

RuneQuest II



MONSTER COLISEUM



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Introduction



This book concerns monsters.

This is not strictly true; it concerns creatures of all kinds but monsters – things that frighten, things of supernatural origin – figure large in its content. But, more importantly, *Monster Coliseum* places the creatures described in a specific context – that of the arena. A place where people come to be entertained watching humans do battle with each other and creatures captured from across the world.

Of course all the creatures contained herein can and should, be used to populate *RuneQuest* scenarios and campaigns; they are not intended to be used solely in a coliseum environment. However the coliseum lends context and allows the strategies and tactics of these creatures to be explored in some depth which naturally also translates to encounters with them in the wilds.

Placing Monster Coliseum in RuneQuest Campaigns

First of all, take and use the creatures described in this book wherever you need them. Do not be confined to the coliseum itself. *Monster Coliseum* is both a resource and a setting.

The most famous coliseum is, of course, the Roman version but fantasy literature has taken the Roman model and used it time and again. *Monster Coliseum* is therefore designed to be used with a variety of *RuneQuest* settings and in home-brewed ones. Some ideas and suggestions are as follows and these receive more embellishment in the Coliseum Chapter.

Glorantha

The God Learners

The Middle Sea Empire has gone to great lengths to catalogue and understand the myriad races of Glorantha. This curiosity has also

been translated into how creatures react in a certain environment and how they can be used for entertainment. The God Learners have thus developed the coliseum as both an exercise in study and a way of keeping the masses enthralled. A happy populace means a happy empire – and the God Learners find that the coliseum provides both an outlet for naturally aggressive tendencies and a way of demonstrating the supremacy of its warriors. It also serves as a punishment for those who dare question its doctrines: heretics and criminals find themselves slung into the arena to battle each other and whatever comes through the gates as a way of atoning for their crimes. Win and you might go free. Fail and you die. A just, if crude, punishment for wrongdoing.

Empire of the Wyrms' Friends

The EWF uses the coliseum not as a place of entertainment but as a training and proving ground for its troops and its mystics. The amphitheatres of the EWF are not there to create a diversion for the masses but to test the mettle of Wyrmfriend soldiers and individuals against enemies of all kinds and creeds. Wyrmfriend dinosaur units face-off against prisoner units captured on previous battlefields and conditioned into replaying their old tactics, allowing Wyrmfriend forces to hone their skills. Powerful, high-ranking draconic cultists take on the toughest monsters in single combat, armed only with their own magic, in a bid to gain enlightenment either through defeat or victory.

Elric of Melniboné

The cruelties of the Bright Empire are never more manifest than in the amphitheatres of Imrryr, the Dreaming City; and the dread atrocities of Pan Tang are characterised by the immense, twisted hulk of the Hwamgaarl coliseum. Both cultures actively pursue gladiatorial colleges, filled with slaves and prisoners, who are then pitted against horrors captured, summoned and created for the specific purpose of entertaining – either the bored, jaded minds of the Melnibonéan aristocracy, or the insane, twisted ones of the Pan Tangian nobility.

Both cultures have exported their traditions. Amphitheatres staging massacres are found all across the Young Kingdoms, even in those states where Law prevails. Here, the rationale is that martial prowess is rightfully channelled through arena combat and the impure bloodlust that all humans suffer from can be slaked without guilt.

Structure of this Book

Monster Coliseum contains the following chapters:

Chapter One: Arenas, Amphitheatres and Coliseums
A guide to the layout and mechanics of coliseums, including special rules for combat, gladiators, chariots and chariot racing.

Chapter Two: Monsters Introduction
An explanation of the format for monsters described in *Monster Coliseum*, plus guidance on non-human Adventurers, additional traits and so forth.

Chapter Three: Humans and Humanoids
Bipedal foes: humans, trolls, broo and many others.

Chapter Four: Arachnids and Insects
Giant creepy-crawlies of all descriptions.

Chapter Five: Dinosaurs and Reptiles
Monstrosities of the scaled variety.

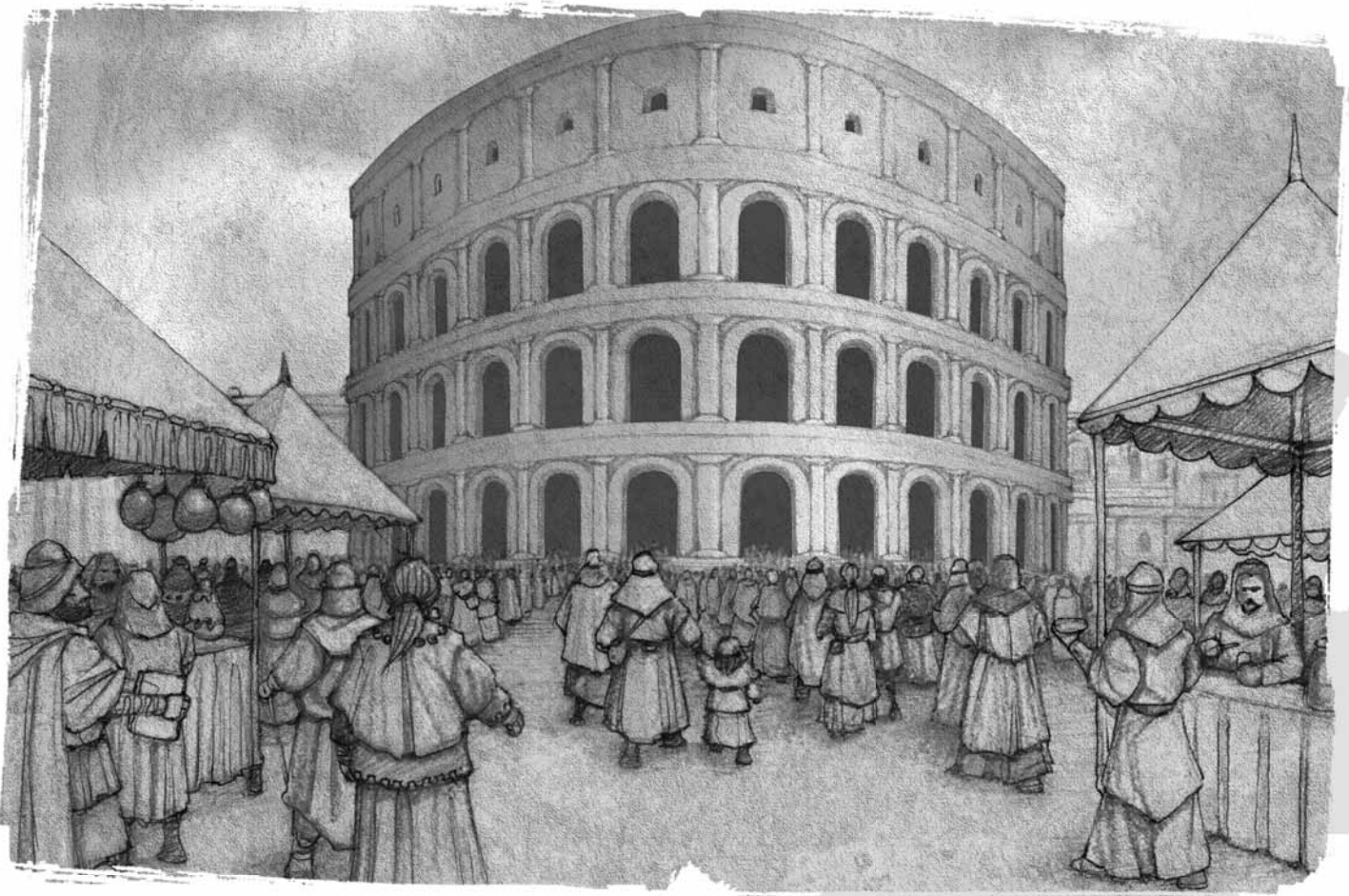
Chapter Six: Creatures of Legend
Monsters from common myths and legend.

Chapter Seven: Mammals
Mundane mammals from a variety of cultures.

Chapter Eight: The Mean Arena
A fully described coliseum, with Non-Player Characters and plot seeds, designed for use with any *RuneQuest* setting.

What Else Do I Need for Monster Coliseum?

Monster Coliseum requires only the *RuneQuest II Core Rulebook*. *Arms and Equipment* may prove useful but is by no means essential.



Alejandro Gutiérrez



Arenas, Amphitheatres & Coliseums



A coliseum is any place where large spectacle games, usually involving fights to the death, are held. In general these are huge, purpose-built stadiums capable of holding thousands of people with an arena area that can accommodate dozens of simultaneous fights or large, set-piece spectacles such as the recreation of particular battles. Coliseums can also house horse and chariot races, generally having a circular or oval floor permitting high-speed contests. However, coliseums can house more peaceful and artistic pursuits: drama and musical performances, for example. The design of a coliseum – an oval, tiered structure – has excellent acoustics permitting even the highest reaches to hear all that goes on below, whether it is the clash of swords, the cries of dying men or the recital of a famous dramatic work.

blood or culture – sometimes both – and it rewards the state by behaving. More or less.

Size varies. The Rome coliseum could house some 20,000 people but smaller venues, housing a few thousand, were not uncommon. Truly massive arenas are the reserve of capital and major cities but any small city or large town might have its own arena, built of wood or stone, to greater or lesser degrees of ostentation. Arenas can also be improvised affairs: a clearing in a glade; a natural hollow in a hillside or depression in the ground; an old quarry. Anywhere a fight can be *organised* and *observed*, rather than being an impromptu encounter, serves for an arena.

The most famous examples of coliseums are, of course, those created by the Romans. The coliseum of Rome and the arena at Verona are two spectacular examples but Greek amphitheatres; smaller, more intimate and geared towards the arts, are also worthy of note simply because their design emulates that of the larger venues.

The purpose-built coliseums, though, are major undertakings. Places such as the Roman or Veronan coliseums used concrete to create the massive, characteristic arches and tiered auditoriums on a truly epic scale, with dressed stone and vast numbers of statues and carvings being added to lend grandeur. A coliseum of this size – and even smaller ones – serve to act as symbols of wealth and power as much as they are places of entertainment. Building and operating an arena costs a great deal of money and, in the case of Rome, may even be state-funded with free public entry.

Coliseum Structure

The general design is that of an oval. The design philosophy is simple: to permit the maximum capacity, allow for all manner of arena-floor events, including chariot races staged in laps around the track and to optimise acoustics. Most coliseums are open to the elements, although some tiers of the auditorium can be shielded against strong sun or rain with canvas covers erected when necessary. However the open oval design need not be universal in all *RuneQuest* settings. Coliseums may be covered structures and square or rectangular in design. Yet the oval design is iconic and offers the best use of space and maximises the whole experience. And that is what it is all about: the *experience*. Coliseums are built for mass entertainment; to satiate natural aggression and cater for man's baser instincts (and his more elevated ones). In doing so a populace can be controlled – give the crowd what it wants, be it

Any arena can be divided into three areas: the arena floor, where games and combats take place; the lower levels, where combatants, whether human, animal or monster await their turn; and the auditorium, where the spectators sit. The first two areas are off-limits to the public – with the exception of wealthy patrons and sponsors – whilst the third houses the eager public. The complexity of a coliseum is not lessened in the lower levels: a maze of passages and rooms beneath the auditorium and arena floor house all the resources necessary for staging games – from holding pens to armouries. The frenzy of the crowd in the seating areas is mirrored in the frenzied activity below them, as coliseum officials make preparations and the combatants await their fate with either utter dread or nervous anticipation.

Random Coliseum Generation

If the need arises to quickly create an arena, it can be accomplished in a couple of dice rolls. First roll 1D10 to determine the arena capacity. Modify the 1D10 as follows:

Large Town/Small City: -2 Medium City: -1 Large City: +0
 Large, Wealthy City: +1 Capital City: +2 Wealthy/Imperial Capital: +3

Random Arena Size

1D10	Capacity (in seats)	Structure Modifier	Atmosphere Modifier
1 or less	500 or less	-5	0
2	500 – 1,000	-4	0
3	1,000 – 3,000	-3	+1
4	3,000 – 6,000	-2	+1
5	6,000 – 10,000	-1	+1
6	10,000 – 14,000	0	+2
7	14,000 – 17,000	+1	+2
8	17,000 – 20,000	+2	+2
9	20,000 – 50,000	+3	+3
10+	50,000 – 80,000	+4	+3

Next roll 1D10, modified by the Structure Modifier, to determine the general structure and available kinds of contests/games that can be staged.

Arena Structure

1D10	Structure	Combats	Battle Recreations	Races
1 or less	Small natural clearing	X	—	—
2	Medium natural clearing	X	—	X
3	Large natural clearing	X	—	X
4	Dug arena with earth banks	X	—	—
5	Wood auditorium	X	—	—
6	Stone auditorium	X	X	X
7	Stone and wood oval arena	X	X	X
8	Concrete, oval arena	X	X	X
9	Concrete and dressed stone in a typical oval arrangement	X	X	X
10+	Concrete and dressed stone in a bizarre architectural arrangement	X	X	X

Atmosphere

The atmosphere of the arena is in a continually heightened state. The spectacle and experience is all. Crowds always want more – bigger, better, more vicious. Organisers and owners, reliant on the wealth the coliseum brings, pander to this expectation and are always seeking new ways to thrill the crowd. This means that, although duels between gladiators remain a staple, the real crowd pleasers are those where the exotic and monstrous is pitted against a lesser foe and the outcome not necessarily guaranteed.

Thus, contests between humans, animals and monsters are a frequent occurrence. The larger, more aggressive the creature, the sharper and deeper the gasps of amazement and the louder and greater the cheers for the victor – especially if the underdog

prevails. Pitting a wyrm against a lightly armoured gladiator might seem an unfair fight and it is but a cunning gladiator, able to play the crowd, use his options well and fight bravely may prevail – and to see an obvious victor vanquished, creating a new hero in the process – is a sight coliseum crowds appreciate far more than two armoured warriors slugging-it out to the death.

Random Atmosphere

The atmosphere in the arena – the way the crowd reacts and appreciates the contests staged – can have an impact on the combatants. Roll 1D10 to randomly determine the general atmosphere, applying the Atmosphere Modifier (found on the Random Arena Size table, earlier). The Atmosphere generated creates a bonus for those gladiators who have the Lore (The Crowd) skill (see page 10).

Pedro Potter



Atmosphere Table

1D10	Atmosphere	The Crowd Bonus
1	Content	0
2	Lively	0
3	Excited	+5%
4	Very Excited	+5%
5	Highly Charged	+10%
6	Ecstatic	+10%
7+	Euphoric	+15%

A Day At the Games

Games staged follow different patterns depending on seasonality. Spring, Summer and Autumn being the key seasons for staging events, although the geographical location clearly has a bearing. In general though, games occupy a full day, from dawn until dusk. Games may continue into the night with sufficient arena lighting – either torches, sconces, beacons or light spells – and night-time games may favour combatants with a preference for the darkness (such as trolls).

A typical day's games may look like this:

Dawn – Opening Ceremony (*Pompa*, in Latin): The ruling noble, esteemed guest or sponsor takes his box marking the

I chanced to stop in at a midday show, expecting fun, weight and some relaxation, when men's eyes take respite from the slaughter of their fellow men. The preceding combats were merciful by comparison; now all trifling is put aside and it is pure murder. The men have no protective covering. Their entire bodies are exposed to the blows and no blow is ever struck in vain. In the morning men are thrown to the lions and the bears, at noon they are thrown to their spectators. The spectators call for the slayer to be thrown to those who in turn will slay him and they detain the victor for another butchering. The outcome for the combatants is death; the fight is waged with sword and fire. This goes on while the arena is free. "But one of them was a highway robber, he killed a man!" Because he killed he deserved to suffer this punishment, granted. "Kill him! Lash him! Burn him! Why does he meet the sword so timidly? Why doesn't he kill boldly? Why doesn't he die game? Whip him to meet his wounds! Let them trade blow for blow, chests bare and within reach!" And when the show stops for intermission, "Let's have men killed meanwhile! Let's not have nothing going on!"

– Seneca, commenting on a (probable) contest between slaves or prisoners, in *The Moral Epistles*

beginning of proceedings. The main gates to the arena open and the gladiators march through, arranged according to rank or status (the most famous and prestigious entering last) and around the arena, allowing the spectators to view the personnel for the day's events, cheer for their favourites and boo the unworthy. Following the gladiatorial procession, some – but not necessarily all – of the creatures the gladiators will fight, are led through, either leashed or, more likely, in cages drawn by horses or larger beasts of burden. Animal masters might keep certain cages covered until a lap of the arena has been completed before revealing the cage's occupant – to cheers or horrified gasps, depending on the creature being displayed. Very large creatures or monsters of a certain type may not be paraded at all, their appearance being a surprise (preceded by carefully released rumours) at the appropriate time. The Opening Ceremony may also have religious overtones with priests of various cults preceding the gladiators, offering blessings, prayers or curses depending on the circumstances.

The Opening Ceremony concludes with a high priest or even the attendant noble or dignitary, offering a formal blessing or dedication to The Games, perhaps accompanied by a sacrifice (animal or human, again depending on the prevailing religion).

Dawn – Mid-Morning: Animal contests involving gladiators (usually slaves, prisoners or animal trainers) against all manner of creatures (*venationes*, in latin) and creature versus creature combats (*bestiarii*). Not all creatures would see battle in this period; some may be reserved for later in the day and the set-piece events.

Mid-Morning – Noon: Contests between prisoners and the ritual execution of prisoners. These spectacles involve the common prisoners being forced to fight with the incentive of a possible reprieve or pardon if they fight well. After the combats those prisoners denied the luxury of trial by combat are executed in whatever manner the culture prefers (burning at a stake, beheading, hanging and so forth). Some prisoners may be used as practice targets for archers or spearmen. This ritualised execution was known as *humiliores* in Roman games.

Noon: Political and religious prisoners of a high profile are executed. A last chance to appeal to the mercy of the noble or dignitary presiding over the games might be offered, with the mood of the crowd influencing the decision.

Noon – Late Afternoon: Gladiatorial contests. Here, warriors fight each other in single combat, although dozens of fights might be staged simultaneously, with the victor leaving the arena rather than continuing to face another foe. Elite, famous and favoured gladiators appear towards the end of the session, where they face other gladiators of status and particular creatures (usually matched to the strengths of the gladiator, rather than being a foregone conclusion).

Late Afternoon – Dusk: Chariot races and set-piece spectacles. The set-pieces may be recreations of famous battles, usually spun to give the prevailing culture a favourable outcome, even if that was not what happened in the real battle. If the arena is capable

of supporting water-borne spectacles, such as ship-combats, then the arena will be flooded after the gladiatorial contests and then drained overnight in preparation for the next day's games. Other spectacles would involve the fiercest, largest, monsters pitted against teams of gladiators or even single gladiators, depending on the nature of the creature, the skill of the gladiators and the mood of the crowd. The idea of these spectacular finales was to reward the crowd for a long day at the games and, hopefully, encourage attendance on the next day.

Of course, the running order will vary from arena to arena, governed by size, availability of animals and creatures, the number of prisoners or slaves, the mood of the crowd and available money. The running order described here reflects a typical Roman-style day at the games; other cultures will clearly vary according to their nature and any particular purpose the games might have. But, in general, the games are an all-day affair, to make best use of the opportunity for spectacle and the money being spent to stage them.

Gladiators

Few free men choose to be gladiators. Most are recruited from slaves or prisoners of war, being forced to train and fight in a bid to win their freedom. Gladiatorial schools house large stables of gladiators, owned by a wealthy individual or group of individuals and the investment is considerable: both in terms of purchasing potential gladiators, housing them, training them and equipping them for the arena. Thus, mortality amongst *trained* gladiators was not as dire as one might believe. A gladiator represents an investment; a good gladiator an asset; and a superb, elite, famous gladiator, a continual moneymaking opportunity. Gladiator owners did not want to see their valued warriors slaughtered by the dozen and so the real, merciless bloodletting would be reserved for slaves and prisoners – not gladiators.

Every gladiator is taught to fight and die well and with honour. Those who do gather the kind of admiration and fame modern-day sporting heroes attain. The very best earn their freedom, which could be conferred by a ruling noble at the climax of a particular set of games. Popular gladiators, even if vanquished, could still see the mercy of the presiding noble (swayed, often, by the mood of the crowd) and live to fight another day. Gladiator owners will petition nobles before games, hoping that their best, most expensive warriors are spared should they be in a losing position.

Gladiatorial Etiquette

Gladiatorial contests are framed by a particular, stringent, etiquette. Warriors are deserving of a fighting chance and so combats are arranged so that the gladiators involved are usually evenly matched.

Gladiators are usually designated a particular fighting style suiting their physique and capabilities and are trained in the appropriate Combat Style and with the appropriate armour. In the Roman Coliseum gladiators were always clothed to resemble barbarians



conquered by the Romans. They were armed with unusual and exotic weapons and their fights reflected famous victories which illustrated the power of the Roman Empire.

Before the gladiatorial contests get underway, the probation armorum takes place: this is the checking of weapons and armour by either the presiding noble or a guest he wants to honour, to make sure that the equipment is real and not imitation. This reassures the public, many of whom may have placed bets on the outcome of a fight, that all is in order and no weapons have been tampered with.

The spectators may be bloodthirsty but their interest is not solely governed by carnage. Many seek to observe the technical subtleties, the skill of trained professionals when watching the fights. Much of the attraction of the gladiatorial contest lays in the way the various fighters and their different fighting techniques are matched. Certain matches are deemed incompatible and hence are not staged: gladiators armed with the same weapon and armour or using the same Combat Style, for instance.

Typical Gladiator Types and Styles

The gladiator styles presented here are based on a variety of Roman gladiators from different eras of the empire's history. Use the different styles as the basis for individual gladiator types in *RuneQuest* campaigns, altering weapons or armour combinations as desired. Note, however, the lack of chest and abdomen armour: gladiators rarely fought with it – to increase speed in the arena but also to allow for bodily injuries.

Andabatae (Sight Restricted Gladiators)

Combat Style: Any.

Armour: Full helmet restricting sight. Reduce Perception and Combat Style skills by -40%.

Bestiarii (Beast Fighters)

Combat Style: Spear (two handed); Spear and Shield; Spear and Net.

Armour: Leather vambraces and greaves. Elite gladiators may be equipped with plate vambraces and greaves and a plate helm.

Dimachaeri (Double Sword Gladiators)

Combat Style: Sword. Gladiators fight with either a matched pair of swords or a main, thrusting sword and a shorter sword for parrying.

Armour: Leather vambraces and greaves. Elite gladiators may be equipped with plate vambraces and greaves and a plate helm.

Equites (Mounted Gladiators)

Combat Style: Sword, Spear or Lance.

Armour: Metal greaves on right arm.

Gallus (Heavily armed Gladiators)

Combat Style: Spear and Shield, Sword and Shield. Gallii typically carry both weapons into the arena, changing between them as circumstances dictate or if a weapon is lost/damaged.

Armour: Target Shield, plate helm, leather greaves and vambraces.



Esther Sanz



Essedari (War-Chariot Fighters)

Combat Style: Bow, Spear.
Armour: Leather helm, leather vambraces and greaves.

Hoplomachi (Armed Fighters)

Combat Style: Spear and Shield.
Armour: Buckler. Chainmail manica (covers the right or left arm), linen greaves, plate helm.

Laquerarii (Lasso Fighters)

Combat Style: Lasso and Net, Spear and Lasso, Dagger.
Armour: Chainmail or plate manica (covers the right or left arm), linen greaves.

Murmillones (Gladius and Shield Gladiators)

Combat Style: Sword and Shield – typically a shortsword and target or heater shield.
Armour: Stylised plate helmet with a fish on the crest; chainmail manica (covers the right or left arm); leather greave (opposite leg to the manica).

Provocatores (Gladiators Protected by a Breastplate)

Combat Style: Sword and Shield, Spear and Shield – typically a shortsword and target or heater shield.
Armour: Open plate helm, plate breastplate; chainmail manica (covers the right or left arm) and a linen tunic (abdomen and chest protection).

Retiarii (Net Fighters)

Combat Style: Trident and Net, Spear and Net, Dagger
Armour: Chainmail or plate manica (covers the right or left arm), linen greaves.

Rudarius (Free Gladiators)

Any gladiator who has won his freedom but chosen to remain a gladiator: will be trained in any of the gladiatorial styles.

Sagittarius (Mounted Bowman)

Combat Style: Bow (recurve bow) used from the back of a horse.
Armour: Leather vambraces and greaves, linen tunic (abdomen and chest protection).

Samnites (Sword and Shield Fighters)

Combat Style: Sword and Shield – either a shortsword or warsword, coupled with a heater.
Armour: Plate vambraces and greaves, linen tunic (abdomen and chest protection).

Secutores (Helmeted Warrior)

Combat Style: Sword and Shield – typically a shortsword and target or heater shield.

Armour: Stylised plate helmet with a fish on the crest, as per the murmillones but the helm has a complete facial covering with two small holes for vision; chainmail manica (covers the right or left arm); leather greave (opposite leg to the manica).

Scissores (Short Swords)

Combat Style: Sword – scissores use a pair of shortswords (in Rome, a scissor was used – an unhinged, double-bladed weapon. This may be used in *RuneQuest* and functions identically to the shortsword but has the advantage of being able to use the Pin Weapon Combat Manoeuvre without the need for a critical success.
Armour: Chainmail or plate manica (covers the right or left arm), linen greaves.

Thracas (Scimitar Gladiators)

Combat Style: Sword and Shield – always a scimitar or falchion.
Armour: Buckler. Chainmail manica (covers the right or left arm), linen greaves, plate helm.

Velites (Spear Fighters)

Combat Style: Spear (thrown and melee). The spear is attached to the wrist by a thong that allows it to be retrieved after throwing. It costs a Combat Action to reel the spear in, plus a successful Athletics roll.
Armour: Leather vambraces and greaves.

The Gladiator Profession

Gladiators can come from any culture but are typically slaves or prisoners sold to a gladiatorial master or school. Roll 1D20 to determine the type of gladiatorial training received:

1D20	Gladiator Type
1	Andabatae
2	Bestiarii
3	Dimachaeri
4	Equites
5	Essedari
6	Gallus
7-8	Hoplomachi
9	Laquerarii
10-11	Murmillones
12	Provocatores
13-14	Retiarii
15	Sagittarius
16	Samnites
17	Scissores
18	Secutores
19	Thracas
20	Velites



Common Skill Bonuses

Choose one at +5% from: Athletics, Brawn, Evade or Resilience.
Choose any one Combat Style at +10%, appropriate to the gladiatorial style trained in.

Advanced Skills

Lore (The Crowd) – see below, plus Select One from: Courtesy, Lore (Tactics) or Survival

Gladiators belong to a gladiatorial school or a single master owning a handful of gladiators. Therefore the gladiator character gains a +10% bonus to any two skills for forming a Connection with either another gladiator or someone within the school (which may include the master or owner).

The gladiator may also roll 1D6-1 to determine how many fights he has previously won. Each successful fight grants him a +2% bonus to either Influence or Lore (The Crowd). If the result is zero, he has either not yet participated in the arena or has fought one combat, lost it and been spared.

Lore (The Crowd) INT+CHA

With this skill the gladiator understands the dynamics of a coliseum crowd, knows how to play to them and to use the resulting energy to enhance his own performance. With the crowd behind him, chanting his name and willing him to excel, his potency as a fighter can increase.

Note that this Lore is calculated slightly differently to other Lore skills, as Charisma has a definite part to play in the skill's use.

At the beginning of each round of combat, the gladiator can make a Lore (The Crowd) roll before calculating his Strike Rank. A successful roll allows him to choose one Crowd Benefit from the list below; a critical allows him to choose two. The gladiator receives a bonus to his roll based on the Atmosphere of the audience (see page 5).

Crowd Benefits

- X Strike Rank is rolled on 1D6+6 rather than 1D10.
- X The Gladiator gains an additional Combat Action for this Combat Round.
- X The Gladiator gains a bonus equal to the crowd's Atmosphere modifier to either an attacking skill roll *or* a defensive skill roll.
- X The Gladiator can negate *one* Combat Manoeuvre gained by his opponent this round.
- X The Critical Range for one Combat Style is treated as double this Combat Round (a Combat Style of 50% would have its critical range doubled from 01-05 to 01-10, for example).

If the Lore roll is a fumble, the gladiator has lost the crowd's favour and he cannot make any subsequent rolls during this combat.

If two gladiators have Lore (The Crowd) then they engage in an opposed test of their skills. The winner of this test gains the benefits

whilst the loser gains none. Crowds do shift allegiance during a contest based on how the gladiators fight, so crowd benefits can shift from one round of combat to another.

For every victory in the arena, the gladiator is allowed to make an immediate Improvement Roll for his Lore (The Crowd) skill. This is in addition to any other Improvement Rolls awarded for experience at the end of a story or game session.

Staging Contests Between Gladiators

Where a contest pits one gladiator against the other, either pick gladiator types that are different or use the Gladiator Type table (page 9) to randomly determine the types pitted against each other. If the second 1D20 roll is the same as the first or the same as a Player Character gladiator, then re-roll ignoring replications.

Because arenas stage several contests simultaneously, a party of Adventurer gladiators can easily be accommodated, each with their own melee. An optional rule is to randomly determine additional attributes for the combat; use the Added Complications table to determine what other factors impinge on the fight:

Added Complications

1D6 Added Complication

- 1 A group of gladiators are chained together at the legs. Reduce Movement by 2m and gladiators roll Strike Rank on 1D8 rather than 1D10.
- 2 Gladiators are sent into the arena without weapons and must retrieve them from where they have been left, 1D6+6 metres away. An opposing gladiator stands between the weapons and the combatant.
- 3 Two Player Character gladiators are pitted against each other.
- 4 A single gladiator is pitted against two opponents. The opposing gladiators are of the same type but their Combat Styles are 25% lower than the Combat Style of the single gladiator.
- 5 The opposing gladiator is aided by a wild animal – typically a lion, tiger or similar. However his Combat Style is 25% lower than the Combat Style of the single gladiator.
- 6 The opposing gladiator has already won The Crowd for the first round of combat. Randomly determine which Crowd Benefit he has. Subsequent Crowd Benefits are determined as described under the Lore (The Crowd) skill description.

Death or Mercy?

Gladiators are expected to fight to the death. However, it is frequently the case that one disables the other or renders his opponent helpless and unarmed in some way. The gladiator with this level of advantage is in a position to deliver a coup-de-grace but before doing so, etiquette maintains that the sponsor or presiding noble of the games makes the decision: Death or Mercy (usually a thumbs-down or thumbs-up signal; but nobles may differ in the way they indicate the decision).

