippogriff	+10	+4	-4	+6	+0	+0	+0	+0	150	—	15	15	15
Hobgoblin*	+2	+3	+0	+0	+0	+1	+0	+0	35	25	10	10	10
Hydra	+30	+5	+5	+5	+0	+0	+0	+0	150	—	25	25	25
Kobold*	+0	+2	+1	+1	+0	+0	+0	+0	30	30	10	10	10
Lizardmen*	+3	+2	+0	+1	+2	+0	+2	+1	40	20	10	10	10
Ogre	+6	+2	-1	-1	+0	+0	+0	+0	150	50	25	0	5
Orc*	+3	+3	+0	+3	+0	+0	+0	+0	35	25	10	10	10
Rat, Giant	+0	+5	+10	+10	+0	+0	+0	+0	25	—	10	5	5
Sabertooth Tiger	+4	+4	+6	+6	+0	+0	+0	+0	150	—	20	15	15
Scorpion, Giant	+6	+4	-1	+3	+0	+0	+0	+0	150	—	20	10	10
Spider, Giant	+6	+4	-1	+3	+0	+0	+0	+0	50	—	15	15	15
Spider, Greater	+10	+10	+0	+4	+3	+3	+3	+3	150	—	25	30	30
Spider, Lesser	+3	+1	+2	+4	+0	+0	+0	+0	25	—	10	10	10
Troll, Greater	+12	+5	+0	+0	+0	+0	+0	+0	150	—	30	15	15
Troll, Lesser	+8	+4	+0	+0	+0	+0	+0	+0	100	—	25	10	10
Undead, Class I	+2	+5	+0	+0	+0	+0	+0	+0	50	—	0	0	0
Undead, Class II	+3	+2	+0	+0	+0	+0	+0	+0	50	—	0	0	5
Undead, Class III	+4	+3	+3	+3	+3	+3	+3	+3	50	—	5	5	10
Undead, Class IV	+5	+5	+5	+5	+5	+5	+5	+5	100	30	15	15	20
Undead, Class V	+6	+6	+6	+6	+6	+6	+6	+6	200	40	20	20	30
Wasp, Giant	-1	+3	+8	+8	+0	+0	+0	+0	50	—	5	5	10
Werewolf	+1	+2	+0	+8	+0	-2	+0	+0	50	—	30	15	20
Wolf	+0	+2	+2	+6	+0	+0	+0	+0	50	—	5	5	5
Wyvern	+30	+5	+0	+10	+0	+0	+0	+0	150	—	25	25	25

* = This race may be used for player characters upon GM approval.

MOUNTS

What happens when your mount is caught in combat with you, or it gets spooked and attacks something? Chapter 8 lists several types of mounts that the players may have their characters purchase, and give some basic information, but it does not give the combat stats for those mounts. Tables 13.6 and 13.7 provide the basic information needed for the mounts if they happen to get caught in combat. Since characters are unlikely to be fighting their mounts, the information being provided is not as complete as the monsters listed above.

Mounts make two types of attacks. The first is a stationary attack where the Mount is trying to rear or kick its target, with the exception of the Riding Dog which will try to bite its target. The second type of attack is the Charging Attack, in which it is trying to run down its target. In Table 13.6 Mount Statistics, the first attack listed is for its Stationary Attack, and the second for its Charging Attack.

Table 13.7 Mount Racial Stats gives the information needed by the player or GM for customizing the Mounts. All mounts can be considered to have the abilities Tough Hide (Minor) and Survival Instinct, which is used in determining their DB.

Table 13.6 Mount Statistics

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	Stamina	Will	Magic
Horse (light)	4	L	20	20	60	220	80 M-Crush; 60 M-Crush	45	45	45
Horse (medium)	3	L	22	20	55	215	75 M-Crush; 65 L-Crush	45	35	40
Horse (heavy)	2	L	16	20	50	210	70 L-Crush; 60 L-Crush	40	35	35
Pony (mature)	2	M	14	20	50	105	70 S-Crush; 55 M-Crush	30	25	25
Warhorse (lesser)	5	L	18	20	65	230	90 M-Crush; 75 L-Crush	55	50	50
Warhorse (greater)	6	L	16	20	70	235	100 M-Crush; 85 L-Crush	70	55	55
Riding Dog	3	M	22	20	55	115	75 M-Puncture; 50 S-Crush	35	30	30

Table 13.7 Mount Racial Stats

Name	Racial Stat Modifiers									Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Stamina			Will	Magic	
Horse (light)	+2	+2	+0	+6	+0	+0	+0	+0	+0	150	—	10	15	15
Horse (medium)	+2	+2	+0	+5	+0	+0	+0	+0	+0	150	—	15	10	15
Horse (heavy)	+3	+3	+0	+4	+0	+0	+0	+0	+0	150	—	15	15	15
Pony (mature)	+1	+2	+0	+6	+0	+0	+0	+0	+0	50	—	5	5	5
Warhorse (lesser)	+3	+3	+0	+5	+0	+0	+0	+0	+0	150	—	15	15	15
Warhorse (greater)	+4	+4	+0	+4	+0	+0	+0	+0	+0	150	—	20	15	15
Riding Dog	+0	+2	+2	+6	+0	+0	+0	+0	+0	50	—	5	5	5