Much depends on how the losing gladiator has fought during the combat and the whim of the presiding noble. If this needs to be left to chance, rather than roleplayed, make a roll for the Presiding Noble's Attitude:

Presiding Noble's Attitude

1D20	Attitude
1-2	Ruthless: the noble always commands the victorious gladiator to kill his opponent.
3-15	Crowd Pleaser: the noble looks to the crowd. The losing gladiator is allowed to make one final Lore (The Crowd) roll. If successful, the crowd roars for mercy and the noble grants it. Fail and the noble commands death.
16	Ambivalent: the noble cares little either way. Roll any kind of dice. On an odd result he commands death. On an even result he offers mercy.
17-18	Prudent: the noble commands that the vanquished gladiator be allowed to retrieve his weapons and the fight continues. However, the next time a Death or Mercy decision is called for, he acts as Ruthless.
19-20	Merciful: the noble always commands mercy but the fight ends.

If a presiding noble has been petitioned by a gladiatorial master or other influential person, then his attitude may have been affected. The person who has attempted to influence the noble – and this could be anyone: the noble's wife, friends or colleagues or the owner of the vanquished combatant – may attempt an Influence roll. If successful, treat the noble's attitude as one step higher or lower (depending on what the influencer wants to see happen) and two steps higher if the roll is a Critical success. If the roll is a failure, then the noble's attitude is unaffected by pleas or petitions.

For example, Emperor Ilotos of Jrustela has just watched a contest between two captured EWF gladiators. His attitude, determined randomly, is Ambivalent. However his wife, who has secretly taken a shine to the handsome EWF warrior who now lies prone, facing the spear-point of his opponent, makes a successful Influence roll. She convinces Ilotos to be Prudent and he signals that the vanquished gladiator should be given his weapons and the fight should continue.

Staging Contests Between Gladiators and Creatures

Pitting gladiators against creatures and monsters is a guaranteed crowd-pleaser and a staple of the coliseum. According to Roman records, thousands of animals of different types were slaughtered in a single session of games, underlining the popularity of such contests.

This book contains dozens of animals, beasts and monsters suitable for arena combat. One can choose which creature to pit against one or more gladiators but a more structured approach, one following gladiatorial etiquette, is as follows:

- X The SIZ of the creature determines how many gladiators are pitted against it. A creature with an average SIZ equal to or less than human SIZ will be pitted against a single gladiator. A single gladiator will not normally face a creature of more than half again his own SIZ (thus a SIZ 12 gladiator would face a creature with an average SIZ of 18 but no larger). Creatures of twice average human SIZ will be pitted against two gladiators, three times average SIZ against three gladiators and so on.
- X Creatures that use magic or have inherent magical powers or abilities will be pitted against either multiple gladiators or gladiators will be allowed to use magic of their own. However, gladiators will only be permitted to use Common Magic spells and these must be cast prior to the beginning of the combat, not during. Attempting to cast magic during a combat *will result in the noble's attitude being one step lower than randomly determined* (see the Presiding Noble's Attitude table).



JM Ringnet

- X Gladiators may not know what creature they are to face: either the creature is released into the arena after the gladiator has entered, or the creature is held in a cage or hidden pit below the arena floor. A gladiator is allowed an Insight roll just before the creature is released or revealed, representing what the gladiator has been able to deduce or has seen/heard (growls, rumbles, moans and so forth). If the Insight roll is successful, he gains a random benefit from the Crowd Benefits list on page 10 for the first round of combat against the creature he is to face.



All the creatures described in *Monster Coliseum* have notes regarding their typical combat approach and notes regarding uses/attitudes/tactics in the arena. Use these to inform the direction of gladiator/creature contests, noting the Combat Manoeuvres preferred or available.

Chariot Races

In Rome, chariot races were not staged in the coliseum but the circus maximus, which was designed for racing rather than other forms of entertainment. Thus, an arena in *Monster Coliseum* can be either a gladiatorial arena or a purpose-built race arena, such as a hippodrome. However, despite the anachronism, gladiatorial arenas of sufficient size can host chariot races and this section describes a system used to abstract the outcome of such races.

Races are based on laps of the track – usually seven – and between four and twelve chariots can compete. Each race is measured in Race Rounds, with a round being an abstract period of time that measures a single lap and specific manoeuvres and events during that lap. Chariot races are lethal affairs: drivers, horses (or other creatures) and officials regularly lose their lives during chariot races as the frenzy of activity forces stumbles, throws, crashes and impacts with wreckage. Charioteers are every bit as famous as gladiators and chariot races are a hugely popular spectacle.

Race Round Sequence

Play the Crowd

If a charioteer has the Lore (The Crowd) skill, he may make a roll to see if any benefit is gained. The race benefits differ to those of gladiators but work in the same way: a successful roll allows the charioteer to choose one benefit; a critical success results in two choices; and a fumble results in not being able to Play the Crowd during this race.

Race Benefits

- X Initiative is rolled on 1D6+6 rather than 1D10.
- X The Charioteer gains an additional Movement Point for this Combat Round.
- X The Charioteer gains a bonus equal to the crowd's Atmosphere modifier to his Drive roll.
- X The Charioteer can negate *one* Race Manoeuvre gained by an opponent this round.
- X The Charioteer gains *one* Race Manoeuvre with no Movement point cost this round.
- X The Critical Range for his Drive skill is treated as double this Race Round (a Drive skill of 50% would have its critical range doubled from 01–05 to 01–10, for example).

Initiative

Initiative is rolled just as for Strike Rank in combat but is used for resolving the order of Race Manoeuvres.

Movement

Gaining ground is the key to winning a race. Each Race Round charioteers make a Drive roll, gaining a number of Movement

points based on their level of success. The Movement points are tallied from one round to the next with the winner being the one who completes the race and has the highest overall Movement point total.

Drive Skill Result	Movement Points
Critical	3
Success	2
Failure	1
Fumble	Crash – see the Crash section.

The distance covered in each Race Round is unimportant and thus abstracted. Running totals show the order of charioteers from one round to the next with equal Movement points indicating charioteers being neck and neck.

It is perfectly permissible for a draw to result at the end of a race. If a decisive victory is needed, then have the charioteers make opposed Drive rolls with the winner gaining that final burst of speed necessary to win by a nose.

Race Manoeuvres

Each round charioteers can opt to use Race Manoeuvres to gain an advantage over their opponents. Each manoeuvre costs a number of Movement points (unless a charioteer has gained a manoeuvre through his Lore (The Crowd) skill) which reflects the fact that attempting any kind of special manoeuvre or tactic sacrifices a certain amount of distance and requires a degree of concentration and effort that could cost distance advantage.

Race Manoeuvres are resolved in Initiative order, from highest to lowest and must be declared before Movement is resolved. Thus, a charioteer cannot wait to see how many Movement points he gains in a round before declaring he is using a manoeuvre.

Crashes

Crashes are spectacular affairs usually caused by failing to negotiate a bend, losing control of the mounts drawing the chariot or hitting wreckage or debris on the track. If a charioteer suffers a crash, he rolls against either his Athletics or Acrobatics (whichever is higher) and notes the outcome of the roll:

Critical Success: The charioteer rolls or is thrown clear but sustains no injuries. He gains an automatic Improvement Roll for his Lore (The Crowd) skill as the audience applauds this miraculous escape.

Success: The charioteer suffers 1D6 damage to 1D3 random locations. He must also make an Evade roll. If successful he remains lying on the track, stunned, until the chariots come around again. If the Evade roll is a critical success, he manages to crawl to safety. If the Evade roll fails, he is ensnared in the wreckage and tack of his chariot and is dragged by the mounts which will continue to race for either 1D6 laps or until the race ends. Each lap inflicts a further 1D6 damage to 1D3 Hit Locations. A further Evade roll is allowed each lap for the victim to free himself.



Manoeuvre	Movement Cost
Block opponent. This can only be used on chariots that are behind the charioteer in the running order. The charioteer swerves to prevent an opponent from overtaking, costing the opposing charioteer 1 Movement point.	1
Bottleneck. This can only be used on chariots that are level with or behind the charioteer in the running order. The charioteer deliberately forces his opponent into the path of another chariot or into the sidewalls of the race arena. The affected opponent reduces the level of success of his Drive skill by one step. If this results in a Fumble, then the affected charioteer must roll on the Crash table.	2
Evade. The charioteer concentrates solely on the race and works hard to avoid dirty tricks by his opponents. He may ignore one Race Manoeuvre used against him this round.	2
Lashing. This can only be used against opponents who are level or 1 Movement point ahead of the charioteer. Here, the charioteer attempts to lash out with his whip to disrupt the mounts of his opponent. The whip attack causes no measurable injury as such but imposes a -30% penalty to the opponent's next Drive roll. As whipping an opponent is often illegal or considered unsporting in some races, the charioteer who uses this manoeuvre may be denied any Lore (The Crowd) rolls for the duration of the race.	1
Sideswipe. This can only be used between charioteers who are level in the running order. Here, the charioteer tries to catch the legs of the mount of his opposition. The affected opponent reduces the level of success of his Drive skill by one step <i>and loses</i> 1D3 Movement points.	3
Sprint. The charioteer aims to concertedly gain ground. He may make an additional Drive roll and apply the result to his Movement points. However, in the next round his Drive roll is <i>reduced</i> by a step owing to the fatigue imposed on the mounts. The Sprint tactic is thus best reserved for that final round dash for the finish line.	0
Trample. This can only be used against opponents who have suffered some kind of crash and have not been able to leave the track or who have been reached by orderlies. If not already dead, the affected charioteer must make an Evade roll to get out of the way or suffer 2D6 damage to 1D6 randomly determined Hit Locations.	1

Failure: The charioteer is crushed under the weight of his chariot or mounts, sustaining 2D6 damage to 1D3 locations.

Fumble: The Charioteer makes a Resilience roll. If successful, he automatically sustains Major Wounds to 1D3+1 Hit Locations. If the roll is a Critical success, then only 1D2 Hit Locations are mangled. If the Resilience roll fails or fumbles, the charioteer dies a spectacular and gruesome death.



Robin Wallin

Battle Recreations

Recreating famous or significant battles in the arena allows a culture to relive its victories or rewrite history so it emerges victorious. Restaging a battle underlines a culture's supremacy, mocks its enemies and demonstrates its skill at warfare to a populace far removed from the theatre of conflict.

These set pieces are either key parts of a battle or an entire battle replayed in miniature. Gladiators and prisoners take the part of the enemy, being dressed in the attire of that enemy and being equipped with certain weapons. They fight for real but are expected to play a role: that is, submit to defeat by the regular troops they face – not emerge victorious and humiliate their superiors.

Gladiators face soldiers of the regular forces of the culture's army. They fight with real weapons although their weapons may be inferior in some way to convey the advantage to the regular troops. They are given instructions on how to fight and how to move but are otherwise expected to be defeated – after having fought well and for the entertainment of the crowd.



Combatants forced to fight in a recreation may still play the crowd using their Lore (The Crowd) skill but as the support is almost always with the 'home side', all Lore (The Crowd) rolls are at a -40% penalty.

Otherwise battle re-enactments are gladiatorial melees but involve units of warriors rather than one-on-one combats. Any Gladiators who served as soldiers prior to becoming gladiators can use their knowledge and skill to aid them in the re-enactment but a sensible gladiator will simply use his skills and knowledge to optimise his own survival rather than try to turn the tables on his captors.

The easiest way to resolve battle re-enactments is to abstract the process. Each unit of men functions as a single character with the following characteristics:

Calculate STR, CON, POW and DEX based on the average characteristics of the combatants in the unit. INT is equal to the INT of the unit's commander. SIZ and CHA are not used. Calculate Combat Actions as per the *RuneQuest Core Rulebook*. Damage Modifier is calculated based on STR x2. Hit Points are equal to the unit's CON; Hit Locations are not used. Strike Rank is calculated as normal.

Combat Styles and skills such as Evade are based on the average value for the unit's members. The unit's leader may use his Lore (Tactics) skill, if present.

Weapon damage and other characteristics, such as size and reach, remain as normal.

If the battle re-enactment involves a party of Adventurers, have each character operating in a separate unit and give them charge of that unit, thereby ensuring that everyone is involved in the combat. Adventurers could easily be leaders of that unit or take charge.

Combat is then resolved in rounds, as normal. However, Combat Manoeuvres are not used for the process.

Attack Critical Success: The unit inflicts maximum damage.
Attack Success: The unit may inflict damage if the attack is not parried by the opposing side or if damage gets through the parrying weapons of the opposition.
Attack Failure: No damage is inflicted.
Attack Fumble: The unit cannot use its next CA to attack; it may only defend.

Defensive Critical Success: The unit blocks all damage from the attack. If the attack roll failed, the unit gains a +20% bonus to its next attack or defence roll.
Defensive Success: Damage is countered according to weapon type as per the *RuneQuest* rules. If the attack roll failed, the unit gains a +10% bonus to its next attack or defence roll.
Defensive Failure: Damage as normal.
Defensive Fumble: Initiative automatically passes to the opposition on the next round.

Commanders of a unit can make a Lore (Tactics) roll at the start of each round, before any attacks or parries are resolved. If successful, the unit gains a bonus equal to one quarter of its Combat Style to either attack or defence rolls for that round. If the Tactics roll succeeds critically, the bonus is applied to both attack and defence rolls.

Alternatively, the unit commander can forfeit this bonus and instead gain one Combat Action for the round; the Tactics roll was a critical success, he gains two CA.

Damage is applied to the CON of the unit. The extent of damage reflects what percentage of the unit has been either killed or incapacitated. If CON reaches zero or less, then the unit is utterly vanquished although Adventurers may survive unscathed. If a unit is vanquished, have Adventurers make a Resilience roll:

Critical Success: No damage sustained and Adventurer is allowed an immediate Lore (The Crowd) Improvement Roll.
Success: No damage sustained.
Failure: 1D8 points of damage is distributed to 1D4 Hit Locations of the Adventurer's choosing.
Fumble: 2D6 points of damage are applied to a single, randomly rolled Hit Location.

Extent of the Battle

Naturally enough, gladiators involved in battle recreations have the odds stacked against them. Roll to see how the opposing side benefits:

1D6	Effect
1	Opposing units have Combat Styles at +25% higher than those the gladiatorial units.
2	Gladiatorial units are shackled together; Strike Rank is calculated on 1D8 rather than 1D10.
3	Opposing unit has superior numbers and gains an additional Combat Action each round.
4	Gladiators fight with inferior weapons; damage is one dice step lower than normal (war swords, for example, inflict 1D6 rather than 1D8 damage).
5	Gladiators have no shields to protect them and must rely on weapons alone.
6	Gladiators fight without armour protection.

Battles continue over a series of Combat Rounds determined by the organisers. The following conditions may apply:

- X The battle lasts for a set number of rounds (1D8+1). At the end, the gladiators are declared defeated, no matter what state they are in or how they have fought, with the organisers explaining that this battle represents a fragment of the true battle. If things go badly for the regular troops, the battle may be ended prematurely and the gladiatorial units may be punished in some form – a certain proportion executed or



members of units forced to battle each other in one-on-one contests.

- X Each round, one of the gladiatorial units is removed from the fray, conferring increasing advantage to the regular troops.
- X A gladiatorial unit is ordered to deliberately lose one or more rounds of combat. If the unit fails to comply, every single member will be executed.

However, individual gladiators can still gain glory from participating in a set battle. At the end, gladiators may still improve Lore (The Crowd) skills if they used the skill successfully during the battle.

Sea Battles

Sea battles operate in a similar way to normal battles, except that the arena floor is flooded and replicas of ships are launched, units aboard each small, replica ship. Usually no more than four ships can be accommodated in any sea battle, with ships moving to engage and boarding actions commencing before the fight ensues.

All conditions and rules for resolving land battles apply to sea battles. However, the following complications also arise:

- X If a unit wins an attack, it can opt to drive a number of combatants into the water equal to the damage their weapons would inflict. Those combatants driven into the water must succeed in Swim rolls to evade missile fire or simply stay afloat and survive. If a Swim roll is a critical success then the character making it can opt to climb aboard a ship (any ship!) and resume combat.
- X Missile units aboard the boats of the regular troops hurl missiles at those of the gladiators continuously during the event; gladiator boats are typically lacking in such armaments.
- X Swimming creatures such as crocodiles may be introduced into the water at the same time as the boats. Fresh blood, to provoke a feeding frenzy, is also poured into the water to ensure that carnivorous water creatures move in to attack swimmers.





Monsters Introduction



The chapters that follow detail many different creatures for *RuneQuest*. Each chapter concerns a different type of creature: human/humanoid, arachnid/insect, legendary beasts and monsters, and so forth.

Entries are listed alphabetically by creature type. Each entry contains:

Description – A physical description of the creature plus some information relating to its natural habitat, its background and so forth.

Cultural Background and Professions – Where a creature can be used as an Adventurer, this entry provides the appropriate Cultural Background(s) and Professions open to it. Some have custom backgrounds; others use the standard *RuneQuest* options, as found in the *RuneQuest Core Rulebook*. See also the *Creatures as Adventurers* section later in this chapter.

Statistics – The standard *RuneQuest* layout for statistics as found in the *RuneQuest Core Rulebook*. The statistics provide the dice codes for randomly generating an instance of the creature and the average statistics for the creature. Attributes, skills, spells, combat styles and so forth reflect an average creature – one that would be most commonly encountered. Where a creature uses magic, it is given a range of spells and the appropriate skills for that magical type.

Combat Notes – When *RuneQuest* Adventurers encounter a creature a fight often ensues – and where *Monster Coliseum* is concerned, combat is part and parcel of the arena. This entry describes any specific tactics and Combat Manoeuvres a creature uses or favours based on its weapons, instincts, traits and so on. Use the Combat Notes when staging a *RuneQuest* combat to represent the unique aspects of the foe. Clever Adventurers will learn the signature manoeuvres of different creatures and develop their own tactics and strategies for dealing with them.

Creatures as Adventurers

The 'default' race for Player Characters in *RuneQuest* is human but Players and Games Master should certainly not feel constrained to populate the world with nothing but human characters. Many of the creatures listed in this book are well suited to be Adventurers, though naturally the Games Master should retain final judgement on which races he will allow the Players to take. Elfs, dwarfs, ogres orcs and even broo are just a few examples of nonhuman races that would make for perfectly serviceable Adventurers – though in the case of broo, it would likely be best if *all* the Player Characters were broo, as no other race willingly associates with the filthy things.



Kiriko Moth

Other creatures, of course, are less suitable. It is a matter of common sense that fixed INT creatures, beasts without rational thought that rely solely on instinct, are poor choices for Adventurers, despite the sheer power many of these creatures possess. Likewise, incomplete creatures, those that are missing one or more characteristics, are also too limiting to truly make viable Adventurers.

On the other end of the spectrum are those rational, complete creatures which are simply too powerful. While some Players might hunger after the strength and abilities of a dragon, such a beast as an Adventurer in a group composed otherwise of humans and their ilk will almost certainly eclipse the remainder of the group, unless those Player Characters are themselves unspeakably powerful.

A creature is made into a full character just as any Adventurer is created. The creature's characteristics are determined, along with its Combat Actions, Damage Modifier and so on according to the characteristic ranges given in its description and the rules in the Creating an Adventurer chapter of the *RuneQuest Core Rulebook*. The creature's background and profession are chosen according to the guidelines and options given for its entry.

Creatures & Intelligence

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

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

As INT is a component in calculating both Combat Actions and Strike Rank, creatures with a fixed INT are placed at an automatic disadvantage over other creatures. Therefore, when calculating both Combat Actions and Strike Rank for creatures with a Fixed INT, multiply the INT by two. Thus, a lion with INT 5 is treated as having INT 10 for the purposes of calculating its Combat Actions and Strike Rank.

Traits

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

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

Breath Flame: The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches as far as 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 make an Evade roll 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 Perception or Insight 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 19, 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.

Darksense: The creature possesses a combination of Dark Sight, olfactory awareness and echolocation to achieve precise underground awareness and orientation. Creatures with this trait function as well underground as humans function above it in broad daylight.

Dark Sight: Creatures with Dark Sight can see perfectly well in total darkness and suffer no penalties to skills resulting from the absence of light.

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

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



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

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

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

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

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

Night Sight: Creatures with Night Sight can see perfectly well during nocturnal hours but still suffer any penalties associated with being plunged into total darkness.

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

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

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

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

Regeneration: The creature is able to regenerate Hit Points lost to damage. The speed of regeneration varies depending upon the creature.

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

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

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

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

Creatures & Chaos

Chaos is a corrupting force found throughout fantasy literature. It perverts the natural order giving rise to hideous mutations and amalgams that are hateful of all that is not twisted and corrupted. Many of the creatures found in *Monster Coliseum* are the products of Chaos.

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

Games Masters using one of the Eternal Champion settings, such as *Elric of Melniboné* or *Hawkmoon*, find chaos creatures abound – either the results of malignant sorcery or science or the denizens of chaotic realms summoned to or invading, the earth. Again, these creatures tend to be rare but Adventurers have a habit of delving into those areas where such rarities are likely to be encountered.

In the case of *Monster Coliseum*, coliseum owners and investors actively seek-out Chaos creatures to capture them and use them as the ultimate in arena spectacle. Adventurers might find themselves being actively employed to capture chaos monsters and bring them to a coliseum's owner. Conversely, they might themselves be pitted against these monstrosities in the arena, fighting for their lives.

Chaotic Features

Creatures of Chaos are often hideously malformed, displaying a wide range of mutations that can both help and hinder the recipient. If a creature is noted as having Chaotic Features, use the table on pages 19-22 to determine their effect. Although Chaotic Features can make for some truly deformed and horrid creatures, some results are simply not appropriate for some monsters. The gorp, for example, is an amoeboid blob of tissue. If the Games Master rolls for a Chaotic Feature for a gorp and gets a result such as 'snake neck,' he should re-roll – the gorp's body cannot have a neck, snake or otherwise.

Note that the Chaotic Features table uses D8 to modify characteristics. The number eight is traditionally associated with chaos and it is therefore fitting to use an eight-sided die to modify a chaos creature's characteristics, either positively or negatively.



Chaotic Features

D100	Feature	Effect
01	Absorbing	If the creature strikes successfully with a natural weapon, 1D8 Magic Points are absorbed and added as temporary Characteristic or Attribute points; roll 1D10, 1=STR, 2=CON, 3=DEX, 4=SIZ, 5=INT, 6=POW, 7=CHA, 8=MP, 9=HP or 10= Add points to the Damage Modifier (1D2+4, for instance, if 4 MP absorbed).
02	Accursed	Temporarily weakens the soul of an opponent by 1D8 POW each successful hit.
03	Acidic	Possesses acidic ichor which sprays whenever the skin is penetrated, causing damage to the attacker; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per wound.
04	Agile	+1D8 DEX.
05	Alluring	Produces pheromones which attract and seduce victims, who must succeed in an opposed test of Persistence against the Allurement's potency of 1D8x10%. If the resistance fails the victim is hopelessly allured by the creature for 21-INT Combat Rounds.
06	Antennae	Large antennae which sprout from a random location and grant a new primary sense; roll 1D6, 1=Echolocation (sonar), 2=Thermoception (senses heat), 3=Insanoception (senses madness and insanity), 4=Nociception (senses pain), 5=Ethoception (senses souls), 6=Magiception (senses any type of magic).
07	Apathetic	-1D8 POW.
08	Armed	Uses physical weapons having an appropriate Combat Style for 1D4 different types.
09	Armoured	Bears extra armour, +1D8 Armour Points to every location.
10	Arms	Gain an extra pair of manipulation limbs from a random species (roll on Physique Type table, page 22).
11	Asymmetric	One half of the creature is larger, longer or taller than the other, double the Hit Points of locations in the larger side and halve the Hit Points of locations in the smaller.
12	Beaked	Gain a bite attack. Each additional incidence adds another toothed beak on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
13	Beautiful	+1D8 CHA.
14	Big	+1D8 SIZ.
15	Blind	No vision organs, but relies on a different sense to move and fight perfectly well. Creature is impervious to any attacks or spells affecting sight.
16	Boneless	Can squeeze through any gap.
17	Broadcast Pain	Any damage inflicted on the creature is felt by everybody within 5m, who suffer the psychological but not physiological effects as if they had been wounded too.
18	Burning	Glow with burning heat, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
19	Chameleon	+1D8x5% bonus to Stealth when hiding.
20	Clawed	Gain a claw attack. Each additional incidence adds another set of claws on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
21	Clever	+1D8 INT.
22	Climbing	Has a spider or lizard like ability to scale surfaces, +1D8x10% bonus to Athletics when climbing.
23	Clumsy	-1D8 DEX.
24	Contagious	Inflicts a virulent disease with a delay of 1D8 hours and potency of 1D8x10%, which causes a penalty of 1D8 points to; roll a D6, 1=STR, 2=CON, 3=DEX, 4=INT, 5=POW or 6=CHA.
25	Corroding	Weapons take 1D8 damage each time they strike the creature.
26	Crystalline	Gain 1D10 Armour Points from a crystalline crust.
27	Deaf	No hearing organs. Creature is immune to verbal commands and attacks or spells that affect hearing.
28	Disturbing	Creature is covered with 2D8 unsettling forms, such as baby arms or multiple eyes or mouths. Non-Chaotic foes suffer a -20% penalty to combat rolls owing to the disturbing nature of the deformities.
29	Draining	Temporarily weakens the willpower of an opponent by 1D8 Persistence each successful hit. The drain is not permanent; victims recover drained Persistence points, up to their previous level, at a rate of 1D10 per hour after the end of the encounter.
30	Droning	Produces a buzzing noise that sedates listeners, who must succeed in an opposed test of Persistence against the Droning's potency of 1D8 x10% to avoid falling asleep for 1D8 minutes.



D100	Feature	Effect
31	Exploding	Deals damage equal to its Damage Modifier to all within 5 metres upon death.
32	Feeble	-1D8 STR.
33	Fixated	Creature may only concentrate upon one thing at any one time. If in combat all attacks are concentrated on one particular opponent, determined randomly. It will not defend itself against attacks from anyone but the selected opponent.
34	Frail	-1D8 CON.
35	Haemophilic	Bleeds 1 HP per round from any wounded location.
36	Hated	Will be instantly attacked by any encountered members of a specific species.
37	Hatred	Creature possesses unreasoning hatred of a particular species and will attack on sight. Creature also gains the Fixated feature.
38	Head	Gain an extra head (roll on the Physique Type table, page 22), each one gets an independent Persistence check against mental effects, spells and so forth and can control the entire body if one head is incapacitated.
39	Heart of Wealth	The creature's heart is a precious gem the size of a human fist. Roll 1D6 for its properties: 1 = Worth 1D10 x1,000 silvers; 2 = When ground up and ingested heals 2D6 damage to all wounded locations instantly; 3 = When ground up and ingested causes 2D6 damage to all Hit Locations instantly; 4 = Spell Focus - the gem offers 1D8 uses of a randomly chosen Common Magic spell at a Magnitude equal to the creature's POW divided by 3; 5 = The gem offers 1D8 uses of a randomly chosen Divine Magic spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the gem's owner to make a successful Persistence roll. 6 = The gem offers 1D8 uses of a randomly chosen Sorcery spell at a Magnitude equal to the creature's POW divided by 3. Using the spell requires the owner to make a successful Insight roll.
40	Horned	Gain a gore attack. Each additional incidence adds another set of horns on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
41	Icy	Radiates freezing coldness, injuring anyone within melee range; roll 1D4, 1=1D2, 2=1D4, 3=1D6 and 4=1D8 damage per round.
42	Intangible	Cannot be harmed physically (roll again if Inviolable).
43	Inverted	All vital organs are external, thus all successful attacks upon it are automatically treated as critical successes.
44	Inviolable	Cannot be harmed magically (roll again if Intangible).
45	Leaper	Has powerfully sprung legs, +1D8 x10% bonus to Athletics when jumping.
46	Legs	Gain an extra pair of motile limbs from a random species (roll on Physique Type table, page 22).
47	Levitating	Has the capability to move over any solid or liquid surface without sinking or leaving tracks.
48	Mimic	Changes into the shape of a creature it successfully touches, maintaining its own Characteristics but assuming the locations and a duplicate image of the being contacted.
49	Mutable	Every 1D3 Combat Rounds the creature mutates into a different form as determined on the Physique Type table on page 22. The transformation lasts 2 Combat Actions during which time the creature is vulnerable. The creature completes the transformation with all its original characteristics the same but gaining additional Hit Locations (or losing them) according to the nature of the transformation. Owing to the creature's disturbing mutability, all attacks against it are at -20% and -40% whilst it is transforming (although it can neither attack nor defend).
50	Mutated	Roll a random Hit Location, which no longer exists.
51	Nerveless	Cannot feel pain and does not suffer the ill-effects of serious wounds.
52	Numb	No sense of touch.
53	Obfuscating	Produces a cloud of mist that blinds observers, who must succeed in an opposed test of Perception against the Obfuscation's potency of 1D8x10% every Combat Action to keep the creature in sight.

D100	Feature	Effect
54	Observant	One of the creature's sensory organs either grows bigger (x1D4 in size) or multiplies (x1D4 in number), adding a +1D8x10% bonus to the Perception skill when using that sensory perception; roll a D6, 1=Sight, 2=Sound, 3=Smell, 4=Taste, 5=Touch and 6=Other (if possessed).
55	Oversized	One location is swollen to a very large size or length, doubling its Hit Points
56	Paralysing	Temporarily weakens the dexterity of an opponent by 1D8 DEX each successful hit. DEX points are recovered at the rate of 1 per hour after the end of the encounter.
57	Patterned	Weird colouring and markings, tiger stripes, spots, blotches and so forth, granting a +1D8 x10% bonus to Stealth.
58	Phobic	Creature is scared of one thing; singing, light, cats and so on.
59	Poisonous	One unarmed attack inflicts a venomous poison with a delay of 1D8 Combat Actions and a potency of 1D8x 10%, which causes an extra 1D8 damage to the location struck.
60	Pregnant	The creature is pregnant with 1D8 young. If killed, these vile offspring explode from the carcass of the parent and have half its statistics. The young are voraciously hungry and incredibly aggressive, launching attacks on the nearest living thing. Alternatively, the offspring view whatever living thing they first see as the parent and form an immediate, emotional (and perhaps physical) bond...
61	Quick	Double Movement.
62	Reflecting	All spells cast on the creature are reflected back upon the caster.
63	Regenerating	Recovers 1D4 Hit Points per round to every injured location, unless the location has suffered a Major Wound.
64	Resistant	Invulnerable to one type of damage or weapon type; fire, cold, poison, disease, swords, spears, cudgels and so forth.
65	Roaring	Produces a thunderous sound which deafens listeners, who must succeed in an opposed test of Resilience against the Roaring's potency of 1D8x10% to avoid becoming temporarily deaf.
66	Scaly	Gain 1D6 Armour Points from reptilian scales.
67	Scintillating	A shifting polychromatic appearance that confuses onlookers, who must succeed in an opposed test of Persistence against the Scintillation's potency of 1D8x10% to avoid becoming mesmerised. Mesmerised characters are rooted to the spot for 1D3 Combat Rounds.
68	Screaming	Horrible screams which terrify listeners, who must succeed in an opposed test of Persistence against the Screaming's potency of 1D8x10%. Failure to do so causes the listener to crumple into a sobbing, whimpering, foetal ball for 1D3 rounds.
69	Shadowy	Can control the ambient light in its immediate surroundings, gaining a 1D8x10% bonus to Stealth in daylight conditions or total invisibility in twilight/night conditions.
70	Shaggy	Gain 1D4 Armour Points from a thick, hairy pelt.
71	Shelled	Gain 1D8 Armour Points from an insectile or crustacean carapace.
72	Shrunken	One location is shrunken to a very small size or length, halving its Hit Points.
73	Skinless	The creature has no Armour Points and cannot wear armour.
74	Slimy	Leaves a sticky trail wherever it travels.
75	Slow	Halve Movement.
76	Small	-1D8 SIZ.
77	Spiny	Opponents in melee suffer half their own rolled damage if they successfully land an attack.
78	Spores	Produces clouds of spores. If inhaled the breather must win an opposed test of Resilience against the Spore's potency of 1D8x10% to avoid suffering 1D8 Hit Points to the chest every round until successful; as the spores gestate into worms, flowers, vines and so on that are coughed up or grow out of the victim's lungs.
79	Stalker	+1D8x5% bonus to Stealth when sneaking.



D100	Feature	Effect
80	Stench	Gives off nauseating odours that sicken inhalers, who must succeed in an opposed test of Resilience against the Stench's potency of 1D8x10% to avoid dropping prone and vomiting for 1D4 Combat Actions.
81	Sticky	Secretes a strong glue or mucus of potency 1D8x10% which causes items to adhere to its skin, requiring a Brawn roll at a penalty equal to the potency to remove.
82	Sting	Gain a sting attack. Each additional incidence adds another stinger on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage.
83	Strong	+1D8 STR.
84	Stupid	-1D8 INT.
85	Susceptibility	One form of substance causes double damage to the creature; alcohol, silver, fire, and so on.
86	Swimmer	Has webbed digits and gills, +1D8x10% bonus to Swim. Can breathe underwater.
87	Tailed	Gains extra Unarmed attack, the damage is triple the creature's Damage Modifier but only for the purposes of calculating Knockback.
88	Tentacle	Gains Unarmed attack. If successful then the tentacle inflicts the Entangle Combat Manoeuvre.
89	Tongue	Gains Unarmed attack. If successful then the sticky tongue inflicts the Grip Combat Manoeuvre.
90	Toothed	Gain a bite attack. Each additional incidence adds another toothed maw on a different location; roll 1D4, 1=1D6 damage, 2=1D8 damage, 3=1D10 damage or 4=1D12 damage - roll.
91	Tough	+1D8 CON.
92	Transmuter	Changes the substance of whatever it touches into another material; living victims must succeed in an opposed test of Resilience against the Transmute's potency of 1D8x10% to avoid being changed into crystal, dust, plants, wine, bronze, etc.
93	Ugly	-1D8 CHA.
94	Vampiric	Temporarily weakens the health of an opponent by 1D8 CON each successful hit.
95	Vulnerable	Damage to one location slays the creature instantly.
96	Warded	Invulnerable to one form of material; steel, wood, stone, flesh, etc.
97	Warped	One random location changes to that of a different species (roll on the Physique Type table).
98	Weakening	Temporarily weakens the strength of an opponent by 1D8 STR each successful hit.
99	Wilful	+1D8 POW.
100	Wings	Gains bat, bird butterfly or insect wings granting a Flying Movement equal to twice its normal Movement.

Physique Table

Use this table to randomly generate a creature body type as directed by the Chaotic Features table or if the creature mutates into something else.

Physique Type

1D100	Body Type	Nature	1D100	Body Type	Nature
01-04	Arachnine	Spider	49-52	Lupine	Wolf
05-08	Avian	Bird	53-56	Noctillionine	Bat
09-12	Canine	Dog	57-60	Octopine	Octopus
13-16	Caprine	Goat	61-64	Pyridine	Butterfly
17-20	Cervine	Stag	65-68	Piscine	Fish
21-24	Cancrine	Crab	69-72	Porcine	Boar
25-28	Crocodylian	Crocodile	73-76	Ranine	Frog
29-32	Equine	Horse	77-80	Saurian	Lizard
33-36	Feline	Cat	81-84	Simian	Ape
37-38	Glirine	Rodent	85-88	Taurine	Bull
39-40	Hirudinal	Leech	89-92	Ursine	Bear
41-44	Humanoid	Human	93-96	Vermian	Worm
45-48	Insect	Insect	97-00	Vespine	Wasp



Humans & Humanoids

This chapter focuses on humans and humanoids; that is, bipedal, sapient creatures of many different forms.

The creatures include a number of types that have a specific Gloranthan variant and so these creatures are given their own entry – largely because Gloranthan versions of a fantasy staple are different enough to warrant the distinction. It also allows Games Masters running Gloranthan campaigns to easily find and use the appropriate version of the creature. Of course, Gloranthan versions can be used in any setting, if the creature fits in with the world-view.

A range of humans are also included. Here, the humans are all based on the *RuneQuest II Core Rulebook* and the entries are focused on humans most likely to be found in the coliseum environment – gladiators, slaves and so forth but also a variety of full-rounded humans such as guards, merchants, nobles and crowd members. These entries can be used as flexibly as one needs for ad-hoc encounters and so forth.

Aldryami

Aldryami are the elves of Glorantha. A race of plant-based entities they are closer to trees than humans despite adopting a humanoid form. Born of the Plant and Man runes they are trees given sapience, shape and mobility and are found in a variety of species reflecting the habitats of their birth. Each species differs as much from each other as humans do from other human-like species but all aldryami share certain traits. Generally, the larger the plant then the larger the aldryami counterpart. The two most

commonly encountered aldryami are the Vronkali or green elves and the Mreli or brown elves. These are detailed here with the other aldryami species gaining particular attention in the *Races of Glorantha* book.

All aldryami have a natural affinity with the plant type they are related to. Vronkali and Mreli, for instance, have a natural affinity with the trees of their home forests and are able to commune with the natural trees on a magical level.

All aldryami worship the goddess Aldrya, from whom their name derives and also Flamal, the progenitor of all plants and sometimes known as Grower. Flamal was devoured by the Uz god Zorak Zoran and this atrocity has fuelled the enmity between aldryami and uz ever since.

The statistics provided here represent young, mature aldryami. All aldryami are long-lived but not immortal and so older examples have characteristics, skills and magic reflecting their greater age and maturity.

Aldryami can be Adventurers and the Cultural Backgrounds and Professions open to them are summarised in the description of each species. A new, aldryami profession is included: Gardener.

Gardeners tend the forests and plants within it. They are fiercely protective of their homes and will fight to defend against invaders and defilers. *Common Skill Bonuses: First Aid +10%, Lore (Regional) +10%. Advanced Skills: Lore (Botany) and pick one from Craft (Plantweaving), Healing and Survival.*



Mreli (Brown Elves)

Humanoid with skin resembling the bark of the tree dominating the home forest, Mreli are highly intelligent beings possessed of a fluid, creaking movement, woody, crackling voices and bright green or red eyes. They are found in deciduous forests and Mreli have a natural curiosity for things beyond the tree line but not so developed that they feel comfortable walking abroad unless part of a larger group of aldryami or in areas where trees are plentiful.

Cultural Background: Athletics +5%, Culture (Own) +30%, Influence +10%, Lore (Regional) +5%. Pick two, at +10% each, from: Lore (Aldryami), Perception, Persistence, Sing and Stealth. Pick two Combat Styles at +15% each from: Sword (one or two handed), Sword and Shield, Bow, Dagger, Spear, Staff and Unarmed.

Mreli have the following Advanced skills: Language (Aldryami) +50%, Lore (Forest), Survival. Pick one further Advanced skill from: Craft (any), Language, Lore (Aldryami) or Play Instrument.

Professions: Craftsman, Farmer, Gardener, Healer, Priest, Woodsman.

Combat Notes

The formidable Elf Bow, grown by the owner, is the preferred weapon with the Mreli using it from concealed cover where possible and augmented by Multimissile. Choose Location and Impale are



John Koelepp

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	14	1-3	Right Leg	5/5
CON	3D6	11	4-6	Left Leg	5/5
SIZ	2D6+3	14	7-9	Abdomen	5/6
INT	3D6+6	17	10-12	Chest	5/7
POW	2D6+6	13	13-15	Right Arm	5/4
DEX	3D6+6	17	16-18	Left Arm	5/4
CHA	3D6	11	19-20	Head	5/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	13
<i>Movement</i>	8m
<i>Strike Rank</i>	+10

Typical Armour: Aldryami lacquered wood (AP5, -7 Strike Rank Penalty)

Traits: Life Sense

Skills: Athletics 65%, Evade 45%, Influence 60%, Lore (Aldryami) 65%, Perception 70%, Persistence 45%, Resilience 45%

Common Magic 65%: Bladesharp 2, Clear Path, Co-ordination 2, Multimissile 2

Combat Styles

Sword and Shield 70%, Sword (Two Handed) 65%, Spear 68%, Bow 70%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Elf Bow	H	-	1D8	5/8	175m
Longsword	L	L	1D10	6/12	
Long Spear	L	VL	1D10+1	4/10	
Target Shield	L	S	1D6	4/12	



the favoured Combat Manoeuvres for the bow. In close quarters combat, Mreli prefer the Longsword and Shield style, using the shield to Bash opponents and then deliver a strike with the sword aiming for a Bleed or Impale result.

Both Mreli and Vronkali maintain small, regular units of warriors to defend their forests and they are familiar with every nuance of their territory, using routes known only to them to move quickly between locations of maximum cover to ambush intruders, using their bows as the main weapon.

In the Arena

Artificial forests have been planted in some God Learner arenas with gladiators having to negotiate their way through the trees whilst Mreli archers deliver fearsome volleys of arrows. One end of the forest is set alight with the aim of driving the Mreli out of their hiding places and onto the waiting weapons of the gladiators. However, Mreli archers are also used in chariot contests where they circle a group of warriors in the middle of the arena, delivering arrows from the moving chariot whilst another elf or human driver steers the course.

Vronkali (Green Elves)

Natives of the pine forests, Vronkali have a dark green skin that is often covered with pine needles, lending them either a spiked or even furred appearance, depending on the density of the needle covering (density increases with maturity). Pinecones often grow in the hair

or across the body. Natural leaders, they tend to take command of the elf populations in mixed forest areas. They are also born fighters, which is reflected in their superior physical capabilities.

Cultural Background: Athletics +10%, Culture (Own) +30%, Perception +10%. Pick two, at +10% each, from: Evade, Lore (Aldryami), Persistence, Resilience and Sing. Pick two Combat Styles at +15% each from: Sword (one or two handed), Sword and Shield, Bow, Dagger, Spear, Staff and Unarmed.

Vronkali have the following Advanced skills: Language (Aldryami) +50%, Lore (Forest), Survival. Pick one further Advanced skill from: Craft (any), Language, Lore (Aldryami) or Track.

Professions: Champion/Knight/Noble Warrior, Craftsman, Farmer, Gardener, Healer, Priest, Solider/Warrior, Woodsman

Combat Notes

Vronkali use very similar tactics to Mreli but augment their arrows, swords and spears with Pierce at the earliest opportunity. A Vronkali Champion commonly leads a unit of Vronkali and Mreli and casts Fanaticism upon himself as a final measure if the unit is in fear of defeat.

In the Arena

As per Mreli.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+4	15	1-3	Right Leg	5/5
CON	3D6	11	4-6	Left Leg	5/5
SIZ	3D6	13	7-9	Abdomen	5/6
INT	4D6	14	10-12	Chest	5/7
POW	2D6+6	13	13-15	Right Arm	5/4
DEX	3D6+6	17	16-18	Left Arm	5/4
CHA	3D6	11	19-20	Head	5/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	13
<i>Movement</i>	8m
<i>Strike Rank</i>	+9

Typical Armour: Aldryami lacquered wood (AP5, -7 Strike Rank Penalty)

Traits: Life Sense

Skills: Athletics 65%, Evade 65%, Lore (Aldryami) 65%, Perception 70%, Persistence 65%, Resilience 65%

Common Magic 65%: Bladesharp 2, Fanaticism, Co-ordination 1, Multimissile 1, Pierce 2

Combat Styles

Sword and Shield 75%, Sword (Two Handed) 70%, Spear 71%, Bow 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Elf Bow	H	—	1D8	5/8	175m
Longsword	L	L	1D10	6/12	
Long Spear	L	VL	1D10+1	4/10	
Target Shield	L	S	1D6	4/12	



Broo

Jason Banditt Adams

Feared Chaos creatures, broo are twisted, humanoid hybrids that typically combine the head and hind quarters of goat or antelope with human or human-like torsos. Broo can breed with any species and this means that there is no single set form, although broo from a particular area manifest the traits of the most popular mammal types in the region. Thus, hill and mountain-dwelling broo are often goat and sheep hybrids whilst forest and plains dwelling broo are antelope and cattle hybrids. More exotic strains – rhinoceros broo, dog and cat broo, tiger broo and even dinosaur broo – are not unheard of. In Glorantha the infamous Ralzakark of Dorastor is said to be a unicorn broo.



Broo are twisted in mind and spirit as well as in body. They worship foul gods of Chaos and venerate disease and madness spirits. Amongst their own kind they are social but intensely hateful of anything not of Chaos, viewing other species as a means of breeding, food and spreading disease and madness. Broo attack and kill for the sheer joy of it; but most joyful of all is impregnating and causing suffering. Broo raiders might slaughter half a caravan of lowly traders and leave the rest physically unscathed but infected with disease or broo embryos which always leads to a slow, painful, unpleasant death.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	-/7
CON	1D6+12	16	4-6	Left Leg	-/7
SIZ	1D6+12	16	7-9	Abdomen	-/8
INT	2D6+6	13	10-12	Chest	-/9
POW	3D6	11	13-15	Right Arm	-/6
DEX	3D6	11	16-18	Left Arm	-/6
CHA	2D6	7	19-20	Head	3/7

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Horns (AP 3, Head only), if of the goat/antelope variety.
<i>Damage Modifier</i>	+1D2	
<i>Magic Points</i>	11	<i>Traits:</i> Diseased*, Chaos Features
<i>Movement</i>	8m	
<i>Strike Rank</i>	+12	<i>Skills:</i> Athletics 60%, Evade 40%, Perception 50%, Persistence 43%, Resilience 55%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%
		<i>Common Magic 45%:</i> Bladesharp 1, Bludgeon 1, Demoralise

**If diseased, the broo carries one of the following diseases, found in the RuneQuest Core Rulebook: Creeping Chills, Rabies, Soul Palsy.*

Combat Styles

Head Butt 60%, Club and Shield 60%, Short Spear and Shield 50%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Head Butt	S	T	1D6+1D2	As for Head
Club	M	S	1D6+1D2	4/4
Shortspear	M	L	1D8+1+1D2	4/5
Target Shield	L	S	1D6+1D2	4/12

Broo worshipping disease spirits carry disease: the chance of a broo having a disease is equal to its POW x5 (so 55% for a typical broo). If so, anyone wounded by the broo is exposed to its disease.

As creatures of Chaos, broo also manifest Chaos Features. The chance of a broo doing so is equal to its POW x3 with 1D3 Chaos Features, randomly determined, being present.

When generating the look of a broo, go by the region and landscape it originates from. Otherwise, use the Physique Type table on page 22 to determine the broo's head. Nothing is too outlandish or obscene where broo are concerned.

The statistics reflect a standard, goat broo, probably the most common kind. Most broo are primitives in culture and wear little or no armour unless it can be scavenged from some hapless soul. Broo can fashion soft and hard leather armour and there is a 30% chance that a broo wears either type on 1D6+1 Hit Locations.

Broo can be used as Adventurers although their very nature makes them best suited to all-broo parties.

Cultural Background: Primitive.

Professions: Craftsman, Champion/Knight/Noble Warrior, Mercenary, Shaman, Soldier/Warrior

Combat Notes

Vicious fighters, broo tend to use the Combat Manoeuvres that inflict the most damage but also those that give them the best chance of infecting an opponent, so rely on Impale, Bleed and Maximise Damage. Quite often the intention is to disable or knock an opponent unconscious so that infection and/or procreation can follow at a leisurely, sadistic pace. Thus, a broo may not always fight to kill but to unbalance, wound and disable. What then follows is too horrific to describe but it should be noted that broo can impregnate *anything* – even *males* of a species.

Broo are also bullies; in the wilds, they travel in raiding gangs of 1D6+2 individuals and always use their numbers to best advantage, surrounding and outnumbering a foe wherever possible.

In the Arena

The sadistic and unsophisticated combat styles of broo make them superb arena combatants. Broo trained for the coliseum delight in taking their time in a combat, opening-up lots of slow bleeding wounds, launching disabling strikes and then toying with their prey, lunging-in with weapons to taunt, or their sexual organs to threaten impregnation. Dealing with a broo foe means keeping it at bay, especially if it is known to be diseased, and so gladiators may be armed with longswords or polearms to add spectacle. However, if the broo's opponent is a prisoner or hapless slave, just there to provide slaughter (and an obscene show), then a dagger or shortsword might be the only weapon offered – with little or no shield or armour protection to defend against disease-causing attacks.

Dragonewt

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

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

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

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

The Dragonewt Life Cycle

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

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

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



Dragonewts are very close to humanoids in body proportion. They are bipedal, tailed, left-handed and possess opposable thumbs. They do not refine metal, choosing instead to make their weapons and tools of bone, stone and wood. Of course, a deviant dragonewt may well utilise metal items it has acquired for itself. Only the leaders of a group of dragonewts wear armour, though dragonewts at all stages of development are known to ornament themselves with trinkets, jewellery and bits of shiny cloth.

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

The Scout Dragonewt (First Stage)

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

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

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

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

The Warrior Dragonewt (Second Stage)

The warrior (or beaked) dragonewt is larger than the scout and is carnivorous. Its tail reaches to the ground and at first its skin is covered both with scales and with small protrusions. As the second stage matures, the warrior's hide becomes harder and thicker, often toughest on the creature's back, chest or tail.

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

Most warrior dragonewts ride upon creatures called demi-birds (see page 118). Demi-birds are feathered, beaked and lay eggs but their bones are solid and they have vestigial arms, not wings. The demi-bird is fearless and carnivorous, adding to the fierceness of the dragonewt warrior.

The Noble Dragonewt (Third Stage)

Second-stage armour and natural weapons are, in the third stage, almost completely replaced by frills, spines, wattles, pouches and

other decorative and communicative devices. Skin colours become more vivid and the number and variety of scent glands increase. At this stage the dragonewt is omnivorous. Some ambassadors to human cultures in this stage have been recorded as having become remarkable gourmets.

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

The Ruler Dragonewt (Fourth Stage)

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

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

Presumably, a ruler dragonewt meditates upon the secrets of dragonhood in preparation for the final metamorphosis. Such a dragonewt will, one day, awake to find itself a full dragon. It will then depart from its nest, to go to wherever dragons go. Given their natures, Ruler dragonewts are not detailed in this book but are given more extensive treatment in *Races of Glorantha*.

Dragonewt Weapons

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

Klanth: A klanth is a weapon constructed of flint blades set into a wooden haft. A few rare klanths are constructed of dragon bone rather than wood and have the following statistics:

Damage: 2D6; STR/DEX 9/11; Size M, Reach M, Combat Manoeuvres: Bleed, Sunder; ENC 2; AP/HP 8/18.

Gami: A gami is a three-pronged swordcatcher made of dragonbone, exceptionally effective at parrying.

Damage: 1D6+3; STR/DEX 9/10; Size M, Reach M, Combat Manoeuvres: Pin Weapon – using a Gami allows this Combat Manoeuvre *without* having to score a critical success; ENC 1; AP/HP 8/12.

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



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. Treat both choking and samarin as darts; however chokin inflict 1D6 damage and samarin 1D4+1.

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

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

Dragonewts as Adventurers

Dragonewts are not recommended as Adventurers. Their psyches and motives are complex and alien;

their behaviour patterns driven by complex, mythically significant concerns. Dragonewts continually strive for 'Right Action'; that is, a decision and outcome that is precisely right for what the dragonewt is doing according to other concerns determined by its stage of incarnation. Right Action can mean completely contradictory things: for example a dragonewt might voluntarily become a gladiator and then completely refuse to fight. Or it might fight viciously against the best, most heavily armed opponents but whimper and cower when faced with an unarmed, unarmoured foe. Dragonewt behaviour is bizarre and unpredictable at best: frustrating and insane at worst.



There are, however, Adventuring possibilities that will be more fully explored in the *Races of Glorantha*.

First Stage Dragonewt (Scout)

The smallest of the dragonewt species and sometimes referred to as 'scouts' (although this term is considered derogatory by dragonewts). They resemble a cross between human and freshwater newt, with an angular

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-2	Tail	1/4
CON	3D6	11	3-5	Right Leg	1/4
SIZ	2D6	7	6-8	Left Leg	1/4
INT	4D6	14	9-11	Abdomen	1/5
POW	2D6	7	12	Chest	1/6
DEX	2D6+9	16	13-15	Right Arm	1/3
CHA	3D6	11	16-18	Left Arm	1/3
			19-20	Head	1/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D4
<i>Magic Points</i>	7
<i>Movement</i>	8m
<i>Strike Rank</i>	+15

Typical Armour: Scales. No Armour Penalty

Traits: Reincarnation

Skills: Athletics 25%, Evade 25%, Perception 25%, Persistence 31%, Resilience 43%, Sleight 25%, Stealth 25%,

Common Magic 30%: Bladesharp 2

Combat Styles

Thrown Chokin and Samarin 25%, Utuma 30%, Sling 30%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Chokin	S	—	1D6-1D4	2/1	20m
Samarin	S	—	1D4+1-1D4	2/1	20m
Sling	L	—	1D8-1D4	1/2	200m
Utuma	M	S	1D6-1D4	8/12	



head, large, round, unblinking eyes and a crest running from above the eye ridge to the nape of the neck. The crest can be raised and lowered at will and is used to indicate emotional states: erect when calm; flattened to the head when panicked, confused or under stress.

The limbs are slender to the point of being scrawny, with long, thin fingers and opposable thumbs. The feet are twin-toed. The legs possess a traditional human-like knee but this is modified in later stages to a pair of reverse joints much like the hindlegs of quadruped mammals.

The hide is smooth and drab-coloured although many display mottling or dappling of the skin as they mature. The tail begins as a bony nub, elongating with age and as its body enlarges and reincarnates.

Crested dragonewts are exclusively vegetarian with no desire to eat meat, although they hunt it for others happily and are trained to do so by Beaked and Noble dragonewts. Unlike other herbivores they do not need to consume large quantities of vegetable matter to survive; a handful of nuts and berries will suffice and even grass provides nutrition if nothing else is available.

Crested dragonewts look, and act, inferior to the higher stages. They are subservient when in the company of Beaked or Nobles and actively terrified of Ruler dragonewts. When encountered singly or in small groups they are easily influenced with a natural deference to anyone showing a degree of authority.

Scout dragonewts can use Common Magic and are usually taught one or two points of Magnitude in spells that will aid with hunting food for the higher species.

Combat Notes

Scout dragonewts tend to fight only when directed by a higher stage commander (typically a Warrior). Singly, they lack the courage – or more accurately, the inclination – to fight. As all dragonewts are immortal, death holds no fear for them and cowardice and self-preservation are alien terms. In combat roll the Scout dragonewt's Persistence each Combat Round. If a success, it fights; if a failure it does not. The Persistence can be increased by +5% for each additional Scout dragonewt present and by +10% for each Warrior (or higher) dragonewt. However, when fighting, they are tenacious foes. Scouts prefer ranged combat, using either a sling or chokin/samarin, lobbed with zeal to bring-down a foe before using the utuma to finish it off.

In the Arena

No EWF culture would ever dare place a dragonewt in a gladiatorial arena but the dragonewts themselves are quite happy to, often for reasons of curious experimentation or more esoteric, incomprehensible reasons. God Learners, when they have captured Scout dragonewts like to put them into gladiatorial contests simply to see what they will do. Their unpredictable nature can make some quite interesting – or even boring – fights. The God Learners

like to test whether or not dragonewts truly are unafraid of death or simply too stupid to care.

Second Stage Dragonewt (Beaked/Warrior)

Larger and stockier than the Crested stage, Beaked dragonewts have developed bony ridges across the body and a thickening of the skin lending a more menacing appearance. The round, bewildered gaze of the Crested has been replaced with a narrow, stony stare and the crest has shrunk to form a spiny ridge that now extends almost the length of the backbone.

The limbs are thicker and stronger. Musculature is vastly improved, as are general reactions. The mouth has elongated and narrowed, forming a tough, bony beak filled with rows of small, sharp teeth. The hands have developed claws but these do not impeded manual dexterity. As the dragonewt matures, its skin begins to develop more horns, spines and warty protrusions. The tail is almost full length and covered in thick scales with occasional spikes and spine-like protrusions.

Body colourings are more varied. The drab grey-green of the Crested stage is replaced with darker and lighter hues, especially across the chest and abdomen. Gold and amber spots or stripes are not uncommon and appear to follow a particular pattern for a specific nest or clutch.

The inferiority complex of the Crested stage has been lost. Beaked dragonewts are naturally more aggressive



Sean Thornton

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-2	Tail	6/8
CON	3D6+6	17	3-5	Right Leg	6/8
SIZ	2D6+12	19	6-8	Left Leg	6/8
INT	4D6	14	9-11	Abdomen	6/9
POW	2D6+6	13	12	Chest	6/10
DEX	2D6+3	10	13-15	Right Arm	6/7
CHA	3D6+3	14	16-18	Left Arm	6/7
			19-20	Head	6/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	13
<i>Movement</i>	8m
<i>Strike Rank</i>	+12

Typical Armour: Scales. No Armour Penalty

Traits: Reincarnation

Skills: Athletics 70%, Brawn 68%, Evade 70%, Perception 70%, Persistence 49%, Resilience 67%, Ride 75%, Sleight 70%, Stealth 70%

Combat Styles

Thrown Chokin and Samarin 80%, Klanth 50%, Longbow 50%, Utuma 80%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Chokin	S	—	1D6+1D6	2/1	20m
Samarin	S	—	1D4+1+1D6	2/1	20m
Longbow	H	—	1D8+1D6	4/5	175m
Utuma	M	S	1D6+1D6	8/12	
Klanth	M	M	2D6+1D6	8/18	

and ready to challenge for position in social groupings, unless a Noble or Ruler is present. Whilst more aggressive as a breed, Beaked dragonewts are considered and fluid in their actions and movements, exhibiting inner control and confidence in their bodies. They are not easy to startle or intimidate, even for Noble dragonewts.

Beaked dragonewts are exclusively carnivorous and hunt their own meat unless there is a handy Crested dragonewt to do it for them. Meat is eaten raw but always killed first. Bones are reserved for crafting tools and weapons, as are skins and hides which may be used for crafting shelters and armour.

Beaked dragonewts are able builders. They possess a very fine degree of hand-eye co-ordination and visual perception allowing them to accurately gauge distances and measurements without the need for any form of measuring equipment.

Beaked dragonewts do not use Common Magic.

Combat Notes

Warrior dragonewts are naturally aggressive and need no excuse to fight. Any and all Combat Manoeuvres are employed – whatever gives the best advantage. Often, though, a Warrior dragonewt will direct all its attacks against a single opponent and commit all its efforts into the attack, not bothering to defend in any way

(remember: dragonewts are unfazed by death). As leaders, they lead from the front, dancing their way into battle and inspiring any Scouts they have with them to fight as they do – fearlessly.

In the Arena

Apostate Warrior dragonewts have been found as voluntary gladiators in both God Learner and EWF arenas where they are content to pit themselves against the strongest and meanest opponents. Demi-bird riding Warrior dragonewts are used as mounted opponents against lightly armoured gladiators who must avoid the charges of the birds and the sweeping klanths of the rider.

Third-Stage Dragonewt (Noble)

The Noble stage sees the dragonewt adopting clearly draconic physical characteristics. Neck wattles are common as is a lateral crest running between the dragonewt's ears. Frills of skin decorate the arms and torso and the tail is now almost fully developed into a long, whip-like limb that tapers to a point and is often covered in small spines or warts and more frills of skin.

Skin colouration is far more varied; Nobles display all manner of skin colourations, often with bright, primary colours replacing the drab colours of previous stages. Colours in different parts of the body, such as the face, can alter subtly with mood and emotion and frequently at the dragonewt's particular whim. Scent glands



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Tail	3/6
CON	3D6+6	17	3-5	Right Leg	3/6
SIZ	2D6+6	13	6-8	Left Leg	3/6
INT	4D6	14	9-11	Abdomen	3/7
POW	2D6+12	19	12	Chest	3/8
DEX	2D6+6	13	13-15	Right Arm	3/5
CHA	3D6+6	17	16-18	Left Arm	3/5
			19-20	Head	3/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	19
<i>Movement</i>	8m
<i>Strike Rank</i>	+14

Typical Armour: Scales. No Armour Penalty

Traits: Reincarnation

Skills: Athletics 90%, Evade 90%, Perception 90%, Persistence 90%, Resilience 80%, Sleight 90%, Stealth 90%

Combat Styles

Thrown Chokin and Samarin 90%, Gami 90%, Klanth 90%, Longbow 90%, Utuma 90%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Chokin	S	—	1D6+1D2	2/1	20m
Samarin	S	—	1D4+1+1D2	2/1	20m
Gami	M	M	1D6+3+1D2	8/12	
Longbow	H	—	1D8+1D2	4/5	175m
Utuma	M	S	1D6+1D2	8/12	
Klanth	M	M	2D6+1D2	8/18	

have also developed across the body, giving the Noble a distinctive and sometimes unpleasant (to humans) aroma.

Nobles are omnivorous and have a developed taste for cooked food. Some have the reputation of being gourmands enjoying complicated dishes that excite all the senses. Banquets held exclusively for Nobles, cooked by Nobles, are common, with dragonewt chefs competing to prepare and serve the most intricate dishes.

By the third stage of development, dragonewts usually cease riding demi-birds. Most noble dragonewts possess weapons made of dragon bone, rather than of wood and stone and most use a gami in place of an utuma.

Combat Notes

Nobles are cunning warriors but fight only when absolutely forced to: combat is usually the preserve of the beaked dragonewts. But, when combat presents no alternative or when it is deemed the right thing to do, Nobles are fond of using disabling tactics, aiming for weapons and limbs rather than going for outright killing blows. This gives them time to reconsider their options when it comes to disposing of a foe. Once a foe is in no position to fight, a



Persistence roll should be made. If it fails, then the Noble aims to end the foe's life in whatever bizarre way it chooses. If it succeeds, the Noble usually tends to squat down and question the opponent extensively, wondering why it fought, why it chose the tactics it did and so forth. This can sometimes result in the opponent bleeding or even starving to death, depending on the dragonewt's whim.

In the Arena

No Noble dragonewt would willingly enter any form of arena combat, preferring ritual suicide. Nobles are simply above such crude, un-Right things.

Ducks

Whether ducks cursed with human characteristics or vice versa, this species is an oddity and one that is frequently ridiculed by other sapient species. In Glorantha there are many species of bird-people, known as keets and the ducks (known as Durulz to themselves) are the most commonly found.

Despite being an awkward amalgam of human and duck (duck heads, waddling bodies, webbed feet and human-like arms), these creatures are every bit as sophisticated as human cultures. They can be curious, industrious, mischievous and even warlike if the circumstances dictate it.

Ducks can make for excellent Adventurers and it is not uncommon for a durulz to join human cults and affect human habits in a bid



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1-3	Right Leg	-/5
CON	2D6+6	13	4-6	Left Leg	-/5
SIZ	1D6+6	9	7-9	Abdomen	-/6
INT	2D6+6	13	10-12	Chest	-/7
POW	3D6	11	13-15	Right Arm	-/4
DEX	2D6+6	13	16-18	Left Arm	-/4
CHA	2D6	7	19-20	Head	-/5

Combat Actions

3

Typical Armour: Whatever can be bought or scavenged. Leather is preferred; metal armour being heavy for them.

Damage Modifier

-1D2

Traits: Excellent Swimmer

Magic Points

11

Movement

6m

Strike Rank

+13

Skills: Athletics 40%, Boating 40%, Influence 30%, Persistence 43%, Resilience 49%, Sleight 40%, Stealth 30%, Swim 100%

Common Magic 60%: Co-ordination 2, Countermagic 2, Lucky

Combat Styles

Spear and Shield 50%, Sword and Shield 50%, Sling 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6+1D2	6/8	
Shortspear	M	L	1D8+1+1D2	4/5	
Buckler	M	S	1D3+1D2	6/8	
Sling	L	—	1D8	1/2	200m



for acceptance. They are, however, happiest amongst their own kind but curious enough about the world to form adventuring bands or join existing ones.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Combat Notes

Being diminutive, ducks prefer weapons that give the best reach and opt to impale and pull-free the weapon when possible. As a species they take a defensive stance and will not squander Combat Actions on needless attacks when defence would clearly serve them better. That said, they are not cowardly and many a confident opponent has come away scarred and sliced following what he thought would be an easy fight.

In the Arena

Ducks, for sheer comedy value, are popular in arenas. Laden down with heavy armour and oversized weapons they are cruelly used as light relief between more serious bouts. However some ducks have gained notoriety in the gladiatorial arena. Kwaktacus, a famed durulz gladiator, had a very successful career armed only with a shortsword and a net. He met his demise when he led an

unsuccessful revolt against the God Learners of Seshnela, seeking freedom for all durulz slaves, but his name is legendary in arenas across the Middle Sea Empire.

Dwarf

Often at conflict with elves, an ancient feud that stretches back to their creation, dwarfs are servants of the Earth, revering The Great Maker and often have considerable skill as artificers and artisans. They will, however, set aside their differences to take up arms against the forces of Darkness – making them the enemies of trolls. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both. Dwarf character is often avaricious but usually has a strong sense of duty.

Dwarfs are practitioners of sorcery, which fits with their world-view. Common Magic is sometimes available to them but usually dismissed as a lesser magical discipline, inferior to the craft and skill sorcery requires.

Dwarfs are natural choices for Adventurers, although they always feel more at home beneath ground than above it. Groups containing elves and trolls do not, however, make for a good mix due to their age-old enmities.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1–3	Right Leg	5/6
CON	2D6+12	19	4–6	Left Leg	5/6
SIZ	1D6+6	10	7–9	Abdomen	5/7
INT	2D6+6	13	10–12	Chest	5/8
POW	3D6	11	13–15	Right Arm	5/5
DEX	2D6	7	16–18	Left Arm	5/5
CHA	3D6	11	19–20	Head	5/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+10 (+3 if armoured)

Typical Armour: Chainmail (AP5, -7 Strike Rank Penalty)

Traits: Earth Sense, Dark Sight

Skills: Athletics 50%, Brawn 53%, Craft (stone or metal working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 43%, Resilience 67%

Magic: Sorcery (Dwarf Grimoire) 56%, Manipulation 54%: Animate (Rock or Metal), Damage Resistance, Form/Set (Rock or Metal), Holdfast

Combat Styles

Mace and Shield 75%, Battleaxe (two handed) 65%, Crossbow 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mace & Shield (Target)	M	S	1D8	6/6	
Target	L	S	1D6	4/12	
Battleaxe – 2H	M	M	1D8+1	4/8	
Light Crossbow	L	—	1D8	4/5	100m



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1-3	Right Leg	2/5
CON	3D6	11	4-6	Left Leg	2/5
SIZ	2D6+6	13	7-9	Abdomen	2/6
INT	3D6+6	17	10-12	Chest	2/7
POW	2D6+6	13	13-15	Right Arm	2/4
DEX	3D6+6	17	16-18	Left Arm	2/4
CHA	3D6	11	19-20	Head	3/5

Combat Actions

3

Typical Armour: Leather (AP 2, -3 Strike Rank Penalty)

Damage Modifier

+0

Magic Points

10

Traits: Life Sense, Night Sight

Movement

10m

Strike Rank

+17 (+14 if armoured)

Skills: Acrobatics 56%, Athletics 46%, Evade 56%, First Aid 40%, Insight 45%, Lore (Regional) 80%, Perception 50%, Persistence 49%, Resilience 43%, Stealth 56%, Survival 55%, Tracking 30%

Magic: Common Magic 54%: Clear Path 2, Co-Ordination 2, Multi-Missile 2

Pact (Grower) 60% - 3 points of Dedicated POW; Lore (Grower) 60%: Alter Target, Behold, Evergreen

Combat Styles

Longbow 80%, Spear 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Longbow	H	—	1D8	4/7	175m
Longspear	L	VL	1D10+1	4/10	

As they are tied to their forests, elves have a natural affinity with the Plant rune and work with Common, Divine and Spirit Magic but abhor sorcery, which they believe perverts the natural order and harmony of the world. The elf statistics show an elf with both Common Magic and a Divine Pact with the Grower gods, hence the 3 points of Dedicated POW and subsequent lowering of Magic Points for Common Magic.

Elves make for good Adventurers as they are able to mix well with most races, although ancient enmities with dwarves and trolls may cause friction within a mixed adventuring group. Most elves are capable of setting such differences aside although trolls and dwarves, traditionally more stubborn, may have more difficulty in this area.

Cultural Background: Civilised

Professions: As per Civilised but excluding Sorcerer/Witch.

Combat Notes

Elves can be tenacious fighters but are more given to mercy than other races, such is their innate respect for all life. Thus Combat Manoeuvres that disable but do not necessarily kill, are favoured first and foremost. When choosing Combat Manoeuvres, Impale

and Maximise Damage are only chosen in the most extreme of circumstances.

In the Arena

Reluctant combatants when it comes to blood sports, elves find themselves pitted against foes who goad and insult, attempting to draw elves to anger and thus fight with vehemence. Only an elf who has been pushed significantly will attempt to fight to the death and the natural tendency towards clemency means that even a foe who is vanquished will find an elf merciful in victory - although the baying crowd may force its hand, much to the elf's sorrow.

Giant

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

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine Hit Location when attacking it in close combat. A giant's Movement is equal to six plus its height, in metres.



	Dice	Average	1D20	Hit Location	AP/HP
STR	9D6+18	50	1-3	Right Leg	5/18
CON	6D6+18	39	4-6	Left Leg	5/18
SIZ	9D6+18	50	7-10	Abdomen	5/19
INT	3D6	11	11-12	Chest	3/20
POW	3D6	11	13-15	Right Arm	3/17
DEX	2D6+3	10	16-18	Left Arm	3/17
CHA	2D6	7	19-20	Head	3/18

Combat Actions 2 *Typical Armour:* Tough Hide (AP 3), Heavy Leather Apron (AP 2, Abdomen and Legs only, -2 Strike Rank Penalty)

Damage Modifier +2D12

Magic Points 11 *Traits:* Formidable Natural Weapons

Movement 12m

Strike Rank +11 (+9 if wearing apron) *Skills:* Athletics 44%, Brawn 112%, Lore (Regional) 20%, Perception 40%, Persistence 43%, Resilience 99%, Survival 30%

Combat Styles
Club 84%, Unarmed 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Huge Club	E	VL	2D6+2D12	3/12



The Characteristics reflect a six metre high giant. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Due to their incredible size and the difficulties of operating in the environments of smaller races, giants are not well suited to being Adventurers but smaller members of the giant race can be used as Player Characters if Games Master wishes it. If so, it is recommended that six metres is the *maximum* size for an Adventurer giant.

Cultural Background: Barbarian.

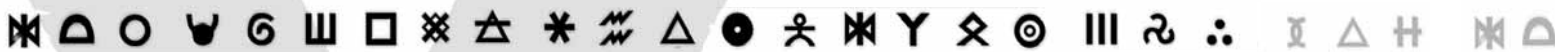
Professions: As per Barbarian.

Combat Notes

Giants are truly formidable foes for human-sized races. Their immense reach means that they can hold foes at bay easily and their weapons deliver devastating damage. Bash manoeuvres are favoured, sweeping foes clear with the club (which may be nothing more than a shaped tree-trunk). The thick skin of giants and their huge hands and feet, mean that a weapon is often unnecessary.

In the Arena

Giants pose many problems for coliseum arrangers. Their size is difficult to manage, meaning that special building adjustments are necessary to accommodate them and, in the arena, unless the giant can be trusted not to attack the crowd, they tend to be tethered with massive chains in the centre of



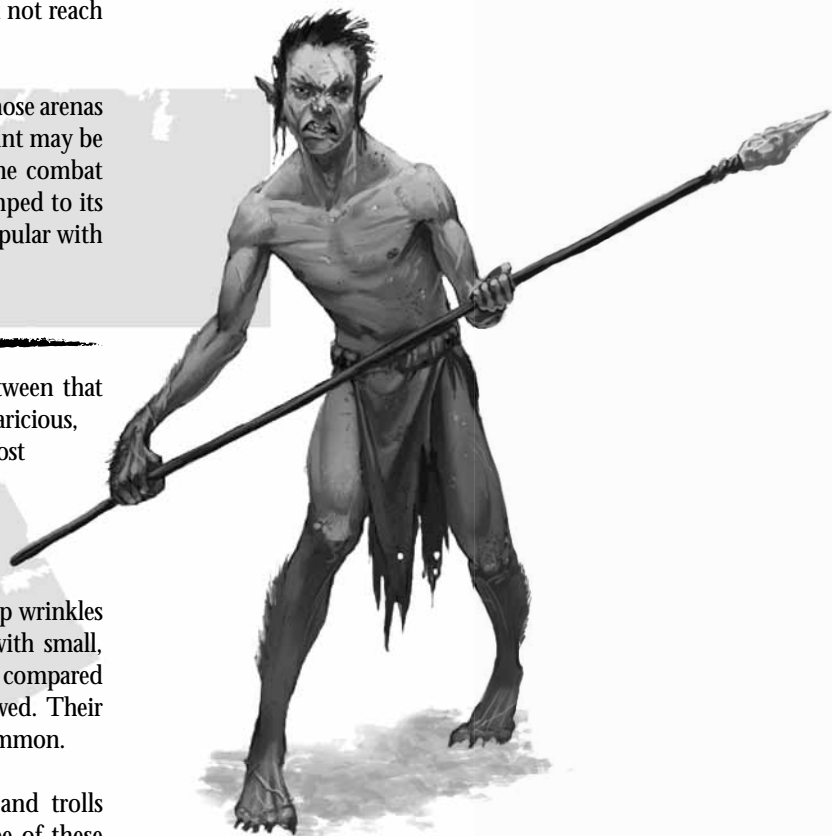
the arena floor with just enough slack to defend themselves and attack the groups of gladiators pitted against them – but not reach into the baying crowds.

Contests between giants and up to 20 foes are staged in those arenas designed to cope with massive creatures although the giant may be equipped with nothing more than its bare hands for the combat and its movements severely restricted by the chains clamped to its ankles. Such displays of abject cruelty are nonetheless popular with the more bloodthirsty arena hordes.

Goblin

Ugly, crabby, stunted humanoids, ranging in height between that of a dwarf and human, goblins are secretive, typically avaricious, frequently malicious (but not always so) and cunning. Most goblins dwell in caves or underground lairs away from civilised settlements but not always so far that they cannot benefit from what civilisation has to offer. Their skin is usually dark green or ochre in colour, with long, pointed noses, pock-marked complexions, deep wrinkles and narrow, slitted eyes. Mouths are lipless and filled with small, sharp, white teeth. Their arms are disproportionately long compared with their bodies but legs are short and sometimes bowed. Their backs are sometimes hunched but this is by no means common.

Goblins share some racial traits with elves, dwarves and trolls hinting at some form of common ancestry but all three of these



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+3	10	1–3	Right Leg	1/4
CON	2D6+3	10	4–6	Left Leg	1/4
SIZ	2D6	7	7–10	Abdomen	1/5
INT	3D6	11	11–12	Chest	1/6
POW	2D6+3	10	13–15	Right Arm	1/3
DEX	2D6+3	10	16–18	Left Arm	1/3
CHA	2D6	7	19–20	Head	1/4

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	–1D2
<i>Magic Points</i>	10
<i>Movement</i>	6m
<i>Strike Rank</i>	+11

Typical Armour: Tough Hide (AP 1), No Armour Penalty

Traits: Night Sight

Skills: Athletics 75%, Brawn 45%, Lore (Regional) 50%, Perception 70%, Persistence 40%, Resilience 40%, Sleight 70%, Stealth 75%, Survival 30%

Common Magic 50%: Bandit's Cloak 2, Bladesharp 2, Pierce 2

Combat Styles

Spear and Shield 45%, Sling 50%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortspear	M	L	1D8+1–1D2	4/5	
Buckler	M	S	1D3–1D2	4/10	
Sling	L	—	1D8–1D2	1/2	200m



...races are quick to deny any connection. Goblins are social amongst their own kind and resentful of – but not always aggressive towards – other races and they often emulate the trappings of civilisation, dressing in (what they consider to be) the latest fashions and adopting civilised mannerisms.

Goblins have some skill with Common Magic and, very occasionally, sorcery but tend not to pursue higher forms of magic for reasons best known to themselves. They can be used as Adventurers although a party containing a goblin may be the subject of (perhaps unjust) suspicion from others.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Combat Notes

Goblins rarely tackle a foe larger than themselves singly, preferring to fight in groups and use superior numbers to gang-up on a foe. Dirty fighters by nature they use the most effective Combat Manoeuvres available to them – anything to give them an edge. The sling, used from cover (and preferably dark cover) is the favoured weapon, with spear and buckler used as a last resort.

In the Arena

Gangs of goblins (between 10 and 20) are pitched against better armed and armoured single fighters to see who emerges victorious. In such fights goblins are given tridents and weapons with a long

reach, the intention being that the lone gladiator must batter through long weapons before striking the goblin itself. Where gangs are used, around half are unarmed, the intention being that the gladiator must fend-off goblins using unarmed attacks whilst dealing with the ones armed with proper weapons.

Halfling

Halflings are small humanoids who make their comfortable homes in temperate climes. They usually live underground, preferably in a house bored into the side of a hill. Appearing as children to some, Halflings tend to be stout but this is mostly a product of their comfortable existence and passion for food and drink. Halfling skill in the culinary arts is legendary. Despite their diminutive stature and love of the finer things in life, halflings are not without curiosity for the wider world: most are literate and enjoy stories and legends, documenting them with appropriate embellishment. Their skill with words makes for good scribes.

As a general rule, halflings prefer to avoid conflict and as a result of this, halfling villages are usually located away from the wild corners of the world, where monsters and dangerous beasts are little more than stories from distant lands. Most halfling adventurers are those few members of the race who grow weary of this bucolic existence and set out to make their own way in the larger world.

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

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1–3	Right Leg	–/5
CON	2D6+9	16	4–6	Left Leg	–/5
SIZ	1D6+3	7	7–10	Abdomen	–/6
INT	2D6+6	13	11–12	Chest	–/7
POW	3D6	11	13–15	Right Arm	–/4
DEX	2D6+9	16	16–18	Left Arm	–/4
CHA	3D6	11	19–20	Head	–/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	–1D4
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+15

Typical Armour: None but leather when available or needs must.

Traits: None

Skills: Athletics 30%, Evade 35%, First Aid 25%, Influence 25%, Perception 30%, Persistence 43%, Resilience 58%, Sleight 50%, Stealth 40%

Common Magic 30%: Abacus, Becalm, Detect Food, Entertainer's Smile 2

Combat Styles

Shortsword 35%, Sling 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6–1D4	6/8	
Sling	L	—	1D8–1D4	1/2	200m



Gladiator

Beginning as either a slave or a willing entrant to the arena, the gladiator is skilled in arena combat, risking his life on a daily basis to bring bloody entertainment to the masses. He knows precisely how many foes he has defeated and he knows how to work the crowd, extending a melee to encourage the roars and his own popularity. He is not afraid to play-up a weakness and then snatch a victory from it. He is unmoved by the quivering wrecks who are thrown before him. He knows that, to attain freedom and riches, he must fight. He knows death is a sword-stroke or spear-thrust away but if he can hold death at bay, he takes one step closer to liberty and all the glittering rewards it brings.

This gladiator is a retiarius – one who fights with trident and net and wearing a chainmail kilt and sleeve as his only protection. The same statistics can be used for a dimarchaerus – a gladiator fighting with two shortswords or a shortspear and shortsword. Dimarchaeii wear Hard Leather (2 AP) on the arms, legs, chest and head and a linen kilt (1 AP) on the abdomen. The Armour Penalty being -3.

Combat Notes

The gladiator uses the reach of both his net and trident to keep his opponent at bay, taking his time to find a suitable opening for a sharp, impaling thrust with the trident. If the opponent exposes an opening, then the net is hurled with the intention of causing either a Trip Opponent or Tangle Combat Manoeuvre. In order to work the crowd the gladiator spends at least two rounds circling the opponent and making searching – but not necessarily damaging – attacks before moving in for the kill. Even then, the lore of the arena means he must put his opponent down so that the option for kill or mercy is at the decision of whichever noble or ruler is watching the games.

At the end of each Combat Round the gladiator is allowed to make a Lore (The Crowd) roll to see how his tactics have fared with the baying audience. For each successful attack or defensive roll he made during the round, he gains a +5% bonus to the Lore roll (+10% if he scored a critical success). If the Lore roll is successful then the crowd is behind him and he gains a +5% bonus towards all Combat Styles for the next round. Successful Lore rolls are cumulative; but if a Lore roll is failed, he loses the advantage and must start over at the end of the next round. If he fumbles the Lore (The Crowd) roll, he suffers a -5% penalty to his Combat Styles as the crowd boo and jeer at the clumsiness of his actions.

Cultural Background: Civilised.

Professions: As per Civilised but with an emphasis on crafting and husbandry professions rather than militaristic ones (although Halfling warriors are not unknown).

Combat Notes

Halfings are not natural warriors preferring to avoid a fight whenever possible and, if forced to contribute, using their sling from a safe distance.

In the Arena

Contests between terrified halfings and much larger opponents are a source of light relief for coliseum goers – especially if the halfling is equipped with heavy armour and unwieldy weapons in a parody of a human-sized gladiator.

Humans

Creating human characters is covered in the *RuneQuest II Core Rulebook*. This entry therefore presents a gazetteer of different human occupation types for both the coliseum and general adventuring.

Legionnaire

A moderately armoured foot soldier used to fighting as part of a unit, legionnaires are a common form of infantry found in the ancient world. This warrior is used to accepting and acting on orders without question. His job is to fight and his loyalty is to his comrades to right and left in the shield wall or phalanx.

Gladiator

STR	12	1D20	Hit Location	AP/HP
CON	12	1-3	Right Leg	-/5
SIZ	13	4-6	Left Leg	-/5
INT	13	7-10	Abdomen	4/6
POW	10	11-12	Chest	-/7
DEX	14	13-15	Right Arm	-/4
CHA	9	16-18	Left Arm	5/4
		19-20	Head	-/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+12

Typical Armour: Chainmail kilt and sleeve. -2 Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 60%, Evade 70%, Lore (The Coliseum) 70%, Lore (The Crowd) 70%, Perception 55%, Persistence 56%, Resilience 60%

Common Magic 30%: Bladesharp 2, Pierce 2

Combat Styles

Trident and Net 80%, Sword 65%, Spear 65%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Shortsword	M	S	1D6	6/8	
Shortspear	M	L	1D8+1	4/5	
Trident	M	L	1D8	4/10	
Net	S	L	1D4	2/20	

Legionnaire

STR	12	1D20	Hit Location	AP/HP
CON	13	1-3	Right Leg	2/5
SIZ	11	4-6	Left Leg	2/5
INT	11	7-10	Abdomen	3/6
POW	11	11-12	Chest	3/7
DEX	14	13-15	Right Arm	6/4
CHA	10	16-18	Left Arm	6/4
		19-20	Head	6/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+7

Typical Armour: Ringmail hauberk, leather greaves, plate vambraces and helm. -6 Armour Penalty

Traits: None

Skills: Athletics 45%, Brawn 50%, Evade 45%, Lore (Tactics) 40%, Perception 45%, Persistence 50%, Resilience 50%

Common Magic 30%: Bladesharp 2, Pierce 2

Combat Styles

Spear and Shield 65%, Sword and Shield 60%, Javelin 55%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Shortspear	M	L	1D8+1	4/5	
War Sword	M	M	1D8	6/10	



Combat Notes

Legionnaires maximise their cover with their kite shield and rely on spear or sword thrusts to injure opponents. The spear's longer reach offers the best shield combination with the war sword being used when thinned ranks or more space makes a swing more viable. Impales and Choose Location are the favoured Combat Manoeuvres as the legionnaire aims for weak or unarmoured spots on the foe. The skill with the javelin allows the legionnaire to provide ranged combat without relinquishing the shield before charging forward with a readied spear.

If three or more legionnaires are gathered, they can form a Shield Wall, with shields overlapping to form a tough defensive barrier. If a shield wall is formed then the shield's armour points are added to the arm, chest and abdomen Hit Locations. However, Movement is halved and whilst the legionnaires continue to fight in the shield wall they can only use the Bash, Choose Location and Impale Combat Manoeuvres, reflecting their limited agility.

Charioteer

An expert controller of a chariot, the charioteer is skilled in both racing and driving a chariot in battle. His concentration is absolute as he manoeuvres his vehicle and horses to the utmost and he is skilled at reading the conditions around him, ready to take evasive action when necessary.

Combat Notes

If trying to fight whilst controlling his chariot, the Drive skill cannot exceed the Combat Style for that Combat Round and he must make a successful Drive roll following any attack to maintain control of the chariot. For this reason, charioteers prefer to concentrate on driving rather than attempting to attack, leaving offensive duties to a passenger armed with either a bow or javelin.

Magic using charioteers cast Co-ordination on themselves to maximise personal agility and Mobility on their horses for speed.

Chariot Warrior

Accompanying a charioteer, the chariot warrior's sole concern is to attack the enemy using a bow, spear or javelin. As weight is a factor in chariot speed and manoeuvrability, chariot warriors do not wear heavy armour and are often light of frame.

Combat Notes

Chariot-mounted warriors use Choose Location and Impale as their favoured Combat Manoeuvres, augmenting their weapons with Bladesharp and Multimissile. Delaying their attacks to gain maximum position and advantage is common, rather than loosing missiles at the first opportunity.

Merchant

This wily merchant frequents the bazaars and markets that form around the gateways of the arena, both inside and outside its perimeter, selling all manner of goods and treats: street food, trinkets, souvenirs, blankets, mulled wine – you name it, the merchant can put a target on the market. He knows a good deal and a bad one and drives a hard bargain always. Hagglng is a gladiatorial sport and the merchant always aims to be victorious although he will be at pains to illustrate how much the deal is costing him, his wife, umpteen children and poor, sick, diseased and dying mother.

Courtesan

The courtesan sells her charm and company to those who need companionship – whether it is to attend a function, the games or something of a more personal nature. She dresses to the occasion and her behaviour is chameleon like so that she is all things to all people. Coming into contact with so many different people of different stations gives her the consummate ability to discourse on any topic and her knowledge of local scandal and gossip seemingly limitless. In the private confines of the boudoir additional talents come into play and the good courtesan knows both the power of discretion but also the power of a secret, using those confidences she holds with the skill of the best gladiator.

Nobleman/Diplomat/Politician

The nobleman is well-connected through money and breeding. He may occupy high office or merely be a dilettante, frittering away a family fortune in pursuit of excitement. Whatever his nature, he combines personal charm with a certain style and a social echelon highly desirable to those below it. He enjoys being seen in public; to flaunt his wealth, his position or because it is required of him. His manners might be impeccable in the company of his equals and peers, yet disparaging to the lower social orders who are viewed with disdain.

Cut Purse

Where people gather for entertainment or commerce, so gravitates the cut-purse. This cunning thief watches for dangling bags of coin, carelessly placed wallets and purses and makes his move, using light fingers or a sharp blade to make them his own. He frequently works with a partner – someone to distract whilst he performs the theft with the skill of a surgeon but sometimes he is forced to act alone, using his wits and other skills to ensure he remains uncaught. If suspicion falls on him, he will run – and he knows the back alleys well enough to out-pace his pursuers.

Charioteer

STR	15	1D20	Hit Location	AP/HP
CON	11	1-3	Right Leg	2/5
SIZ	12	4-6	Left Leg	2/5
INT	12	7-10	Abdomen	2/6
POW	11	11-12	Chest	6/7
DEX	16	13-15	Right Arm	-/4
CHA	9	16-18	Left Arm	-/4
		19-20	Head	2/5

Combat Actions 3 *Typical Armour:* Leather greaves, kilt and helm. Plate chest plate. -3 Armour Penalty

Damage Modifier +1D2 *Traits:* None

Magic Points 11

Movement 8m

Strike Rank +11 *Skills:* Athletics 60%, Brawn 58%, Drive 75%, Evade 45%, Lore (Chariot) 40%, Perception 70%, Persistence 40%, Resilience 40%

Common Magic 30%: Clear Path, Co-ordination 2, Mobility 3

Combat Styles
Javelin 55%, Whip 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Javelin	H	—	1D8+2	3/8	30m
Whip	M	VL	1D2+2	3/6	

Chariot Warrior

STR	12	1D20	Hit Location	AP/HP
CON	12	1-3	Right Leg	2/5
SIZ	9	4-6	Left Leg	2/5
INT	11	7-10	Abdomen	2/6
POW	12	11-12	Chest	2/7
DEX	17	13-15	Right Arm	-/4
CHA	9	16-18	Left Arm	-/4
		19-20	Head	2/5

Combat Actions 3 *Typical Armour:* Leather. -2 Armour Penalty

Damage Modifier +0 *Traits:* None

Magic Points 12

Movement 8m

Strike Rank +12 *Skills:* Acrobatics 30%, Athletics 40%, Brawn 40%, Evade 45%, Perception 70%, Persistence 40%, Resilience 40%

Common Magic 30%: Bladesharp 2, Co-ordination 2, Speedart 2

Combat Styles
Bow 65%, Javelin 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Short Bow	L	—	1D6	4/4	80m
Javelin	H	—	1D8	3/8	30m



Merchant

STR	9
CON	10
SIZ	12
INT	16
POW	14
DEX	13
CHA	14

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

Combat Actions	3
Damage Modifier	+0
Magic Points	14
Movement	8m
Strike Rank	+15

Typical Armour: None

Traits: None

Skills: Commerce 75%, Culture (Own) 70%, Evade 40%, Evaluate 65%, Influence 60%, Insight 65%, Lore (Regional) 60%, Streetwise 53%

Common Magic 35%: Bearing Witness 2, Glamour 2, Golden Tongue 2

Combat Styles

Dagger 25%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1	6/8	

Courtesan

STR	8
CON	10
SIZ	8
INT	15
POW	16
DEX	14
CHA	18

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

Combat Actions	3
Damage Modifier	-1D2
Magic Points	16
Movement	8m
Strike Rank	+15

Typical Armour: None

Traits: None

Skills: Art (Acting) 40%, Commerce 60%, Culture (Own) 75%, Dance 60%, Evade 20%, Evaluate 60%, Influence 70%, Insight 75%, Lore (Regional) 60%, Perception 60%, Persistence 70%, Resilience 35%, Play Instrument 45%, Seduction 75%, Streetwise 50%

Common Magic 45%: Glamour 3, Golden Tongue 3

Combat Styles

Dagger 25%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1	6/8	

Nobleman/Diplomat/Politician

STR	11	1D20	Hit Location	AP/HP
CON	13	1-3	Right Leg	-/6
SIZ	13	4-6	Left Leg	-/6
INT	13	7-10	Abdomen	-/7
POW	12	11-12	Chest	-/8
DEX	13	13-15	Right Arm	-/5
CHA	13	16-18	Left Arm	-/5
		19-20	Head	-/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+13

Typical Armour: None

Traits: None

Skills: Athletics 45%, Brawn 30%, Courtesy 75%, Culture (Own) 90%, Dance 60%, Evade 45%, Evaluate 50%, Influence 75%, Insight 45%, Lore (Regional) 70%, Lore (Administration or Politics) 80%, Perception 50%, Persistence 46%, Resilience 49%, Ride 70%

Common Magic 55%: Bladesharp 2, Countermagic 2, Thunder's Voice 2

Combat Styles

Sword and Shield 60%, Bow 65%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
War Sword	M	M	1D8	6/10	
Target	L	S	1D6	4/12	
Recurve Bow	H	—	1D8	4/8	175m

Cut Purse

STR	9	1D20	Hit Location	AP/HP
CON	9	1-3	Right Leg	-/4
SIZ	8	4-6	Left Leg	-/4
INT	13	7-10	Abdomen	1/5
POW	12	11-12	Chest	1/6
DEX	18	13-15	Right Arm	-/3
CHA	10	16-18	Left Arm	-/3
		19-20	Head	1/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+15

Typical Armour: Linen padding and cap. -1 Armour Penalty.

Traits: None

Skills: Athletics 65%, Brawn 30%, Culture (Own) 60%, Evade 70%, Evaluate 70%, Insight 45%, Lore (Regional) 70%, Perception 75%, Persistence 45%, Resilience 40%, Sleight 70%, Stealth 65%, Streetwise 65%

Common Magic 40%: Befuddle, Co-ordination 2, Fate 2

Combat Styles

Dagger 70%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dagger	S	S	1D4+1-1D2	6/8	



Iqari

With humanoid arms and torsos and the head, legs and wings of a raptor, Iqari are formidable hunters, possessing the keen sight and instincts of predators and a strength and size far superior to that of humans. Iqari are found primarily in mountainous regions overlooking verdant foothills and wide plains.

Iqari are social amongst their own kind but are antagonistic towards most other species, including any who venture too close to their mountain colonies. Certainly they are intelligent, with tool-making and crafting skills. Few have been able to venture successfully into the mountainous reaches they inhabit to view first-hand what kind of settlements they occupy but the common view is of great collections of nest-like structures that form crude versions of cities, high in the mountain peaks.

Iqari can fly great distances far and wide but seem to prefer the areas around their home mountains. They are known to husband the native animals as a food source but are sometimes also seen soaring above the seas and lakes which border their territories, swooping low to catch fish on the wing. In human-settled areas, Iqari hunting flocks regularly attack the settlements clustered in the fertile lower reaches of the hills and mountains, taking livestock and the occasional



Danilo Guida

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	-7
CON	2D6+6	13	4-6	Left Leg	-7
SIZ	2D6+12	19	7-9	Abdomen	2/8
INT	2D6+6	13	10	Chest	-8
POW	3D6	11	11-12	Right Wing	-7
DEX	2D6+12	19	13-14	Left Wing	-7
CHA	3D6	11	15-16	Right Arm	2/6
			17-18	Left Arm	2/6
			19-20	Head	-7

<i>Combat Actions</i>	3	<i>Typical Armour:</i> Iqari wear leather kilts to protect their abdomen and leather vambraces to protect their weapon arms but little else, which would impede flight and manoeuvrability. -2 Armour Penalty
<i>Damage Modifier</i>	+1D8	
<i>Magic Points</i>	11	<i>Traits:</i> Formidable Natural Weapons (Beak, Claws), Night Sight
<i>Movement</i>	8m/18m	
<i>Strike Rank</i>	+14	<i>Skills:</i> Athletics 60%, Brawn 79%, Perception 70%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 60%, Tracking 95%

Combat Styles

Spear (Two Handed) 70%, Bite 65%, Claw 65%, Wing Strike 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D6+1D8	As for Head
Claw	M	S	1D8+1D8	As for Leg
Wing Strike	L	L	1D3+1D8	As for Wing
Spear (2H)	L	VL	1D10+1+1D8	4/10

human victim – either as prey or simply for the joy of the kill. Iqari communicate through a complex series of beakclicks, squawks, feather-ruffles, head tilts and hand signals. Some have noted that they can understand certain languages but lack the ability to speak them. As yet, negotiation with Iqari has been futile: they are unwilling to communicate openly or offer any respite from their attacks.

Cultural Background and Professions

Iqari can be used as Adventurers – although their aggressive tendencies and inability to speak human tongues may make them more suitable to all-Iqari groups.

Cultural Background: Primitive.

Professions: Choose only from Animal Trainer, Champion/Knight/Noble Warrior, Craftsman, Herdsman, Hunter, Mercenary, Shaman or Soldier/Warrior.

Combat Notes

The favoured Iqari attack technique when aloft is to swoop down on the opponent and deliver a thrust with the long, barbed, iqari spear. Going into a controlled dive from height gives the Iqari immense speed and doubles the Iqari's Damage Modifier. However diving is a tricky manoeuvre to successfully complete and thus the Iqari's chance to hit with its spear is halved. The favoured Combat Manoeuvre is to Impale, leaving the weapon in the victim and making further attacks with claws and beak.

When using its natural weapons, Iqari favour the Bash, Bleed and Grip manoeuvres in order to overbalance, slice and immobilise their prey.

In the Arena

Captured Iqari have their wings clipped or broken to prevent flight or have a tether attached to their ankle and set into the ground to allow very limited flight within the confines of the arena floor (guarding against attacking the audience). Iqari gladiators are equipped with a spear or trident and their preference for minimal armour is fully indulged. Iqari gladiators are frequently pitted against humans, armed with nets and other winged creatures such as griffin, harpies and wyverns.

Jack-O-Bear

Large, shaggy-bodied humanoids with a head shaped like an overlarge pumpkin, Jack-O-Bears are creatures of Chaos. They are aggressive, carnivorous and have a Chaos Feature peculiar to their species. These are creatures native to Glorantha but may be found in other fantasy worlds.

Every Jack-O-Bear has the capability of transfixing its prey, rooting it helplessly to the spot whilst it then deals whatever damage it wishes. To avoid being transfixed the victim must avoid looking at the leering, abyssal-eyed, pumpkin head – which means a penalty of at least -30% to any attacks or defences made against it. If the gaze is captured, the victim must succeed in a Persistence roll, subjected to a penalty equal to the Jack-O-Bear's POW. If the Persistence roll succeeds then the victim is immune to the Jack-O-Bear's power; if it fails, he is rendered immobile and helpless for every round until a successful Persistence roll can be made. If the potential victim has the opportunity to act first, successfully casting either Countermagic 2 or Dispel Magic (minimum Magnitude of 1) negates the Jack-O-Bear's power.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Leg	2/6
CON	2D6+6	13	4-6	Left Leg	2/6
SIZ	3D6+6	17	7-10	Abdomen	2/7
INT	2D6	7	11-12	Chest	2/8
POW	4D6	14	13-15	Right Arm	2/5
DEX	3D6	11	16-18	Left Arm	2/5
CHA	3D6	11	19-20	Head	2/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	14
<i>Movement</i>	10m
<i>Strike Rank</i>	+9

Typical Armour: Natural hide. No Armour Penalty

Traits: Chaos Features, Formidable Natural Weapons

Skills: Athletics 25%, Brawn 40%, Evade 35%, Perception 30%, Persistence 55%, Resilience 60%, Stealth 50%

Combat Styles

Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1+4	As for Arm	



Morokanth

Intelligent, tapir-like creatures, morokanth are native to the marshes and plains of Glorantha, particularly Prax. Socially sophisticated, morokanth mirror the nomadic tribes by herding humans which are traded for things they need.

Where civilised humans are concerned, relations are reserved, at best. Neither the EWF nor the God Learners like to see humans enslaved and herded in this way but it has been a morokanth practice since the Dawn Age and is thus accepted as a natural order. Some prisoners of both empires are sold into morokanth herds – a harsh punishment for certain offenders.

The claws of the morokanth mean that using weapons is difficult, although they are capable of making and using some primitive tools. However where combat is concerned the morokanth have developed their own unique style of fighting, discussed below.

Morokanth can be used as Adventurers.

Cultural Background: Barbarian.

Professions: Craftsman, Herdsman, Mercenary, Soldier/Warrior.



As well as this fearsome ability there is a percentage chance equal to half the Jack-O-Bear's POW that it will also have one further Chaos Feature.

Combat Notes

Jack-O-Bears fight to kill so they can feast on the warm innards of their prey and thus go all-out to maximise their damage, with little finesse. A helpless opponent is an easy target but one that has avoided their gaze attracts full fury.

In the Arena

A cruel game perfected by some God Learner arena owners is called Pumpkin Patch Hop. Dozens of full-sized pumpkins are set into the ground with one or more captured Jack-O-Bears buried amidst them. Each pumpkin has a crude face painted onto it, making the real Jack-O-Bear difficult to detect. The contestants have to tread through the pumpkins and are forbidden to touch any of them. As soon as a contestant gets within two metres of the buried Jack-O-Bear it bursts forth from its hiding place and attacks. Contestants are allowed to make a Perception roll at -30% to attempt to spot and avoid, the real monster waiting to pounce. The roll can be made once every 8 metres – and a typical Pumpkin Patch Hop can have a good 50 square metres of pumpkins...

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Leg	4/6
CON	3D6	11	4-6	Left Leg	4/6
SIZ	3D6+6	17	7-10	Abdomen	4/7
INT	3D6	11	11-12	Chest	4/8
POW	3D6	11	13-15	Right Arm	4/5
DEX	2D6+3	10	16-18	Left Arm	4/5
CHA	3D6	11	19-20	Head	4/6

Combat Actions 2 *Typical Armour:* Natural hide. No Armour Penalty. Morokanth sometimes trade for leather armour, worn on the head and body

Damage Modifier +1D4

Magic Points 11 *Traits:* None

Movement 10m

Strike Rank +11 *Skills:* Athletics 25%, Brawn 60%, Commerce 25%, Evade 30%, Lore (Herding) 50%, Perception 40%, Persistence 43%, Resilience 43%, Unarmed 30%

Combat Styles
Unarmed 30%, Spear 15%

The Unarmed style of the morokanth is a highly stylised martial art. If a morokanth scores a successful attack it may *immediately* apply a defensive Combat Manoeuvre in addition to any offensive Combat Manoeuvre. The defensive Combat Manoeuvre is applied even if the morokanth does not achieve a higher level of success than the opponent. This rule does not apply if a morokanth uses a made weapon.

If using human weapons, the basic percentage is one half the usual Close Combat style.

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D4	As for Arm	
Spear	M	L	1D8+1+1D4	4/5	

Combat Notes

The unarmed capabilities of a morokanth lend it a distinct edge in hand-to-hand combat. Attacks aim to cause maximum damage and the defensive manoeuvre following is usually designed to immobilise or pin the opponent – so combinations such as Choose Location (arm) followed by Pin Weapon or Take Weapon are common tactics.

In the Arena

Captured morokanth make for interesting gladiatorial adversaries in God Learner arenas, where their unarmed prowess is pitted against trident and net armed warriors. Some morokanth have become gladiators in a bid to hone their combat style so whilst it is rare to find morokanth gladiators, it is not unknown.

Mostali

Glorantha's dwarves are the mostali, creations of Mostal the Maker. They are unlike the more generic dwarves described earlier in this chapter in that the mostali are functioning parts of the World

Machine: their interpretation of how the cosmos manifests and interacts. It is their unshakeable belief that the World Machine is broken and thus the role of the mostali is to repair it, thereby remaking the Dawn Age of Glorantha as the repaired mechanism begins to work as it was originally meant to.

The mostali race consists of several separate castes. Each caste consists of separate dwarf entities that are sapient mouldings of the element of their caste. The castes are as follows:

Brass

Brass mostali are the metal workers: metallurgists and alloyists; creators of new metals and refiners of old ones. Brass mostali tend the mighty forges and furnaces at the heart of the World Machine and throughout the dwarfish city-factories, channelling the essential heat, at the correct temperature, to where it is needed. Brass mostali are moulded from the same metal and have absolute mastery over its mundane forms. They are masters of fire and temperature, being able to endure the greatest of heats or the bitterest of colds.



Clay

Moulded and therefore identical to each other (although there are subtle differences between mould castings, which creates a massive variety in Clay sub-castes), Clay dwarfs are the most numerous of all dwarfs. They are general workers and foot soldiers, assigned to specific tasks and duties from the moment they emerge from the mould and expected to never deviate from their assignment. Clay dwarfs are diligent workers, obedient, compliant but with the flexibility of their material that allows them to be shaped to new tasks as work demands. Most humans will encounter Clay dwarfs above ground, although that is only because they are the most numerous. Clay dwarfs exhibit personalities that are the result of their mould; so some may be happy and talkative whilst others will be reserved and sullen. Their skin is rough when compared with the perfection of the mostali castes and is invariably the reddish brown of the clay from which they are shaped.

Copper

Toolsmiths, blacksmiths, weaponsmiths and makers of containers, Copper mostali are shaped from that metal and their skin ranges from the brilliant, golden sheen of polished copper through to the bright verdigris of those who have been exposed to the effects of wind and rain in pursuit of their craft. Copper mostali are diligent and painstaking – masters of detail. They are patient, painstaking craftsmen who might take centuries crafting the smallest washer but are absolutely confident that what they create will work perfectly, flawlessly, forever.

Diamond

As the numbers of the first mostali dwindle, it has become necessary to create a new set that can readily emulate The Maker's original creations. These are the Diamond dwarfs and they represent the pinnacle of non-mostali dwarfdom. Each caste has its own Diamond dwarfs; so there are Iron Diamond dwarfs, Gold Diamond dwarfs, Quicksilver Diamond Dwarfs and so on. They are project managers, overseers, foremen and gang-masters. With their scintillating diamond skin and hard, unwavering personalities, they are the very best approximations to the original eight mostali types that the mostali have been able to fashion. Despite their hard natures they are versatile, being able to slot neatly into any of the roles epitomised by the eight original mostali castes or into general assignments running thousands of Clay dwarf workers.

Diamond dwarfs differ from their brethren in that they are physically perfect specimens, made that way.

Gold

The teachers, mentors and overseers of mostali society, the Golden mostali represent the mind of The Maker and ensure the continuity of purpose, process and purity through the correct education and indoctrination of all dwarfs. The keepers of all lore, schemes, hypotheses and project plans, Gold dwarves are the scholars and guiders, wise in all things pertaining to dwarfish purpose. Their skin is that of beaten gold leaf, their voices low, slow and sonorous. Of all the mostali, only the Gold are permitted anything

approaching original, individual thought but even then, they are attuned to The Maker's will and never contemplate anything that might involve deviation from the Grand Master Plan (to which all mostali work).

Iron

Second most numerous of the dwarf castes, the Iron dwarfs are smiths, metalworkers and war machinists. They equip the ranks of the mostali armies, test new weapons and refine old ones. Iron dwarfs invented the Mostali Axe, which resembles the original weapon wielded by The Maker and know the secret of forging iron into steel, which lends their weapons exceptional strength and guards against rusting. Iron dwarfs are single-minded and dedicated to their purpose. Once given an assignment, that assignment is set for eternity and Iron dwarfs are unable to easily deviate from it, although, like Clay dwarfs, they have distinct personalities reflecting the forge where they were honed.

Lead

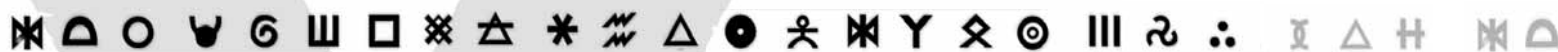
Thought of as plumbers and glassblowers, Lead mostali have a far wider remit than moving water or producing vials and other accoutrements. They are the strategic defenders of the dwarfish settlements, responsible for making the sorcerous seals and wards that defend the factories and workshops. Their arcane knowledge is formidable and, working closely with the Quicksilver mostali, they turn their defensive sorcery to cunning and intriguing ends that would make even the God Learners marvel. As grey as the lead they work, Lead mostali rarely speak and, when they do, speak with such gravitas (save for when they uttering incantations), that the words fall like tombstones from their thick, cumbersome lips.

Quicksilver

Masters of alchemy and transmutation, the Quicksilver mostali toil ceaselessly in their laboratories creating the potions, salves, balms, unguents, powders and special alloys essential to dwarfish endeavours. It was the Quicksilver mostali who created Black Powder and many other compounds that burn, fizz, corrode and dissolve are known to them. They are also masters of medicine – including that of growing, organic creatures (although that knowledge is used to attempt to inhibit and remove growth, rather than promote healing) – and tend those dwarfs who are injured in the course of their work and must be rapidly repaired to maintain efficiency. The skin of the Quicksilver mostali is liquid-like and reflective, seeming to course over the frame lying beneath. Their voices are quick (by mostali standards) and their movements graceful and fluid. They have the ability, unique amongst dwarfs, to concentrate on and perfectly manage, multiple projects or operations simultaneously.

Rock

The first mostali created by The Maker, the Rock mostali are the architects and master builders – both of dwarfish settlements and its very society. Working in both cement and stone, their visions, perfectly aligned with the mind of The Maker, result in the stunning feats of architecture and construction that are the dwarfish city-factories. The



Brass

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	2/7
CON	2D6+18	25	4-6	Left Leg	2/7
SIZ	1D6+6	9	7-10	Abdomen	2/8
INT	2D6+6	13	11-12	Chest	2/9
POW	2D6	7	13-15	Right Arm	2/6
DEX	2D6	7	16-18	Left Arm	2/6
CHA	3D6	11	19-20	Head	2/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	7
<i>Movement</i>	6m
<i>Strike Rank</i>	+10

Typical Armour: Natural Brass. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 25%, Brawn 60%, Evade 15%, Lore (Metallurgy) 80%, Perception 30%, Persistence 31%, Resilience 85%

Sorcery (Brass Grimoire) 45%, Manipulation 45%. Animate (Metal), Form/Set (Metal) Holdfast

Combat Styles

Axe 25% (Two Handed)

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Battleaxe	M	M	1D8+1	4/8

Clay

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	1/6
CON	2D6+12	19	4-6	Left Leg	1/6
SIZ	1D6+6	9	7-10	Abdomen	1/7
INT	2D6+6	13	11-12	Chest	1/8
POW	3D6	11	13-15	Right Arm	1/5
DEX	2D6	7	16-18	Left Arm	1/5
CHA	3D6	11	19-20	Head	1/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+10

Typical Armour: Natural Clay. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 35%, Brawn 65%, Evade 20%, Lore (Work Pattern) 80%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Clay Grimoire) 35%, Manipulation 35%, Abjure (Sleep), Form/Set (Clay), Holdfast

Combat Styles

Axe 35% (Two Handed)

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Battleaxe	M	M	1D8+1	4/8	



Copper

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	2/6
CON	2D6+12	19	4-6	Left Leg	2/6
SIZ	1D6+6	9	7-10	Abdomen	2/7
INT	2D6+6	13	11-12	Chest	2/8
POW	3D6	11	13-15	Right Arm	2/5
DEX	2D6	7	16-18	Left Arm	2/5
CHA	3D6	11	19-20	Head	2/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+10

Typical Armour: Natural Copper. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 35%, Brawn 65%, Craft (Smithy) 85%, Evade 20%, Lore (Work Pattern) 80%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Copper Grimoire) 35%, Manipulation 35%. Animate (Metal), Enhance (STR), Form/Set (Metal), Holdfast

Combat Styles

Axe 35% (Two Handed)

Weapons

Type		SIZ	Reach	Damage	AP/HP	Range
Battleaxe	M	M	1D8+1-1D2	4/8		

Diamond

	Score	1D20	Hit Location	AP/HP
STR	21	1-3	Right Leg	12/7
CON	26	4-6	Left Leg	12/7
SIZ	9	7-10	Abdomen	12/8
INT	20	11-12	Chest	12/9
POW	21	13-15	Right Arm	12/6
DEX	14	16-18	Left Arm	12/6
CHA	21	19-20	Head	12/7

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	21
<i>Movement</i>	6m
<i>Strike Rank</i>	+17

Typical Armour: Natural Diamond. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 35%, Brawn 65%, Evade 80%, Influence 90%, Lore (Administration) 90%, Lore (Mostal) 90%, Perception 90%, Persistence 100%, Resilience 100%

Sorcery (Diamond Grimoire) 90%, Manipulation 90%. Animate (Rock and Stone), Dominate (Mostali), Enhance (All Characteristics), Form/Set (Rock and Stone), Holdfast, Spell Resistance

Combat Styles

Axe 90% (Two Handed)

Weapons

Type		SIZ	Reach	Damage	AP/HP	Range
Battleaxe		M	M	1D8+1+1D2	4/8	



Gold

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-3	Right Leg	1/6
CON	2D6+12	19	4-6	Left Leg	1/6
SIZ	1D6+6	9	7-10	Abdomen	1/7
INT	2D6+12	19	11-12	Chest	1/8
POW	2D6	7	13-15	Right Arm	1/5
DEX	2D6	7	16-18	Left Arm	1/5
CHA	3D6	11	19-20	Head	1/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	7
<i>Movement</i>	6m
<i>Strike Rank</i>	+13

Typical Armour: Natural Gold. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 35%, Brawn 65%, Evade 20%, Influence 60%, Insight 75%, Lore (Mostal) 90%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Gold Codex) 65%, Manipulation 65%. Animate (Gold), Enhance (INT), Intuition, Mystic Vision

Combat Styles

Axe 25% (Two Handed)

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Battleaxe	M	M	1D8+1-1D2	4/8	

Iron

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	3/6
CON	2D6+12	19	4-6	Left Leg	3/6
SIZ	1D6+6	9	7-10	Abdomen	3/7
INT	2D6	7	11-12	Chest	3/8
POW	3D6	11	13-15	Right Arm	3/5
DEX	2D6	7	16-18	Left Arm	3/5
CHA	3D6	11	19-20	Head	3/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+7

Typical Armour: Natural Iron. No Armour Penalty.

Traits: Earth Sense

Skills: Athletics 35%, Brawn 85%, Craft (Steel Making), Evade 40%, Lore (Mostal) 40%, Perception 30%, Persistence 43%, Resilience 67%, Unarmed 60%

Sorcery (Iron Codex) 35%, Manipulation 35%. Animate (Iron), Damage Enhancement, Damage Resistance, Enhance (STR)

Combat Styles

Axe 75% (Two Handed), Unarmed 60%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Battleaxe	M	M	1D8+1+1D2	4/8	



Lead

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	4/6
CON	2D6+12	19	4-6	Left Leg	4/6
SIZ	1D6+6	9	7-10	Abdomen	4/7
INT	2D6+6	13	11-12	Chest	4/8
POW	3D6+6	17	13-15	Right Arm	4/5
DEX	2D6	7	16-18	Left Arm	4/5
CHA	2D6	7	19-20	Head	4/6

Combat Actions 2 *Typical Armour:* Natural Lead. No Armour Penalty
Damage Modifier +0
Magic Points 17 *Traits:* Earth Sense
Movement 6m
Strike Rank +10

Skills: Athletics 35%, Craft (Glass Making and Pipe Making) 85%, Evade 30%, Lore (Mostal) 40%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Lead Grimoire) 75%, Manipulation 75%. Animate (Glass and Lead), Neutralise Magic, Protective Ward, Spell Resistance

Combat Styles

Axe 25% (Two Handed), Unarmed 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Battleaxe	M	M	1D8+1	4/8	

Quicksilver

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	1/6
CON	2D6+12	19	4-6	Left Leg	1/6
SIZ	1D6+6	9	7-10	Abdomen	1/7
INT	2D6+9	16	11-12	Chest	1/8
POW	3D6+3	14	13-15	Right Arm	1/5
DEX	2D6	7	16-18	Left Arm	1/5
CHA	2D6+6	13	19-20	Head	1/6

Combat Actions 2 *Typical Armour:* Natural Quicksilver. No Armour Penalty
Damage Modifier -1D2
Magic Points 14 *Traits:* Earth Sense
Movement 6m
Strike Rank +12

Skills: Athletics 35%, Evade 30%, First Aid 70%, Healing 70%, Lore (Alchemy) 85%, Lore (Mostal) 40%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Quicksilver Grimoire) 75%, Manipulation 75%. Form/Set (Metal and Rock), Holdfast, Regenerate, Treat Wounds

Combat Styles

Axe 25% (Two Handed), Unarmed 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Battleaxe	M	M	1D8+1-1D2	4/8	



Rock

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	2/6
CON	2D6+12	19	4-6	Left Leg	2/6
SIZ	1D6+6	9	7-10	Abdomen	2/7
INT	2D6+6	13	11-12	Chest	2/8
POW	2D6	7	13-15	Right Arm	2/5
DEX	2D6	7	16-18	Left Arm	2/5
CHA	3D6	11	19-20	Head	2/6

Combat Actions 2

Damage Modifier +1D2

Magic Points 7

Movement 6m

Strike Rank +10

Typical Armour: Natural Stone. No Armour Penalty

Traits: Earth Sense

Skills: Athletics 35%, Brawn 85%, Craft (Masonry) 85%, Evade 25%, Lore (Architecture) 85%, Lore (Stone) 80%, Perception 30%, Persistence 43%, Resilience 67%

Sorcery (Stone Grimoire) 75%, Manipulation 75%. Animate (Stone and Rock), Damage Enhancement, Form/Set (Stone and Rock), Holdfast

Combat Styles

Hammer 65% (Two Handed), Unarmed 60%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Great Hammer	H	L	1D10+3+1D2	4/10	

Silver

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	2/6
CON	2D6+6	19	4-6	Left Leg	2/6
SIZ	1D6+6	9	7-10	Abdomen	2/7
INT	2D6+12	19	11-12	Chest	2/8
POW	2D6+12	19	13-15	Right Arm	2/5
DEX	2D6	7	16-18	Left Arm	2/5
CHA	3D6	11	19-20	Head	2/6

Combat Actions 3

Damage Modifier -1D2

Magic Points 19

Movement 6m

Strike Rank +13

Typical Armour: Natural Silver. No Armour Penalty

Traits: Earth Sense

Skills: Athletics 35%, Craft (Silver) 85%, Evade 25%, Lore (Mostal) 65%, Perception 60%, Persistence 43%, Resilience 67%

Sorcery (Silver Codex) 90%, Manipulation 90%. Any six Sorcery spells

Combat Styles

Axe 25% (Two Handed), Unarmed 60%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Battleaxe	M	M	1D8+1-1D2	4/8	



Rock mostali tunnel, delve, quarry and dress their favoured material. Tireless, relentless and completely unswerving, Rock mostali embody The Maker's physical purpose in the same way the Gold mostali embody his mental purpose. With gnarled and fissured skins of rock and stone, the Rock mostali rarely speak; but, when they do, it is in shuddering monosyllables that echo the movement of tectonic plates or the scraping together of mountain ranges.

Silver

Sorcerers to rival the very best of the God Learners, the Silver mostali are masters of shaping magical forces to The Maker's will – and, although all dwarfs learn sorcery appropriate to their role, nature and position, it is the Silver mostali who research it and teach it to others. The Silver mostali engage in extended sorcerous projects, always connected with a particular part of the World Machine's repair and wield immense magical power as easily as the lower ranks of mostali wield spanners or bolt-cutters. Mostali speak in hushed tones of the immense Spell Factories, known only to the Silver mostali and buried deep within the bowels of Glorantha.

Tin

The logistics experts. Tin mostali have responsibility for the movements of materials throughout the dwarf realms and accomplish this task through the summoning and control of the earth elementals, the gnomes and other magical, semi-living

constructs such as jolanti and nilmergs which are set to labour on specialised tasks and projects. In addition the Tin mostali shape and fit replacement limbs and organs for dwarfs hurt or maimed as a result of their never-ending task of repairing the World Machine. Their Limb Forges craft custom-designed prosthetics that are every bit as practical and strong as the parts they replace and, again, the Zistorite God Learners take great interest in how the Tin mostali accomplish these bio-mechanical marvels.

All mostali, with the exception of Diamond dwarfs, can be used as Adventurers.

Cultural Background: Civilised

Professions: As per Civilised but with a focus on crafting and military professions. Farming and husbandry professions are forbidden.

Combat Notes

Mostali have fought amongst themselves, humans, aldryami and uz throughout their history. Antagonistic and aggressive towards their enemies, they are single-minded and committed to their cause with no fear of death: thus, in combat, they are relentless and efficient, choosing the best combat manoeuvres to bring a foe down quickly and effectively. They use similar tactics to those found in the Dwarf entry on page 35.

Tin

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1–3	Right Leg	1/6
CON	2D6+6	19	4–6	Left Leg	1/6
SIZ	1D6+6	9	7–10	Abdomen	1/7
INT	3D6+6	17	11–12	Chest	1/8
POW	2D6+12	19	13–15	Right Arm	1/5
DEX	2D6	7	16–18	Left Arm	1/5
CHA	3D6	11	19–20	Head	1/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	19
<i>Movement</i>	6m
<i>Strike Rank</i>	+12

Typical Armour: Natural Tin. No Armour Penalty

Traits: Earth Sense

Skills: Athletics 35%, Craft (Jolanti) 85%, Evade 25%, Lore (Logistics) 65%, Perception 60%, Persistence 43%, Resilience 67%

Sorcery (Tin Grimoire) 90%, Manipulation 90%. Animate (Jolanti), Dominate (Jolanti and Nilmerg), Haste, Hinder

Combat Styles

Axe 25% (Two Handed), Unarmed 60%

Weapons

Type	M	SIZ	Reach	Damage	AP/HP	Range
Battleaxe	M	M	1D8+1-1D2	4/8		



In the Arena

God Learners value mostali secrets too highly to use them as arena combatants and so it is rare to find mostali in Gloranthan arenas. However the mostali have determined that the structure and activities of coliseums form an important function in governing the overall aggression of the World Machine and so have built their own, far underground, where captured species, particularly aldryami, us and captured God Learners are pitted against each other. The mostali spectators are researchers, usually of the Tin, Quicksilver and Gold castes, who take copious notes on the outcome of battles, chalking-up equations and tactical predictions and forecasts on immense blackboards suspended above the arena. Clay and Iron mostali are contributed to the arena combats both to hone their own combative skills but also to benchmark results and calibrations. Mostali arenas are also used as weapon-testing environments with captured test subjects staked in the centre of the arena whilst new weapons are tested and retested mercilessly in a variety of conditions, strengths and intensities.



Newtling

Newtlings are among the oldest races of Glorantha, distantly related to dragonewts but without the latter's immortality and progress toward dragonhood.

Newtlings are bipedal creatures that seem partially amphibious and partially reptilian. They are smaller than humans, whom they tend to fear.

When young, newtlings resemble giant tadpoles, requiring submersion in water in order to survive. Bachelors, the form of newtling most often met by outside races, is bipedal and tailed with bulging eyes like a frog's. Adult newtlings, who seldom if ever venture forth from their homeland marshes, are similar to bachelors but less robust. The adults possess various sexual characteristics of interest only to other adult newtlings.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-2	Tail	2/4
CON	3D6	11	3-5	Right Leg	2/4
SIZ	2D6	7	6-8	Left Leg	2/4
INT	3D6	11	9-11	Abdomen	2/5
POW	3D6	11	12	Chest	2/6
DEX	2D6+6	13	13-15	Right Arm	2/3
CHA	3D6	11	16-18	Left Arm	2/3
			19-20	Head	2/4

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+8

Typical Armour: Leather Armour across all locations. -4 AP

Traits: Excellent Swimmer

Skills: Athletics 80%, Perception 25%, Persistence 43%, Resilience 43%, Stealth 50%, Swim 100%, Track 50%, Unarmed 25%

Combat Styles

Spear and Shield 30%, Unarmed 25%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortspear	M	L	1D8+1-1D2	4/5
Buckler	M	S	1D3-1D2	6/8



Newtling culture centres around the care and raising of the tadpoles. It is not materialistic and values survival over honour. Newtlings are sometimes kept as slaves by dragonewts, which they do not seem to mind.

Combat Notes

Not an aggressive race by any means, newtlings would rather hide than fight but will do so to protect their nests. A typical water-borne tactic is to swim beneath a foe and impale him with the spear or to grasp a foe's legs and drag him under the water, drowning him. On land, newtlings are reticent fighters acting defensively unless cornered in which case they attempt to impale their enemies.

In the Arena

Useless in land-based contests, newtlings are very useful in simulated naval battles where, once warriors have been plunged into the water of a flooded arena, they are released from underwater cages to spear and drown the flailing, armour-laden victims.

Ogre

A generally malign race, ogres are virtually impossible to distinguish from humans. They are all but identical to humans in size and features, though they are much stronger and have very sharp, white teeth which are used to slice through flesh. Their favourite meat is human.

Ogres rarely exist in groups of their own kind – they are much more likely to be found in a population of humans, using their physical



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-3	Right Leg	-/6
CON	2D6+6	13	4-6	Left Leg	-/6
SIZ	2D6+6	13	7-10	Abdomen	-/7
INT	2D6+6	13	11-12	Chest	-/8
POW	2D6+6	13	13-15	Right Arm	-/5
DEX	3D6	11	16-18	Left Arm	-/5
CHA	3D6	11	19-20	Head	-/6

Combat Actions

2

Typical Armour: None but capable of wearing any human armour they can afford or steal

Damage Modifier

+1D4

Traits: Chaotic Aura

Magic Points

13

Movement

8m

Strike Rank

+12

Skills: Athletics 40%, Influence 35%, Perception 50%, Persistence 50%, Resilience 50%, Stealth 15%, Track 25%, Unarmed 60%

Common Magic 30%: Endurance, Glamour 2, Golden Tongue 2

Combat Styles

Sword and Shield 45%, Unarmed 60%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
War Sword	M	M	1D8+1D4	6/10	
Target	L	S	1D6+1D4	4/12	



similarity to blend seamlessly into human society. Obviously, given their preference for a diet of sentient beings, ogres must keep their true identities secret and indulge their appetites only in secret or when none can gainsay them.

As ogres tend to merge themselves into the local human population as much as possible, they use equipment, weapons and armour appropriate to the culture.

Ogres can make for perfectly acceptable Adventurers although they may need to carefully hide their nature and appetites from comrades and find suitable outlets for feeding.

Cultural Background: Any.

Professions: As per Culture.

Cultural Background: Civilised.

Professions: As per Civilised but with a focus on crafting and military professions. Farming and husbandry professions are forbidden.

Combat Notes

Ogres behave in similar ways to humans. If the ogre needs to feed it aims to kill its victim quickly to preserve tenderness and succulence; it also prefers not to damage muscle tissue too much

and so relies on Impale, which minimises structural damage. If it has to use its hands, the ogre aims to disable and then focus on the head location, strangling the victim.

In the Arena

Due to their strength, ogres make for fine gladiators. Fallen warriors in the arena are awarded to victorious ogres as a much-relished prize.

Orc

When some vile, dark god or chaos horror captured elves, it used that race to forge its own, vile, twisted foot soldiers: the orcs. Hairless, dark skinned and bestial in appearance, orcs are hunched and gnarled but fast nevertheless. Hateful of all things bright and just, orcs are things of darkness, bent to pain and destruction and bathing the world in the blood.

As creatures made with darkness at their heart, they suffer a -20% penalty to all skills when forced into sunlight. Otherwise they are hostile and aggressive to all races and war even amongst themselves. They worship gods and goddesses of darkness and war and like nothing better than to fight. They make perfect gladiators.

Orcs can be used as Adventurers but if so, they should be part of an all-orc group.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	-/5
CON	3D6	11	4-6	Left Leg	-/5
SIZ	2D6+3	10	7-10	Abdomen	-/6
INT	3D6	11	11-12	Chest	-/7
POW	2D6+3	10	13-15	Right Arm	-/4
DEX	4D6	14	16-18	Left Arm	-/4
CHA	2D6	7	19-20	Head	-/5

Combat Actions 3 *Typical Armour:* None but capable of wearing any human armour they can afford or steal

Damage Modifier +0

Magic Points 10

Movement 8m

Strike Rank +13

Traits: Night Sight

Skills: Athletics 30%, Brawn 35%, Evade 40%, Perception 35%, Persistence 43%, Resilience 55%, Stealth 35%, Unarmed 40%

Common Magic 20%: Bladesharp 2, Pierce 2

Combat Styles

Spear and Shield 45%, Sword and Shield 45%, Bow 40%, Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortspear	M	L	1D8+1	4/5	
Scimitar	M	M	1D8	6/10	
Target	L	S	1D6	4/12	
Short Bow	L	—	1D6	4/4	80m





Lesser Slarge

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-2	Tail	3/6
CON	1D6+12	15	3-5	Right Leg	3/6
SIZ	3D6	11	6-8	Left Leg	3/6
INT	2D6+5	12	9-11	Abdomen	3/7
POW	3D6	11	12	Chest	3/8
DEX	2D6+12	19	13-15	Right Arm	3/5
CHA	3D6	11	16-18	Left Arm	3/5
			19-20	Head	3/6

Combat Actions	3
Damage Modifier	+0
Magic Points	11
Movement	8m
Strike Rank	+16

Typical Armour: Scaly skin. No Armour Penalty

Traits: None

Skills: Athletics 35%, Evade 35%, Perception 30%, Persistence 43%, Resilience 55%, Sleight 25%, Stealth 35%, Unarmed 35%

Common Magic 30%: Bladesharp 2

Combat Styles

Axe 30%, Unarmed 35%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Battleaxe M	M	1D6+1	4/8	
Claw	M	T	1D4	As per Arm
Bite	S	T	1D6	As per Head

Giant Slarge

	Dice	Average	1D20	Hit Location	AP/HP
STR	7D6	25	1-2	Tail	5/9
CON	3D6+6	17	3-5	Right Leg	5/9
SIZ	7D6	25	6-8	Left Leg	5/9
INT	2D6+5	12	9-11	Abdomen	5/10
POW	3D6	11	12	Chest	5/11
DEX	3D6+6	17	13-15	Right Arm	5/8
CHA	3D6	11	16-18	Left Arm	5/8
			19-20	Head	5/9

Combat Actions	3
Damage Modifier	+1D10
Magic Points	11
Movement	6m
Strike Rank	+15

Typical Armour: Scaly skin. No Armour Penalty

Traits: None

Skills: Athletics 45%, Evade 25%, Perception 40%, Persistence 43%, Resilience 61%, Sleight 25%, Stealth 25%, Unarmed 45%

Common Magic 30%: Bladesharp 2

Combat Styles

Axe 40%, Unarmed 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Battleaxe	M	M	1D6+1+1D10	4/8
Claw	M	T	1D4+1D10	As per Arm
Bite	S	T	1D6+1D10	As per Head



Combat Notes

The title 'lesser' does not reflect the slarge tenacity in combat. Lesser slarges strike with their axe and follow-up the blow with a second claw attack aiming to Sunder armour, thus improving the damage of further axe attacks. Bites are reserved for helpless foes when the axe is discarded and unarmed attacks are directed at a fallen enemy with ferocity.

Combat Notes

As per Lesser Slarge.

In the Arena

Giant slarges are highly focused individuals following paths of their own determination. It is thus not uncommon to find giant slarge gladiators in the Slave Pit arenas of Fonrit where they are capable of forging a gladiatorial career every bit as glorious as human combatants.

Timinit

Timinit is a blanket term given to multiple races of insectoid peoples living in Glorantha's Pamaltelan continent. There are dozens of types of timinit; in the words of the timinit peoples themselves, they manifest 'in as many forms as there are days in the hot season'. Timinits are a relatively young race, originating on the isle of Justela but having migrated substantially to the southern continent. Though they are young, the timinits have made vast strides in culture and technology and are on a par with most other advanced Gloranthan races. Once a backward and ignorant folk, they owe their quick advancement to the Justeli, who awakened them from ignorance and taught them the secrets of sorcery.

The timinits are a fiercely logical and utilitarian people. Sentimentality is an alien concept to them and they are perfectly willing to consume the bodies of other timinits when food becomes scarce. The timinits value achievement and outward symbols of success. They prefer action over contemplation and motion over stillness. The timinits are largely worshippers of the Invisible God. Prior to their awakening by the Justeli, whom they revere, the timinits were a very primitive people, given to worshipping spirits and rulership by witch doctors who practiced Spirit Magic. Some timinits still hew to these old ways but they are an embarrassment to other timinits who have embraced progress and sorcery as their new goals.

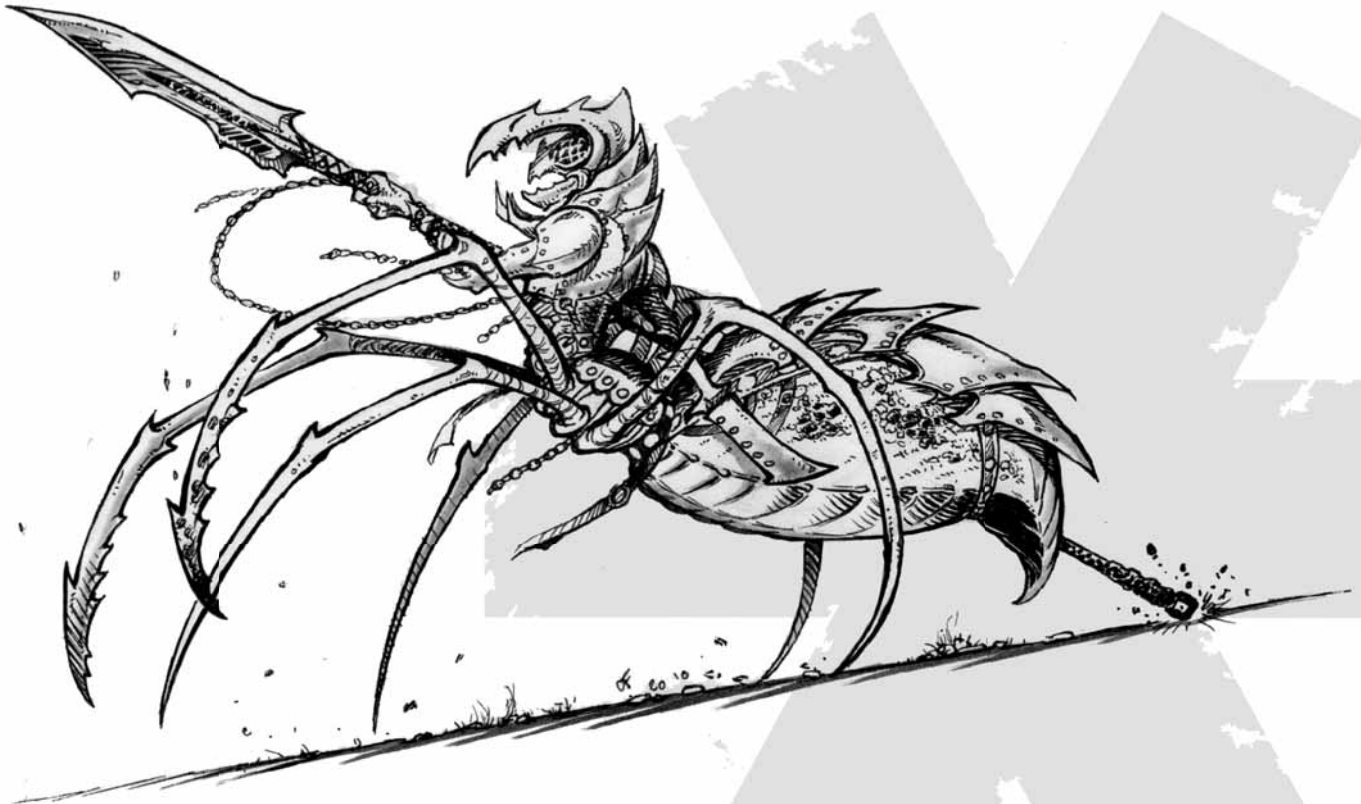
Because of their alien appearance, timinits are often mistrusted or feared when they venture out amongst other races. However, as more and more of them do so, intent on exploring and experiencing the world, the other races in turn become more used to them.

Three types of timinits described below are only a few of the dozens of varieties that exist.

Timinits make for good, if very different, Adventurers. Human Adventurers in Glorantha might find working with a giant insect somewhat disconcerting but timinit sensibilities are well honed and humans find they can relate to them with greater ease than imagined. God Learners are well versed in timinit culture and do not find them at all alien or imposing.

Cultural Background: Civilised.

Professions: As per Civilised.





Arachan

These beings are known within timinit culture as the 'Spider Assembly,' for reasons which are obvious when viewing the arachan form. Their bodies seem spindly and frail. They walk on two legs jointed like a human's but they have four long, wiry arms nearly as long as the arachan's entire body, giving them an arm span of four metres.

The insect-like head of an arachan boasts a pair of wicked mandibles and two large, multi-faceted eyes that sparkle in the light and glow in the dark and which even change colour from time to time. They are strictly carnivorous.

Arachans tend to be the most erudite and well spoken of the timinitis and are also the ones most commonly seen outside timinit lands. They particularly prize the trappings of wealth and power and commonly drape themselves in silken garments and practice sorcery. They are famed for their shrewd business dealings.

Combat Notes

Arachan venom has the following characteristics:

Application: Injected

Onset time: 1D3 Rounds

Duration: 1D3 Hours

Resistance Time: Hourly. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 30+ CON of Arachan.

Resistance: Resilience.

Conditions: Agony

Antidote/Cure: Healing skill and magic.

In the Arena

Despite their fearsome arachnid appearance, arachans are peaceable creatures with little desire for fighting. If forced into combat – and the Fonritian Slave Pits enjoy pitting slarges against timinitis of all kinds – arachans use defensive tactics as much as possible. However in most cases arachans manage to negotiate behind-the-scenes roles for themselves, acting as accountants, scribes and so forth rather than as arena combatants.

Lucan

These beetle-like timinitis are little more than animals. Fairly dim-witted and usually aggressive, lucans are more interested in rooting about in rotting logs than they are in the greater doings of the timinit race. They are strictly herbivorous.

Arachans and other intelligent timinitis sometimes keep lucans as guardians (and in lean years, as food stock). So long as the lucans

are given a constant supply of wet, rotting wood, they will usually serve other timinitis fairly well as guardians. However, they will not serve any non-insectoid race, perceiving them to be intruders on their territory.

Lucans have dark, glossy shells and are difficult to distinguish from actual beetles. They have no appendages approximating hands and cannot stand upright.

Combat Notes

Lucans are unsophisticated foes, albeit aggressive ones. They aim to maximise damage when forced to fight but adopt no other tactics.

In The Arena

Captured lucans are goaded and angered by Fonritian slave masters who enjoy pitting multiple lucans against a single gladiator – sometimes a terrified arachan. They care little about being forced to fight.

Myrmidon

The ant-like myrmidons are the soldiers of the timinit race. They are shaped much like the arachans but their physiology is definitely more insect than arachnid. Myrmidons dwell in giant hives, usually located below ground. Populations of several thousand within the same hive are not unheard of.

Myrmidons' chitin shells reflect a wide variety of colours, denoting the different races and hives of myrmidons within the larger species. Earlier in the timinitis' history, these differing groups of myrmidons would war with one another. Now, they swell the ranks of Jrusteli armies.

Like the ants they resemble, myrmidons share a collective intelligence. Each individual myrmidon is an intelligent being (though few would be considered geniuses) but their shared intellect, a primal form of telepathy spread amongst all members of a hive, allows groups of myrmidons to move and fight with terrifying precision.

Myrmidons commonly fight with weapons in two of their hands and bucklers in the other two. Their long arms allow them to make close combat attacks against foes as much as four metres away.

Combat Notes

Myrmidon acid is exuded from glands set behind the mandibles. The acid is Strong, as described on pages 53-54 of the *RuneQuest II Core Rulebook*.

In combat myrmidons attempt to bite weapons and shields, exuding acid over the surface and weakening the item each round, whilst using their weapons to maim the opponent.

Arachan

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Right Leg	2/5
CON	2D6+3	10	3-4	Left Leg	2/5
SIZ	2D6+6	13	5-7	Abdomen	2/6
INT	2D6+6	13	8-11	Chest	2/7
POW	3D6	11	12-13	Upper Right Arm	2/4
DEX	3D6	11	14-15	Upper Left Arm	2/4
CHA	2D6+3	10	16-17	Lower Right Arm	2/4
			18-19	Lower Left Arm	2/4
			20	Head	2/5

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+12

Typical Armour: Chitin. No Armour Penalty

Traits: Arachan Venom

Skills: Athletics 60%, Commerce 45%, Courtesy 45%, Culture (Own) 80%, Culture (Other) 40%, Evade 30%, Evaluate 60%, Perception 55%, Persistence 43%, Resilience 40%, Stealth 45%, Survival 30%, Unarmed 28%

Sorcery (Arachan Grimoire) 35%: Abjure (Food), Dominate (Spider), Dominate (Lucan), Haste, Holdfast

Manipulation 30%

Combat Styles

Sword 28%, Unarmed 28%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Rapier	M	L	1D8+1D2	5/8	
Bite	S	T	1D4+1D2	As per Head	

Lucan

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+9	16	1	Right Rear Leg	5/3
CON	3D6	11	2	Left Rear Leg	5/3
SIZ	3D6+6	17	3	Right Middle Leg	5/3
INT	1D6+3	6	4	Left Middle Leg	5/3
POW	1D6+6	6	5-9	Abdomen	5/8
DEX	2D6+6	13	10-13	Thorax	5/8
CHA	1D6	3	14	Right Front Leg	5/3
			15	Left Front Leg	5/3
			16-20	Head	5/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	6
<i>Movement</i>	8m
<i>Strike Rank</i>	+10

Typical Armour: Chitin. No Armour Penalty

Traits: Wall Walking

Skills: Athletics 60%, Perception 50%, Persistence 28%, Resilience 43%, Stealth 30%, Unarmed 40%

Combat Styles

Unarmed 40%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	S	T	1D8+1D4	As per Head	



Myrmidon

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+9	20	1-2	Right Leg	3/6
CON	2D6+6	13	3-4	Left Leg	3/6
SIZ	2D6+6	13	5-7	Abdomen	3/7
INT	2D6+3	9	8-11	Chest	3/8
POW	3D6	11	12-13	Upper Right Arm	3/5
DEX	2D6+3	10	14-15	Upper Left Arm	3/5
CHA	2D6	7	16-17	Lower Right Arm	3/5
			18-19	Lower Left Arm	3/5
			20	Head	3/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+10

Typical Armour: Chitin. No Armour Penalty

Traits: Acid (see below), Wall Walking

Skills: Athletics 50%, Brawn 60%, Perception 35%, Persistence 43%, Resilience 49%, Stealth 40%, Unarmed 40%

Common Magic 25%: Bladesharp 2, Bestial Enhancement 3

Combat Styles

Sword and Shield 50%, Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	S	T	1D4+1D4	As per Head
Scimitar	M	VL*	1D8+1D4	6/10
Target	L	S	1D6+1D4	4/12

*Extended range for length of arms

In The Arena

Natural warriors, myrmidons frequently become willing gladiators for the chance to hone their combat skills. Arena combats organised by myrmidons to test combat efficiency are not uncommon, with the weaker warriors being weeded from the hive through trial by combat. In contests against other gladiators, the opponent is often equipped with large amounts of heavy armour which the myrmidon attempts to burn through with its acid, one piece at a time, gradually stripping the gladiator of his protection and exposing his skin to the burning acid, whilst dealing with ferocious scimitar blows.

Troll

This is a fantasy troll, of the Scandinavian type; the sort that terrorises billy goats wanting to cross bridges.

Very large, ugly humanoids, trolls have large noses, large eyes, fearsome, angry expressions, large, shambling bodies covered in thick, wiry hair or fur and are exclusively carnivorous, feasting on whatever meat they can kill or scavenge. Trolls love to deal in mayhem and do so mainly at night: direct sunlight is damaging to them, causing them to sustain 1D3 points of damage to all Hit Locations simultaneously at the end of every hour caught in the direct glare of the sun. This damage takes the form of petrification, the injured location turning to stone as the



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	1/7
CON	4D6	14	4-6	Left Leg	1/7
SIZ	4D6+6	20	7-10	Abdomen	1/8
INT	3D6-2	9	11-12	Chest	1/9
POW	3D6	11	13-15	Right Arm	1/6
DEX	3D6	11	16-18	Left Arm	1/6
CHA	1D6	3	19-20	Head	1/7

Combat Actions

2

Typical Armour: Wiry or thick hair/fur.

Damage Modifier

+1D6

Magic Points

11

Traits: Night Sight

Movement

8m

Strike Rank

+10

Skills: Athletics 30%, Brawn 55%, Evade 25%, Perception 30%, Persistence 43%, Resilience 55%, Stealth 25%, Unarmed 55%

Common Magic 20%: Bludgeon 2

Combat Styles

Club 55%, Sling, 40%, Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Giant Club	L	L	1D10+1D6	6/10	
Sling	L	—	1D8+1D6	1/2	200m
Fists	M	M	1D6+1D6	As for Arm	

sunlight takes its toll. Any troll caught in sunlight will flee to the nearest dark place rather than risk turning into a boulder.

Trolls are intelligent but not particularly bright. They are unimpressed by shows of bravery but fearful of magic, even though they are capable of a few Common Magic spells of their own. They live underground, in caves and barrows, where the female troll-wives domineer the hearth, sending the beleaguered males out to hunt.

Combat Notes

Trolls fight as brutally and brutishly as possible, attempt to rend and maim their foes with Combat Manoeuvres such as Maximise Damage and Bypass Armour whenever possible. They have no finesse to their style; simply the simple-minded ferocity of the kill.

In the Arena

Tethered trolls, armed with a club, are pitted against smaller foes. Such contests are held in the very early morning, before sunrise, allowing the troll the chance to defeat its opponents before the sun hits it, turning it to rock.

Uz

The uz are Glorantha's trolls. One of the Elder Races and creatures tied to the Darkness Rune, uz are intelligent, cultured and quite capable of mixing with other races – although they harbour ancient enmities with the aldryami and the mostali.





Uz have long, angular, snouted heads with a pair of upward curving tusks. Their ears are large and set high on the head; eyes are narrow – uz rely on their hearing and Darksense more than sight – and bellies tend to be large and rotund, although trolls are typically *not* fat. Their arms are long compared with their body length and legs disproportionately short. Most trolls walk in a hunched posture but speed and agility is not compromised by their physique.

Uz come in several species: *enlo* are the trollkin, a race of stunted trollish creatures that are the result of an ancient curse that has prevented ‘pure’ strain uz from continually breeding. *Uzdo* are the great trolls, a magically-created race that was an attempt to break the trollkin curse. *Uzko* are the dark trolls; more numerous than the great trolls but still in short numbers owing to the trollkin curse. *Uzuz* are the mistress race trolls, the original species from which all uz derive.

Uz society is matriarchal, with dark and mistress race troll priestesses dominating the settlements.

Other species exist, such as the cave trolls, mountain trolls and so forth; these will be covered in the *Races of Glorantha*.

Trolls of any species make for interesting Adventurers. Dark Trolls are suggested for those wanting to play a pure-strain uz, although trollkin are far more numerous and often more prepared to socialise with other races.

Cultural Background: Barbarian.

Professions: As per Barbarian.

Note that all trolls are susceptible to iron, taking maximum damage from iron weapons.

Enlo (Trollkin)

Smaller than their dark troll parents, trollkin are the result of a curse that produces these inferior, stunted, troll-like creatures. Trollkin typically endure short subjugated lives, though some escape to a wider world. Those who remain serve as slave labour, sword fodder and even food during lean times.

A few lucky trollkin might be taught a handful of useful Common Magic spells by the dark trolls but it is rare for trollkin to be entrusted with anything that might give them any kind of power or a means of escape.

Uzdo (Great Trolls)

Great trolls are huge, lumbering and, compared with their dark troll cousins, dumb. *Uzdo* are relegated to the tasks of heavy labour and fighting – things they excel at. In any uz settlement the *uzdo* rank higher than the *enlo* but still below the *uzko*, unless a particular *uzdo* has demonstrated the capacity for greater intelligence than is otherwise common.

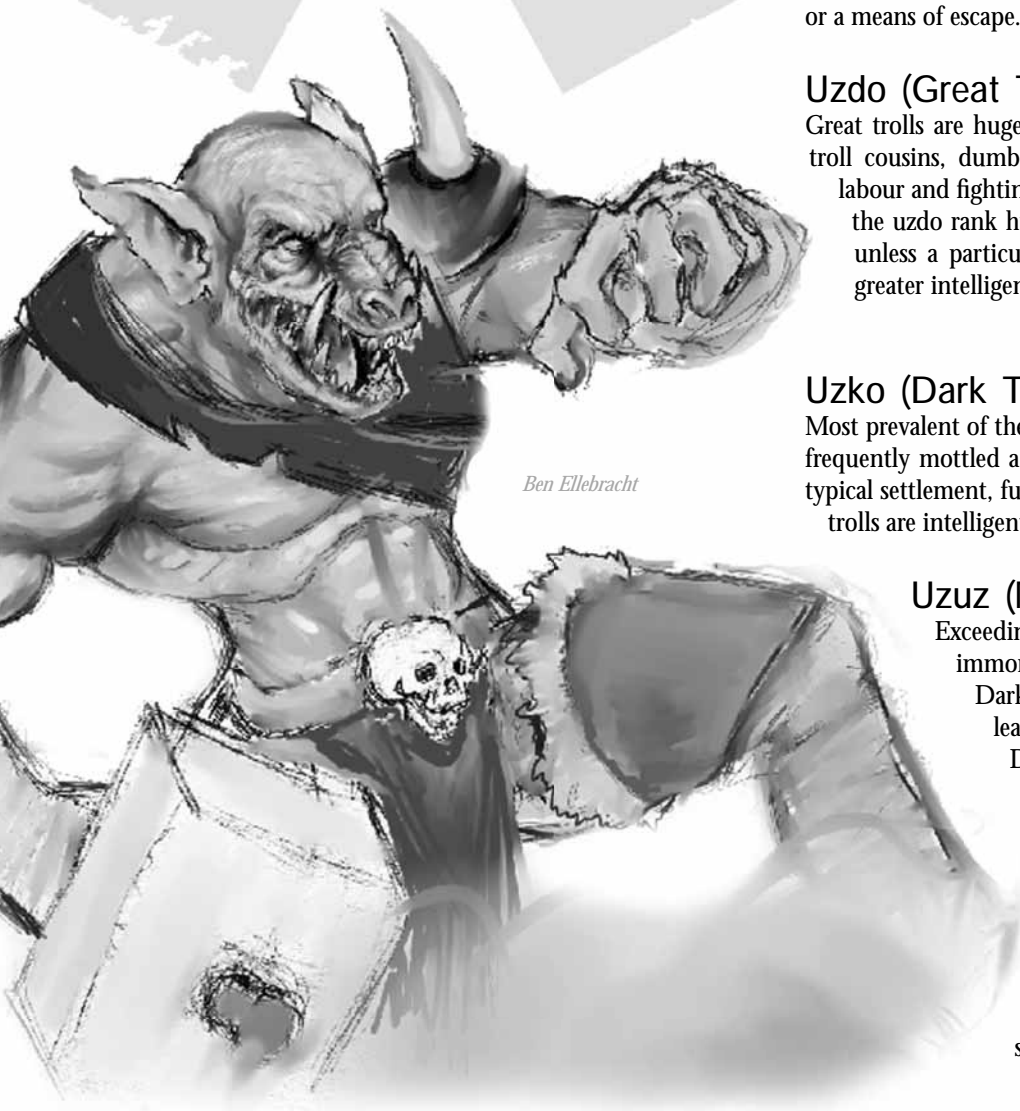
Uzko (Dark Troll)

Most prevalent of the pure-strain trolls, dark trolls have grey skin, frequently mottled and account for around a third of all uz in a typical settlement, fulfilling the majority of important roles. Dark trolls are intelligent, versatile and cunning.

Uzuz (Mistress Race Troll)

Exceedingly rare, exceedingly long-lived (and possibly immortal), these are the daughters of the Primal Darkness and progenitors of the entire race. *Uzuz* lead the fight against Chaos during the Great Darkness and whilst many died, the survivors have consolidated their power down the ages. Natural magicians, *Uzuz* can command great magics – both Common and Divine, as well as commanding the spirits of the uz ancestors.

The power and rarity of mistress race trolls makes them difficult as Adventurers, save in high-powered games.



Enlo (Trollkin)

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-3	Right Leg	1/5
CON	3D6	11	4-6	Left Leg	1/5
SIZ	1D6+6	10	7-9	Abdomen	1/6
INT	1D6+6	10	10-12	Chest	1/7
POW	3D6	11	13-15	Right Arm	1/4
DEX	3D6+3	14	16-18	Left Arm	1/4
CHA	2D6	7	19-20	Head	1/5

Combat Actions 2
Damage Modifier -1D2
Magic Points 11
Movement 8m
Strike Rank +12

Typical Armour: Thick skin (AP 1)

Traits: Darksense, Dark Sight

Skills: Athletics 42%, Evade 42%, Perception 40%, Persistence 43%, Resilience 43%, Stealth 40%, Survival 35%

Combat Styles

Club 35%, Spear and Shield 33%, Sling 30%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Club	M	S	1D6-1D2	4/4	
Shortspear	M	L	1D8+1-1D2	4/5	
Buckler	M	S	1D3-1D2	6/8	
Sling	L	—	1D8-1D2	1/2	200m

Uzdo (Great Trolls)

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Right Leg	3/9
CON	2D6+12	19	4-6	Left Leg	3/9
SIZ	4D6+12	26	7-9	Abdomen	3/10
INT	2D6+2	9	10-12	Chest	3/11
POW	3D6	11	13-15	Right Arm	3/8
DEX	3D6	11	16-18	Left Arm	3/8
CHA	2D6	7	19-20	Head	3/9

Combat Actions 2
Damage Modifier +1D12
Magic Points 11
Movement 8m
Strike Rank +10

Typical Armour: Thick skin. Additionally uzdo may be given chainmail (5 AP) when going into battle.

Traits: Darksense, Night Sight

Skills: Athletics 30%, Brawn 60%, Evade 30%, Perception 40%, Persistence 43%, Resilience 67%, Stealth 25%, Survival 45%

Combat Styles

Maul 35%, Polearm 33%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Maul	L	L	1D10+1D12	6/12	
Halberd	L	VL	1D8+2+1D12	4/10	



Uzko (Dark Troll)

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Leg	3/7
CON	3D6	11	4-6	Left Leg	3/7
SIZ	3D6+10	21	7-9	Abdomen	3/8
INT	2D6+6	13	10-12	Chest	3/9
POW	3D6	11	13-15	Right Arm	3/6
DEX	3D6	11	16-18	Left Arm	3/6
CHA	3D6	11	19-20	Head	3/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+12

Typical Armour: Thick skin.

Traits: Darksense, Night Sight

Skills: Athletics 40%, Brawn 40%, Evade 40%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 35%, Survival 55%, Unarmed 40%

Common Magic 60%: Bludgeon 2, Countermagic 2, Darkwall

Combat Styles

Maul 35%, Mace and Shield 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Maul	L	L	1D10+1D6	6/12	
Mace	M	S	1D8+1D6	6/6	
Heater	L	S	1D4+1D6	6/12	

Uzuz (Mistress Race Troll)

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	2/8
CON	2D6+6	13	4-6	Left Leg	2/8
SIZ	3D6+15	26	7-9	Abdomen	2/9
INT	2D6+12	19	10-12	Chest	2/10
POW	3D6+6	17	13-15	Right Arm	2/7
DEX	2D6+6	13	16-18	Left Arm	2/7
CHA	2D6+6	13	19-20	Head	2/8

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	17
<i>Movement</i>	8m
<i>Strike Rank</i>	+16

Typical Armour: Thick skin. Uzuz can wear any armour save iron. Assume a battle-clad uzuz will wear full plate.

Traits: Darksense, Formidable Natural Weapons, Night Sight

Skills: Athletics 40%, Brawn 50%, Evade 60%, Influence 80%, Insight 65%, Perception 50%, Persistence 61%, Resilience 49%, Stealth 35%, Survival 90%, Unarmed 60%

Common Magic 95%: Up to 12 Magnitude in assorted Common Magic spells

Combat Styles

Maul 75%, Mace and Shield 80%, Unarmed 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Maul	L	L	1D10+1D10	6/12	
Mace	M	S	1D8+1D10	6/6	
Heater	L	S	1D4+1D10	6/12	

Combat Notes (All Uz)

Uz use whatever Combat Manoeuvres suit the occasion. Enlo skulk and use their slings whenever possible; uzdo like to fight hand to hand and use their great strength and size to batter foes helpless before carving with their halberds. Uzko adopt more cunning tactics and fight with the same panache as seasoned human warriors. Uzuz rely on their magic – hurling spells at foes before charging forth with magically augmented weapons.

In the Arena

Great trolls and dark trolls have made formidable gladiators and there is a strong gladiatorial tradition amongst the uz, who use arenas as a testing ground for personal honour and prowess. Elsewhere gladiatorial combat gives them the opportunity to slay captured things of Chaos without hunting for them.

Mistress race gladiators are unheard of. They would never stoop so low as to enter the arena or be so stupid as to be caught and forced into gladiatorial combat.

Walktapus

Creatures of Chaos native to Glorantha and, thankfully, rare, walktapi have the bodies of humans and the heads of a gigantic octopus, complete with tentacles. Their intelligence is limited but they are hateful of all non-Chaotic life and thus extremely aggressive.

Walktapi naturally regenerate Hit Points at the rate of 1 per Combat Round. A slain walktapus continues to regenerate and so can resurrect, unless its body is consumed by fire.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+18	25	01-02	Right Leg	4/8
CON	2D6+6	13	03-04	Left Leg	4/8
SIZ	2D6+18	25	05	Abdomen	4/9
INT	1D6+3	6	06	Chest	4/10
POW	3D6	11	07-08	Right Arm	4/7
DEX	3D6	11	09-10	Left Arm	4/7
CHA	1D3	2	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	4/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+9

Typical Armour: Thick skin.

Traits: Ink Squirt – see below. Regenerate

Skills: Athletics 30%, Brawn 40%, Evade 30%, Perception 60%, Persistence 43%, Resilience 49%, Unarmed 45%

Combat Styles

Unarmed 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D10	As per Arm	
Tentacle	L	VL	1D4+1D10	As per Tentacle	
Ink Squirt	—	—	Special	—	8m



Every walktapus has a chance equal to its POW multiplied by two of having an additional Chaos Feature.

Combat Notes

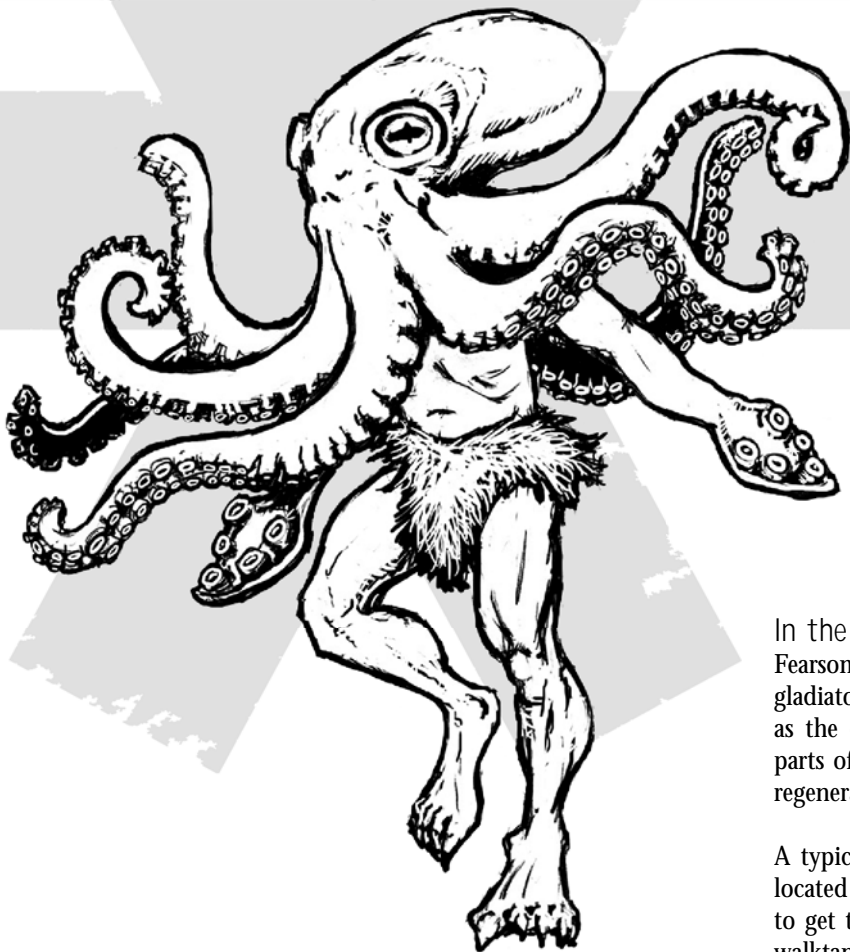
Walktapi attempt to grasp a location with a tentacle and draw the victim in close so that a claw can be used. If the opponent is using weapons, tentacles are used to seize the weapon (Take Weapon) and disarm the opponent first.

Walktapi can also squirt an inky-gas every second Combat Round. The cloud has a range and diameter of 8 metres. The inky gas obscures vision, imparting a penalty to all skills by those caught in the cloud who fail a Resilience roll equal to the walktapi's CON. The gas is also poisonous; victims who fail the Resilience roll inhale the gas and sustain 1D4 damage to the Chest location. The gas cloud dissipates within one Combat Round.

In the Arena

Fearsome opponents, walktapi are not intelligent enough to be gladiators but caught specimens are pitched against troll gladiators as the ensuing fights are always ferocious. Uz aim to hack-off parts of the walktapus and eat them, which prevents them from regenerating as though consumed by fire.

A typical walktapus arena scenario is for burning braziers to be located at the extremities of the arena, with combatants attempting to get to the burning brands and use them against regenerating walktapi – if they live that long.



Arachnids & Insects

This chapter concerns arachnids and insects, generally of the giant variety although the entries here include standard sized insects operating as complex, hive-mind entities. It also includes gastropods, such as slugs and snails and a few unique, monstrous insects.

Most of the creatures in this chapter do not have a CHA rating allocated to them. In the main, insects and gastropods have no personalities that humans can relate to on any kind of social level, making CHA redundant. Furthermore, most of the entries have a fixed INT, reflecting their instinctual, rather than sapient, nature.

Ant, Giant

The ant is a familiar insect that has managed to colonise all but the most cold and inhospitable terrain. Social creatures, individuals possess limited intelligence but in groups ants are capable of solving complex problems and have very high degrees of co-operation to further the needs of the colony.

An ant colony can consist of a few individuals (typically 2D6 at the smallest level) up to many thousands. Giant ants tend to fall into the lower range of colony sizes owing to the natural limitations of the environment. A colony of giant ants therefore ranges from 2D6 to 5D20 in size.

Giant ants are the size of a large dog but otherwise function in the same way as their smaller brethren. A queen is resident in larger colonies and produces eggs. Workers and drones tend the egg nurseries, the queen, hunt for food and protect their territory.

Ant communication is pheromone-based, with different levels of pheromone being released to act as the communicator for others. Ant food trails and territories are marked with pheromone trails and anyone entering a giant ant colony's territory can detect the stale, musky scent of pheromones with a successful Perception roll.

Ants work to their function unless a particular problem requires the communal mind to solve it. Thus solitary ants are either gathering food, protecting the egg nurseries or tending the queen. If an ant is protecting it will attack any intruders. Ants on other tasks will typically go about their business oblivious to outsiders unless the outsiders represent a viable food source or an obstacle to be removed. Thus, ants often scout individually and then return in sufficient numbers to deal with a problem.

If a solitary ant is killed it releases an alarm pheromone that sends nearby ants into an attack frenzy and attracts more ants from further away. The alarm pheromone's potency means that it can reach and alert ants from the same colony up to a distance in kilometres equal to the ant's CON. Thus killing a scout is no guard against further ants turning-up; in fact, it is the precise opposite. The alarm pheromone signals *every* ant within a number of metres equal to the dying ant's CON x10 to attack immediately and summons a further 1D6+1 ants from the colony to come and join the attack.

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

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

Communal Mind

Individually, ants display intelligence related directly to their function. A single giant ant has INT 2, for instance. However, when working together, a communal intelligence develops. Every ant co-operating to solve a problem – whether it is moving



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1	Right Rear Leg	5/5
CON	3D6+6	17	2	Left Rear Leg	5/5
SIZ	2D6	7	3	Right Middle Leg	5/5
INT	2	2	4	Left Middle Leg	5/5
POW	2D6+6	13	5-9	Abdomen	5/7
DEX	2D6+6	13	10-13	Thorax	5/8
			14	Right Front Leg	5/5
			15	Left Front Leg	5/5
			16-20	Head	5/6

Combat Actions 2
Damage Modifier +0
Magic Points 13
Movement 12m
Strike Rank +9

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Communal Mind, Wall Walking, Formidable Natural Weapons

Skills: Athletics 75%, Evade 40%, Perception 30%, Persistence 49%, Resilience 61%, Stealth 25%, Track 85%

Combat Styles
Mandibles 40%, Sting 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8	As for Head	
Sting	S	T	1D6+Acid	As for Thorax	

something out of the way or attacking a threat – contributes 1D3 to the communal intelligence. This is added to the ants' Fixed INT. Thus, two ants have a communal INT of 2+2D3 each; three ants have 2+3D3 each and so forth. The communal INT is then used to calculate Strike Rank and Combat Actions.

Combat Notes

Singularly, ants focus their attacks on the most immediate threat, ignoring others. Communally, ants act tactically, surrounding, entrapping, ambushing and so forth. The greater the group, the more tactically aware it becomes. Ants can be given Lore (Tactics) at a level of 5% for each ant present, if so desired.

To use the sting, the ant must have grasped the foe in its mandibles. Thus, ants use the Grip Combat Manoeuvre to hold their opponent before delivering a sting. The sting is acidic, working as a Strong Acid (see *RuneQuest II Core Rulebook*, pages 53-54).

In the Arena

Forcing ants to fight in a gladiatorial contest is somewhat difficult as, generally, ants fight only to defend their colonies or to eradicate a threat to a colony. Individually, goading one into a melee is a difficult business. One solution is to have a group of ants corralled and then released when a lone ant is simply butchered to release its alarm pheromone. Whoever is then in the vicinity of the fallen ant

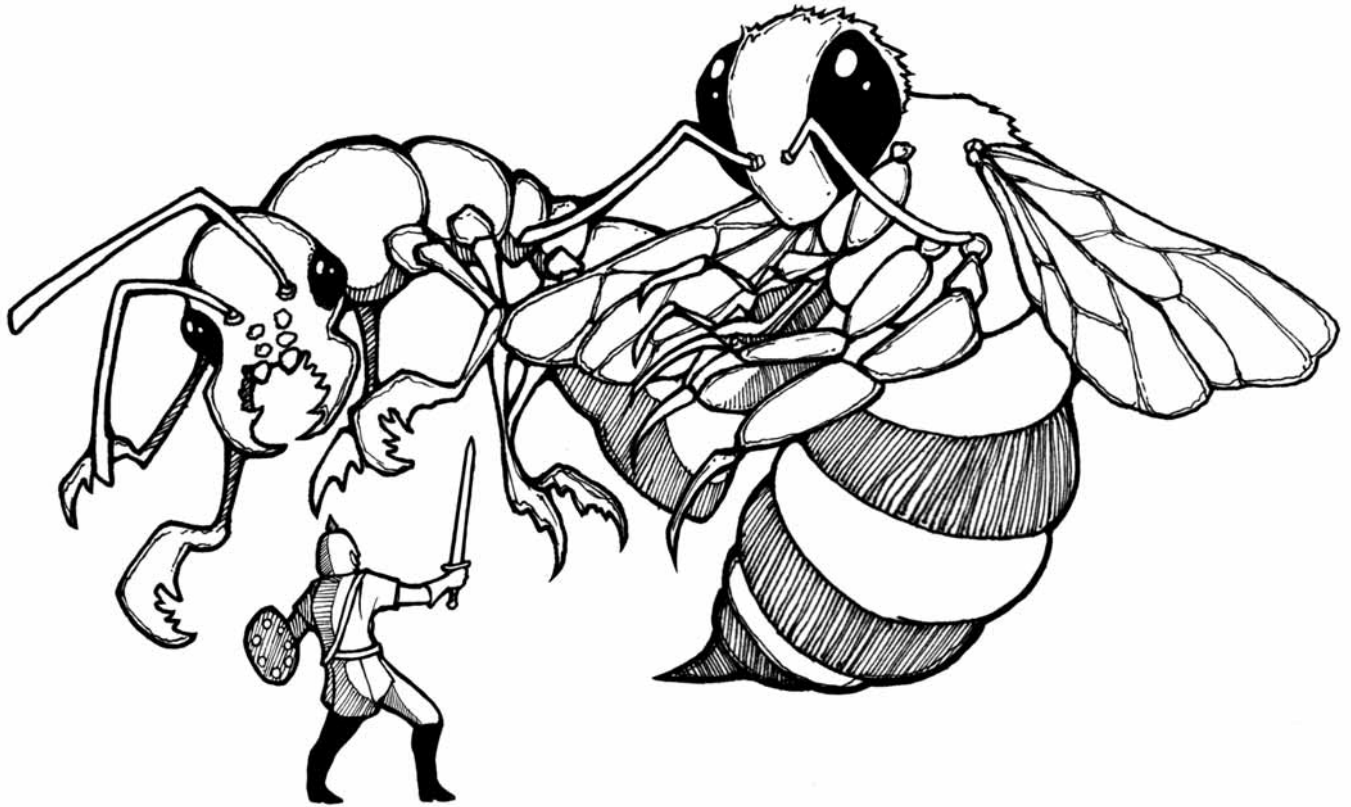
must face the wrath of the penned ants (which are released once they are in frenzy). Alternatively, sorcery spells such as Dominate (Ant) are used by controllers who then direct the ant into the fray or implant commands that override the ant's function. Where groups of ants are concerned, they are often directed to surround a small group of opponents and then attack individuals, whittling the group's size down slowly and steadily until a single gladiator is left to face a horde of frenzied ants.

Bee, Giant

Giant bees make their hives in the cave systems of hills, mountains and underground, rather than building the familiar form of nests favoured by their smaller cousins. Giant bees follow the same structure of society, with drones tending the queen and workers hunting for sources of pollen – usually from regions where oversized flowers are found. Honey is produced in vast quantities – and attraction for those creatures that feast on sweet, sticky substances; however the size of the giant bee means that few honey-stealers will dare tackle a large hive.

Giant bees are the size of a medium sized dog, at best and are usually peaceful unless the hive is threatened. Like ants, their intelligence is based on the size of the community and the problem at hand: treat bees in exactly the same way as giant ants when it comes to calculating the INT of larger groups.





	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1	Right Rear Leg	2/4
CON	3D6	11	2	Left Rear Leg	2/4
SIZ	1D6+2	5	3	Right Middle Leg	2/4
INT	2	2	4	Left Middle Leg	2/4
POW	2D6+6	13	5-7	Abdomen	2/5
DEX	2D6+6	13	8-9	Thorax	2/6
			10-11	Right Wing	1/2
			12-13	Left Wing	1/2
			14	Right Front Leg	2/4
			15	Left Front Leg	2/4
			16-20	Head	2/4

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	13
<i>Movement</i>	12m
<i>Strike Rank</i>	+9

Typical Armour: Furred exoskeleton. No Armour Penalty

Traits: Communal Mind, Flying, Wall Walking

Skills: Athletics 70%, Evade 50%, Perception 40%, Persistence 49%, Resilience 43%, Track 50%

Combat Styles
Sting 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Sting	S	T	1D4+1-1D2	As for Abdomen	



Combat Notes

Bee venom has the following characteristics:

Application: Injection

Onset time: 1D12 Combat Rounds

Duration: 6D10 minutes

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect

Potency: CON x5.

Resistance: Resilience.

Conditions: Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see page 54 of the *RuneQuest II Core Rulebook*).

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

The sting of a giant bee is barbed. Using it causes the bee to suffer 2D6 damage to its abdomen as it is forced to leave the sting in the victim. However, if a bee stings successfully, the victim suffers the effects of an Impale in addition to the bee's venom.

In the Arena

Giant bees are difficult to control without magic of some kind. Their wings are also usually removed to prevent them from flying away during a contest. An artificial hive may also be built on the arena floor containing 3D6 giant bee specimens; gladiators are chained together and must get onto the hive to retrieve the keys to their shackles. The intrusion is usually sufficient to trigger a bee attack.

Beetle, Giant

This relates to any of the myriad beetle species found across the world; from cockroaches and weevils through to dung beetles and goliath beetles. Giant beetles have lost their ability to fly but retain the habits of their smaller relatives.

Beetles have varied diets. Many are omnivores and feed on decaying plant and animal matter, including dung, whilst others are exceedingly specific in their diet. Giant beetles living in forests and jungles may soon clear an area of vegetation and thus become migratory, moving into new areas to strip. Dung beetles both make their homes in dung and use it to build defences; some dung beetles feed on the larvae of other giant insects that lay their eggs in excrement. In the case of dung beetles they will usually be found in the habitats of other huge mammals that deposit faeces large enough for their needs.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Rear Leg	5/5
CON	3D6+6	17	2	Left Rear Leg	5/5
SIZ	3D6+6	17	3	Right Middle Leg	5/5
INT	2	2	4	Left Middle Leg	5/5
POW	1D6+6	9	5-9	Abdomen	5/8
DEX	2D6+6	13	10-13	Thorax	5/9
			14	Right Front Leg	5/5
			15	Left Front Leg	5/5
			16-20	Head	5/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	9
<i>Movement</i>	10m
<i>Strike Rank</i>	+9

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Wall Walking, Formidable Natural Weapons

Skills: Athletics 75%, Evade 40%, Perception 50%, Persistence 37%, Resilience 61%, Track 40%

Combat Styles

Mandibles 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+1D6	As for Head	



Beetle, Karrg

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+12	30	1	Right Rear Leg	6/8
CON	4D6+6	20	2	Left Rear Leg	6/8
SIZ	5D6+12	30	3	Right Middle Leg	6/8
INT	2	2	4	Left Middle Leg	6/8
POW	1D6+6	9	5-9	Abdomen	6/11
DEX	2D6	7	10-13	Thorax	6/12
			14	Right Front Leg	6/8
			15	Left Front Leg	6/8
			16-20	Head	6/10

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	9
<i>Movement</i>	8m
<i>Strike Rank</i>	+6

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Flying, Wall Walking, Formidable Natural Weapons

Skills: Athletics 35%, Evade 20%, Perception 40%, Persistence 37%, Resilience 70%, Track 40%

Combat Styles

Mandibles 40%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Mandibles	M	M	1D8+1D12	As for Head	

Beetle, Watch

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Rear Leg	4/4
CON	3D6	11	2	Left Rear Leg	4/4
SIZ	2D6+3	10	3	Right Middle Leg	4/4
INT	2	2	4	Left Middle Leg	4/4
POW	1D6+6	9	5-9	Abdomen	4/5
DEX	3D6+6	17	10-13	Thorax	4/6
			14	Right Front Leg	4/4
			15	Left Front Leg	4/4
			16-20	Head	4/4

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	9
<i>Movement</i>	12m
<i>Strike Rank</i>	+11

Typical Armour: Chitin exoskeleton, no Armour Penalty

Traits: Wall Walking

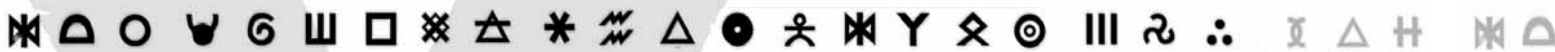
Skills: Athletics 60%, Evade 40%, Perception 40%, Persistence 37%, Resilience 43%, Stealth 25%, Tracking 40%

Combat Styles

Mandibles 35%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Mandibles	M	M	1D8+1D2	As for Head	



Giant beetles are sometimes predatory if their habitats or hunting grounds are threatened but generally they are not aggressive (unless of a carnivorous variety). Beetles have a tough, chitin exoskeleton and use their large mandibles for feeding and defence. Most species are likely to be found in forests and jungles but beetles can colonise all but the most hostile environments; thus they can be encountered just about anywhere.

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

The uz (see pages 67-71) have a particular affinity with giant insects and the insect goddess, Gorakiki. Thus, giant beetles are a common sight in uz enclaves and may even be used as steeds by dark trolls.

Combat Notes

Beetles use their mandibles to grasp and then tear at enemies; thus the intention is always first to use Grip as the initial Combat Manoeuvre and then Maximise Damage if possible to quickly despatch a helpless enemy.

In the Arena

Giant beetles, goaded into fighting or compelled to do so through magical means, make tough opponents for any kind of gladiator. In those cultures where giant insects are used as steeds, giant beetles are most commonly used – particularly where uz are concerned.

Glorantha Beetles

The uz of Glorantha actively raise and domesticate giant beetles for their own use. Two examples are the gigantic karrg beetle and the smaller watch beetle, described here.

Beetle, Karrg

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

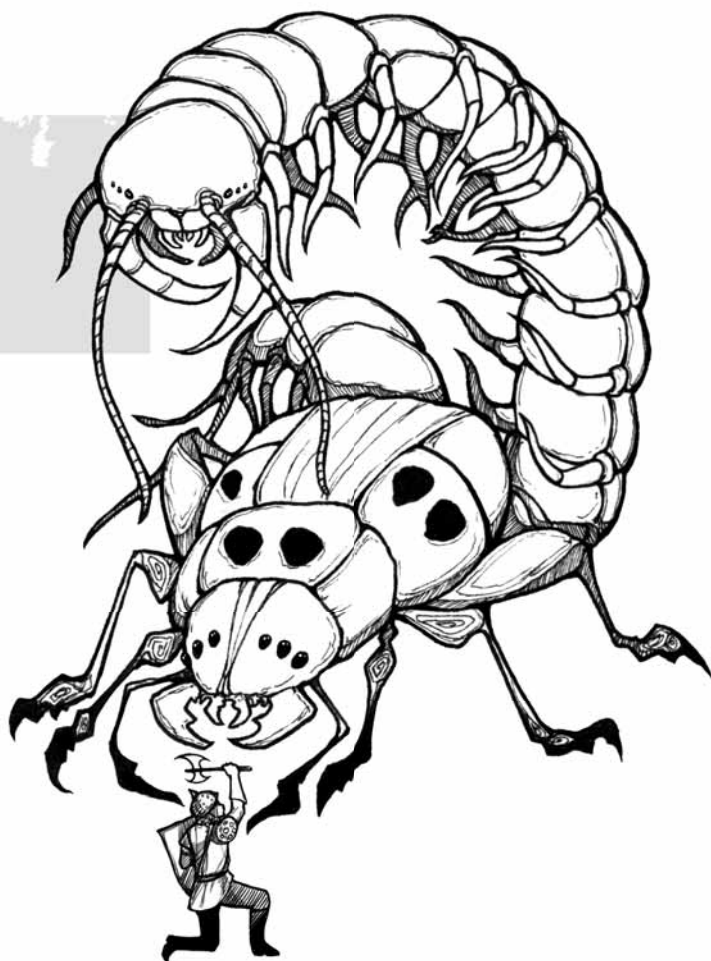
Karrg beetles are dull, dark brown with a single horn growing from the thorax and another from the snout. They can fly but only in short, clumsy bursts that are little more than glorified hops. A karrg beetle can only fly a number of metres equal to its CON score and this counts as heavy activity for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

Beetle, Watch

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

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

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



Centipede, Giant

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

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

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

The centipede is a complex creature, with an equally complex Hit Location system. The body is divided into multiple segments, with each Hit Location covering one or two of these segments. The segments are numbered from one through 18, with segment one being immediately behind the head and segment 18 being the creature's posterior. If the centipede's head is reduced to zero Hit Points or lower, it begins to thrash frantically but the fight is over.



	Dice	Average	1D20	Hit Location	AP/HP
STR	8D6	28	1	Segment 18	4/5
CON	12D6	42	2	Segment 17	4/5
SIZ	12D6	42	3	Segment 16	4/5
INT	1	1	4	Segment 15	4/5
POW	2D6+3	10	5	Segment 14	4/5
DEX	3D6	11	6	Segment 13	4/5
			7	Segment 12	4/5
			8	Segment 11	4/5
<i>Combat Actions</i>		2	9	Segment 10	4/5
<i>Damage Modifier</i>		+2D6	10	Segment 9	4/5
<i>Magic Points</i>		10	11	Segment 8	4/5
<i>Movement</i>		12m	12	Segment 7	4/5
<i>Strike Rank</i>		+7	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

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Poison

Skills: Athletics 60%, Evade 25%, Perception 55%, Persistence 40%, Resilience 100%, Stealth 70%

Combat Styles

Mandibles 35%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8+2D6	As for Head	

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.

Combat Notes

Centipede venom is as follows:

Application: Injection.

Onset time: Nausea after 1D3 minutes, Paralysis after 3D6 minutes.

Duration: 1 hour.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: 60.

Resistance: Resilience.

Conditions: Nausea, Paralysis. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed.

The location bitten then suffers paralysis if the second Resistance roll is failed.

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

The predatory nature of giant centipedes makes them excellent insect foes for gladiators who, lacking armour and equipped with weapons that make hacking through the centipede's segmented body difficult, must fight multiple centipedes. Occasionally the gladiators will have been smeared with days-old blood to heighten the ferocity of the centipedes' attacks.

Dragonsnail

A Gloranthan creature of Chaos, dragonsnails were created during the era known as the Great Darkness when Chaos entities ranged far and wide across the world. As the name suggests, dragonsnails have the heads of dragons and the bodies of colossal snails. Multiple heads are not uncommon and the chance of a dragonsnail having 1D3 additional heads is equal to the creature's POW x2.

Additionally, there is a POW x3 chance that the monster also has a Chaos Feature.

Dragonsnails are utterly aggressive towards other life forms and are sometimes known as 'Pieces of the Devil', relating to the time of their creation, when the Devil was pinned beneath the Spike in the plains of Prax.

Combat Notes

Although possessed of a draconic head, dragonsnails are not dragons and have no breath weapon – unless a Chaos Feature confers it. They are simple carnivores, aiming to inflict as much damage as possible as quickly as possible to stop prey from moving. They are neither fast nor smart and two heads are not better than one. Dragonsnails use their Combat Actions for attacks rather than defence, unless the creature has suffered a major wound, forcing it to retreat.

If the monster has more than one head, then it can remain alive and active whilst one of its heads remains intact.

In the Arena

The Empire of Wyrms' Friends in Glorantha considers the dragonsnail an absolute aberration and some Hunting and Waltzing bands are dedicated to wiping out their kind wherever possible. To hone and test combat skills and techniques, captured dragonsnails are pitted against Hunters and Waltzers in the EWF training arenas so that when encountered in the wild, draconic warriors will be prepared.

Dragonsnails, as Chaotic creatures, also slot neatly into *Etric of Melniboné* games. Specimens are rare but both Pan Tangian and Melnibonéan arenas feature contests between slave gladiators and multiple-headed dragonsnails.

Grampus

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

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1	Right Fourth Leg	5/8
CON	2D6+12	19	2	Left Fourth Leg	5/8
SIZ	3D6+12	23	3	Right Third Leg	5/8
INT	1	1	4	Left Third Leg	5/8
POW	3D6	9	5-6	Tail	5/8
DEX	3D6	11	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

Combat Actions	2
Damage Modifier	+1D10
Magic Points	9
Movement	12m
Strike Rank	+7

Typical Armour: Chitin exoskeleton, no Armour Penalty

Traits: Formidable Natural Weapons, Wall Walking

Skills: Athletics 65%, Evade 30%, Perception 55%, Persistence 37%, Resilience 67%, Stealth 45%

Combat Styles
Unarmed 35%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Acid Spray	L	L	Weak Acid	As for Tail	
Pincer	M	S	1D4+1+1D10		



A grampus is a purely carnivorous creature. It makes its home in forests, jungles and dismal swamps. Scorpion men (see page 89) sometimes keep grampuses in much the same way and for the same purposes as humans keep dogs.

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

Combat Notes

Grampuses behave in much the same way as Giant Scorpions and have similar arena uses. See the Scorpion, Giant entry beginning on page 88.

Insect Swarm

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

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

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

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

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

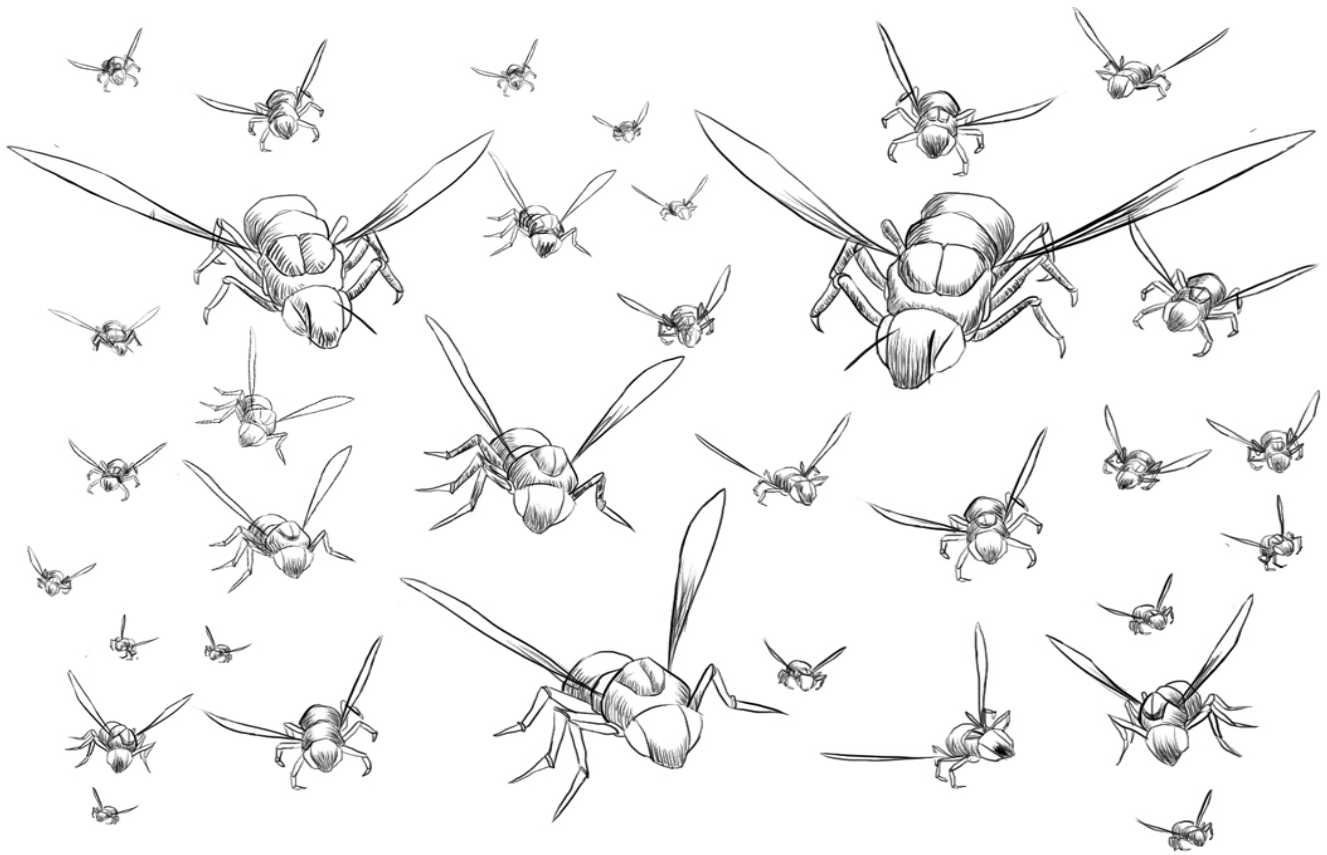
Each character attacked by a hive takes the listed number of stings every round until he manages to escape the swarm. Heavy clothing subtracts two stings per die from the number of stings suffered every round. Armour subtracts one sting per die, though armour combined with heavy clothing will only subtract 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 three Combat Rounds. Specialised beekeeping clothing, only available in civilised areas, subtracts four stings per die of damage. Such clothing consists of heavy cloth and multiple layers of mesh costs 75 silvers, weighs 2 ENC and has no armour value. Magical spells such as Protection subtract one sting per die for every two points of Magnitude.

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

An insect swarm always attacks uses its first Combat Action to attack.

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





Insect Venom

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

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

Insect Venom

Application: Injection.

Onset time: 1D10 Combat Rounds.

Duration: 6D10 minutes.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: See Above.

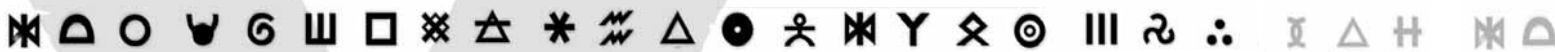
Resistance: Resilience.

Conditions: Agony, Asphyxiation. The venom initially causes the victim pain if the first Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer the effects of Asphyxiation (see page 54 of the *RuneQuest Core Rulebook*).

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

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

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



For Example: Thrace blunders into a large hive of honeybees while tracking a band of marauding broo. Thrace is wearing only leather armour and has no time to cover himself with heavy blankets and the like to ward off the bees. Each round, Thrace will be stung 4D6-4 times. Recognising the danger, Thrace flees from the bees to a creek he just crossed and jumps in to get away from the swarm, though he is still stung for three rounds total. The first round he is stung 12 times, only 7 on the second round and the third round, just as he is jumping into the creek, he is stung 10 times. Thus Thrace must make three tests against a potency of 60, 35 and 50. These are matched against Thrace's Resilience in a standard opposed test. With a Resilience of 45% Thrace manages to resist the first two rounds worth of stings but succumbs to the third. Stung in his left arm, Thrace's limb swells and the pain is immense; he can also feel his throat beginning to swell. The duration (6D10 minutes) is rolled as 18 - at the end of this time Thrace needs to make a second Resistance roll or suffer from the effects of Asphyxiation. Fortunately he succeeds; had he not, then he would have risked sustaining further damage through lack of air.

either magic or surgery. The mouth parts bury deep enough into the host to prevent it from being removed easily, although it injects a local anaesthetic so that the host feels no pain whilst the leech is attached and feeding.



Leech, Giant

Usually found living in lakes and rivers, giant leeches can also survive on land, inhabiting rainforests and humid jungles where they cling to the branches of trees waiting for a potential host to pass by.

Blood-feeders, giant leeches can hold a number of Hit Points of blood equal to their SIZ x5 before becoming satiated and detaching from the host. Once attached, a leech remains that way unless it is burned-off (which may risk injuring the host) or removed with

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+1	8	1-20	Body	1/6
CON	2D6+3	10			
SIZ	2D6-1	6			
INT	1	1			
POW	1D6	4			
DEX	3D6	11			

Combat Actions 2

Damage Modifier -1D4

Magic Points 4

Movement 4m

Strike Rank +7

Typical Armour: Slime, no Armour Penalty

Traits: Blood Drain, Wall Walker

Skills: Athletics 60%, Evade 05%, Perception 25%, Persistence 22%, Resilience 40%

Combat Styles

Bite 40%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	L	1D4-1D4	As for Body

Killing a leech that is in situ stops it from feeding but does not detach it. A leech that remains attached causes no further damage but looks unsightly and effectively reduces the CHA of the host by half. A dead leech will fall off naturally after 2D6 days.

Locust, Giant

Locusts are herbivorous, swarming insects characterised by a set of powerful hind legs that allow the creature to leap large distances – although locusts also have a set of sheathed wings allowing them to

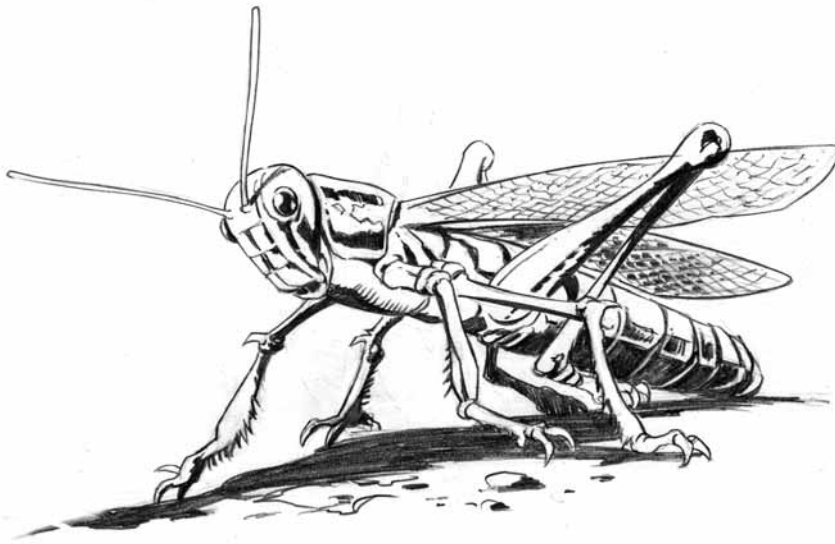
fly. The normal sized version of the insect has a tendency to engage in a feeding swarm, an activity that can devastate croplands as millions of the insect rapidly move through an area stripping it of vegetation. The giant version is far less likely to do this and giant locust swarms are extremely rare owing to the rarity of the creature itself.

Giant locusts are the size of a small dog and can be found anywhere in the world, with the exception of extremely cold climates. Usually solitary, locusts only pose a great threat when a swarm comes together and moves through an area.

The hind legs allow the locust to leap a number of metres equal to its DEX x5 laterally and DEX x2 vertically. Powerful mandibles slice easily through most kinds of vegetation and the giant variety is able to feed on tree foliage and bark meaning that a giant locust swarm can devastate forested areas in the same way its smaller cousins destroy croplands.

Mosquito, Giant

Blood-sucking insects that inhabit woodlands, marshlands and bogs, giant mosquitoes breed wherever there is standing water and are attracted by carbon dioxide – the exhaled breath of breathing creatures. Mosquitoes are, in general,



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1	Right Rear Leg	3/6
CON	2D6+3	10	2	Left Rear Leg	3/6
SIZ	1D6+3	7	3	Right Middle Leg	3/4
INT	2	2	4	Left Middle Leg	3/4
POW	1D6+6	10	5-9	Abdomen	3/5
DEX	3D6+12	23	10-13	Thorax	3/6
			14	Right Front Leg	3/4
			15	Left Front Leg	3/4
			16-20	Head	3/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	10
<i>Movement</i>	6m/115m
<i>Strike Rank</i>	+14

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Wall Walking

Skills: Athletics 80%, Evade 60%, Perception 40%, Persistence 40%, Resilience 40%.

Combat Styles
Mandibles 30%

Weapons

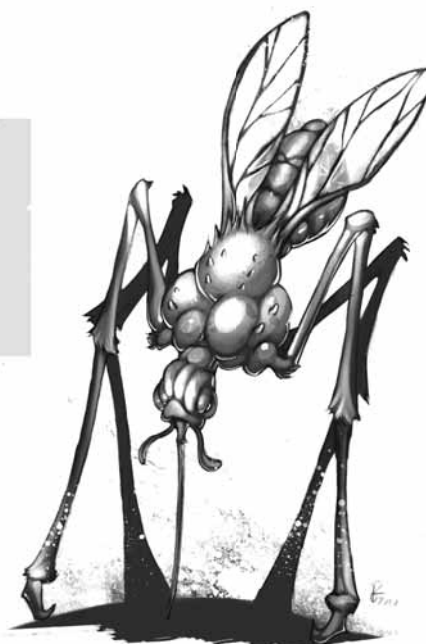
Type	Size	Reach	Damage	AP/HP	Range
Mandibles	M	M	1D8-1D2	As for Head	



nectar feeders and only the females require blood to stimulate egg production. However the giant variety, unable to gain enough sustenance from the small amounts of nectar normal sized plants produce, compared to the giant mosquitoes' size, have adapted to rely on blood.

Giant mosquitoes are the size of a cat and the high pitched buzzing of their wings provides an early warning of an attack. They are most active at dawn and dusk, preferring to lie dormant during the day – but they will attack if disturbed. A single giant mosquito can drink a number of Hit Points' worth of blood equal to its SIZ x2 before being satiated. However, it is not necessarily blood loss that is the killer. To drain blood the mosquito injects anti-coagulant saliva into its prey, and, at the levels a giant mosquito uses, this can overwhelm a bite victim after the mosquito has taken it fill. See Combat Notes for more details.

Giant mosquitoes can penetrate up to two points of armour with their needle-sharp proboscis, so clothing is no guarantee of protection against a bite, although uncovered areas are targeted first. On a successful attack the mosquito drains blood every Combat Action that it remains attached to the victim, beginning on the same CA it makes its first attack. It does not need to make any attack roll to continue draining blood and it will not actively defend; however if swatted or attacked in an attempt to remove it, it is allowed an Athletics roll to remain attached and continue draining blood. This costs it a Combat Action.



Combat Notes

The giant mosquito's bite ignores the first two points of armour. On a successful bite it immediately draws a number of Hit Points of blood equal to its bite damage but once it has drunk an amount equal to its SIZ x2, it is satiated and leaves the host.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6-1	6	1	Right Rear Leg	1/2
CON	2D3	4	2	Left Rear Leg	1/2
SIZ	1D3+1	3	3	Right Middle Leg	1/2
INT	1	2	4	Left Middle Leg	1/2
POW	2D6	7	5-7	Abdomen	1/3
DEX	2D6+6	13	8-9	Thorax	1/4
			10-11	Right Wing	1/1
			12-13	Left Wing	1/1
			14	Right Front Leg	1/2
			15	Left Front Leg	1/2
			16-20	Head	1/3

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D6
<i>Magic Points</i>	7
<i>Movement</i>	18m (fly)
<i>Strike Rank</i>	+9

Typical Armour: Exoskeleton. No Armour Penalty

Traits: Flying, Wall Walking, Life Sense

Skills: Athletics 70%, Evade 70%, Perception 20%, Persistence 31%, Resilience 22%

Combat Styles

Bite 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D3+1-1D6	As for Head	

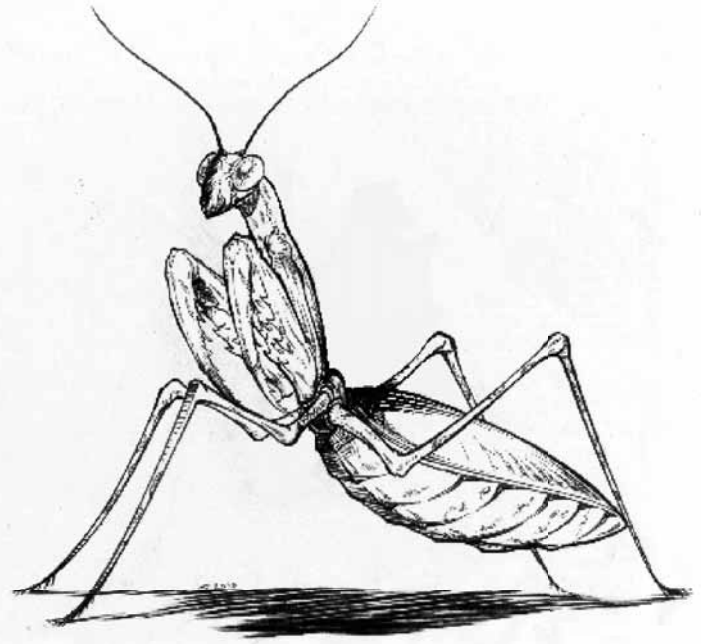


However the anti-coagulant pumped into a host can have a severe effect. The victim must make a Resilience roll 1D6+1 minutes after a successful bite. If the Resilience roll fails the anti-coagulant causes the bitten location to swell, itch and ache copiously, inflicting a further 1D3 damage and rendering it useless for a number of days equal to the damage sustained. If the location bitten is the chest or head, the airway can become restricted causing the victim to lose consciousness if the Hit Points for the location fall below -1.

Praying Mantis, Giant

This enormous insect predator dwells in jungle and rainforest. It has long, stilt-like legs, a triangular head with sharp jaws and huge, observant, compound eyes and jagged forelegs. The head is capable of swivelling through 300 degrees, ensuring that nothing escapes its attention. Mantises are coloured to blend in remarkably well with their native forest environment.

Praying mantises are strictly carnivorous creatures who feed on anything smaller than themselves. They are expert hunters, remaining motionless for hours on end waiting for the precise moment to strike. When that moment arrives, the mantis explodes forward with its forelegs to seize its prey. They can be tamed if



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+12	33	1	Right Rear Leg	6/11
CON	3D6+9	20	2	Left Rear Leg	6/11
SIZ	8D6+12	40	3-5	Abdomen	6/13
INT	3	3	6	Right Wing	6/11
POW	3D6	9	7	Left Wing	6/11
DEX	2D6+18	25	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

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D8
<i>Magic Points</i>	9
<i>Movement</i>	12m
<i>Strike Rank</i>	+16

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Formidable Natural Weapons, Wall Walking

Skills: Athletics 55%, Evade 40%, Perception 85%, Persistence 37%, Resilience 70%, Stealth 90%, Track 65%

Combat Styles
Unarmed 95%

Weapons

Type	Size	Reach	Damage	AP/HP
Mandible	M	T	1D8+2D8	As for Head
Foreclaws	L	VL	1D10+2D8	As for Claw



taken as young and make extremely effective mounts in battle. Anyone riding such a creature into battle may use 1D10+10 to determine Hit Location on his targets, even against mounted foes (except particularly tall enemies or enemies also riding mantises).

Combat Notes

The preying mantis is a formidable hunter. Its primary attack is always the foreclaws and it combines both claws in a single, devastating grasp that both damages and automatically Grips the prey – it does not need to gain a level of success above a defender to use this Combat Manoeuvre. Once grasping the locust does not inflict any further damage with the claws and uses its powerful mandibles to continue its attacks. The mandibles are capable of slicing through armour and thus it can use the Sunder Combat Manoeuvre.

Mantises make for cunning warriors, when controlled and will not stop in the midst of battle to feed. A mantis is fully capable of fighting with a rider on its back, though the rider will have to make two Ride skill tests every round the mantis employs its natural weapons – one to stay on the mantis's back, another to make his own attack.

In the Arena

With such ferocious natures giant mantises make ideal arena opponents especially when they are hidden in disguised cages beneath the floor of an arena or ridden into it by mounted combatants, tearing into entire units of gladiators. Sometimes a mock jungle is created on the arena floor with several mantises deposited within. Gladiators must attempt to reach the far edge, running the gauntlet of the near-invisible creatures.

Scorpion, Giant

Scorpions are giant carnivorous arachnids that come in a riot of colours and patterns. They live in jungles and deserts where they hide out during the day and emerge at nightfall to hunt. With pincers to the fore and a long, segmented tail carrying a wicked sting to the aft, giant scorpions are terrifying predators.

The giant scorpion described below is approximately 2.5 metres long, not counting the tail, which is itself another two metres in length. The scorpion stands about half a metre tall. Scorpions have no discernible head; the sensory organs are contained within the forefront of the thorax.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1	Right Fourth Leg	5/8
CON	2D6+12	19	2	Left Fourth Leg	5/8
SIZ	3D6+12	23	3	Right Third Leg	5/8
INT	1	1	4	Left Third Leg	5/8
POW	3D6	9	5-6	Tail	5/8
DEX	3D6	11	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

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	9
<i>Movement</i>	12m
<i>Strike Rank</i>	+7

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Formidable Natural Weapons, Wall Walking, Sting

Skills: Athletics 65%, Evade 30%, Perception 55%, Persistence 37%, Resilience 67%, Stealth 45%

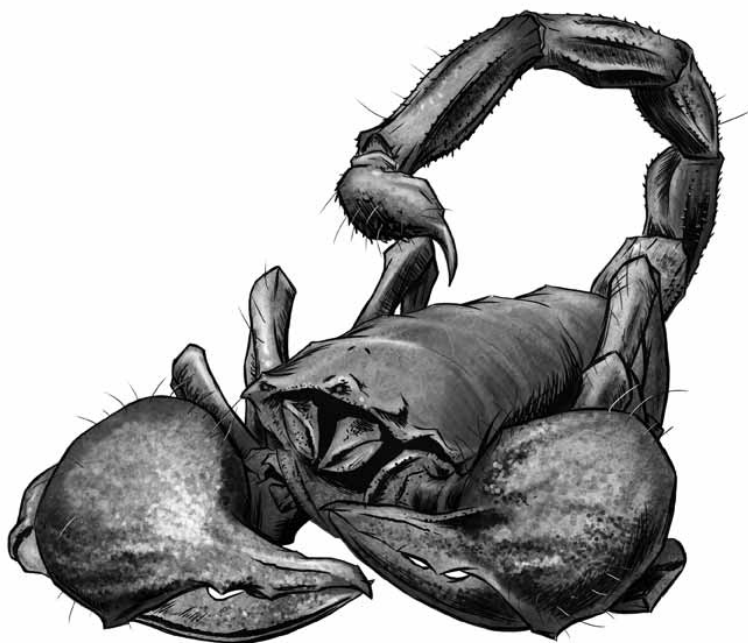
Combat Styles

Unarmed 35%

Weapons

Type	Size	Reach	Damage	AP/HP
Sting	L	L	1D6+1D10 Poison	As for Tail
Pincer	M	S	1D4+1+1D10	As for Tail





Combat Notes

Scorpion venom has the following characteristics:

Application: Injected or smeared.

Onset Time: 1D3 Rounds.

Duration: 1D3 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 40+ CON of Scorpion.

Resistance: Resilience.

Conditions: Agony and Nausea.

Antidote/Cure: Healing skill and magic.

In the Arena

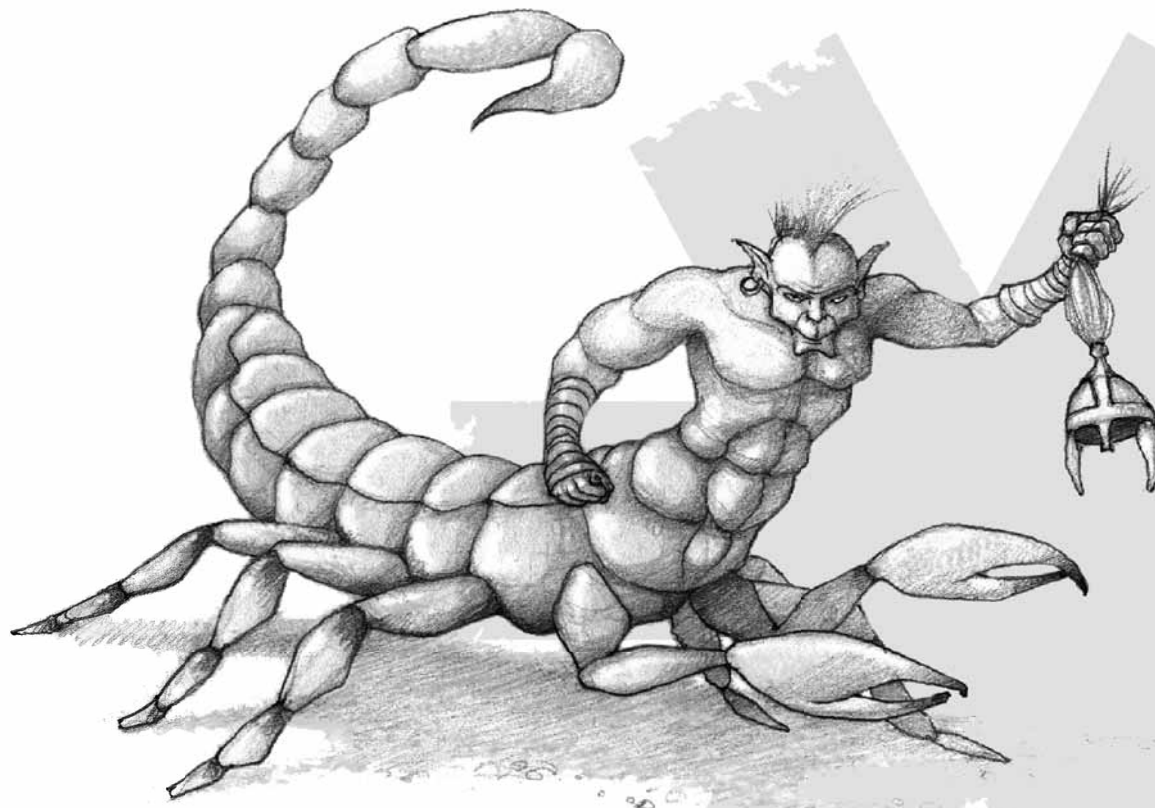
Giant scorpions are easily antagonised and so making them aggressive enough for arena contests is a straightforward affair. Giant scorpions can carry riders, although magic can be used to easily direct them against opponents. A favoured tactic is to hide giant scorpions in various submerged pits, covered with straw or flooring; the vibration from nearby feet causing them to scuttle out and attack.

In Glorantha giant scorpions have been captured by God Learner arena owners and are combined with scorpion men in battles against trolls and human gladiators.

Scorpion Man

Creatures of Chaos, scorpion men have the upper body of a human with the body, legs and tail of a gigantic scorpion. In some rare cases the scorpion man's arms are replaced by the pincers of the scorpion but, usually, the creature has arms and hands and can wield weapons.

Scorpion men are a Chaos breed native to Glorantha and left over from the Great Darkness. They are found in desert areas and, occasionally, small mountain villages. Their rigid society is based on servitude to gigantic queens, who do the majority of breeding for the race. Scorpion men make their



Slug, Giant

These huge gastropods are omnivorous but are carrion feeders rather than hunters. Slow moving and dull-witted, giant slugs are, nevertheless, fond of fresh meat, being attracted to helpless, wounded creatures. Healthy sources of protein are able to move far faster than a slug and so it poses little threat.

The mucus a slug exudes to help it move is extremely slippery but is otherwise harmless to the touch.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-7	Tail	1/5
CON	3D6	11	8-16	Body	1/6
SIZ	2D6+4	11	17-20	Head	1/5
INT	1	1			
POW	2D6	7			
DEX	2D6-1	6			

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	7
<i>Movement</i>	3m
<i>Strike Rank</i>	+4

Typical Armour: Slime. No armour penalty

Traits: Wall Walking

Skills: Evade 05%, Perception 25%, Persistence 31%, Resilience 31%, Stealth 30%

Combat Styles

Bite 30%

Weapons

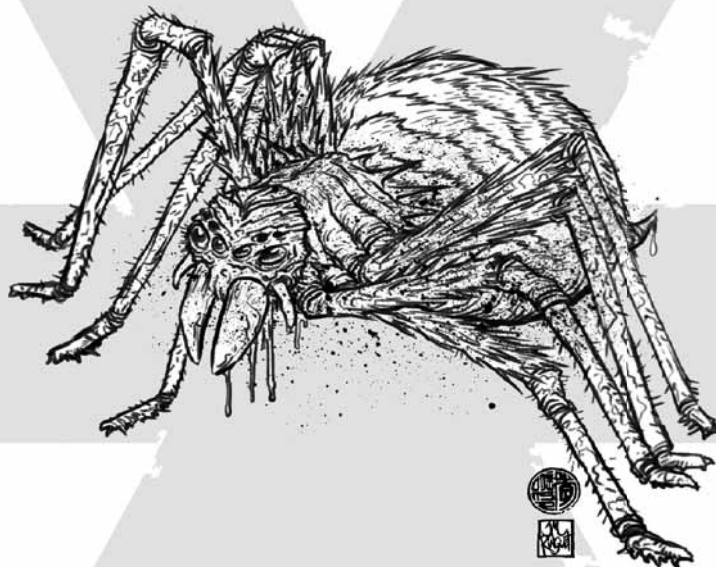
Type	SIZ	Reach	Damage	AP/HP	Range
Bite	S	T	1D4	As for Head	

Spider, Giant

There are tens of thousands of species of spiders in the world but only a few species that pose a real danger to the average adventurer – the giant spider is one of these.

The giant spider featured here is a web-spinning spider, which hunts by spreading its webs over an area where potential prey is likely to cross. When a creature wanders beneath the web, the spider rushes over and begins spewing webbing all over its intended victim.

Another technique the spider may use is to set its web above a trail, closing it off with a net of webbing. When potential prey comes down the road, it is blocked by the webbing and the spider can then drop a sheet of webbing atop its intended victim. Still another tactic is to silently enclose an area in which its prey is sleeping.





'Small' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+6	10	1	Right Fourth Leg	3/3
CON	3D6	11	2	Left Fourth Leg	3/3
SIZ	2D6+6	13	3	Right Third Leg	3/3
INT	8	8	4	Left Third Leg	3/3
POW	2D6	7	5-11	Abdomen	3/6
DEX	2D6+9	16	12	Right Second Leg	3/3
			13	Left Second Leg	3/3
			14	Right First Leg	3/3
			15	Left First Leg	3/3
<i>Combat Actions</i>		3	16-20	Thorax	3/5
<i>Damage Modifier</i>		+0			
<i>Magic Points</i>		7			
<i>Movement</i>		6m/12m			
<i>Strike Rank</i>		+16			

Typical Armour: Chitin. No armour penalty

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking

Skills: Athletics 75%, Evade 40%, Perception 65%, Persistence 31%, Resilience 43%, Stealth 85%, Track 40%

Combat Styles
Bite 50%, Web 60%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	S	T	1D6+poison	As for Head
Web	L	L	Entangles	4/10

'Medium' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1	Right Fourth Leg	4/8
CON	3D6+6	17	2	Left Fourth Leg	4/8
SIZ	4D6+12	26	3	Right Third Leg	4/8
INT	8	8	4	Left Third Leg	4/8
POW	3D6	11	5-11	Abdomen	4/10
DEX	2D6+9	16	12	Right Second Leg	4/8
			13	Left Second Leg	4/8
			14	Right First Leg	3/8
			15	Left First Leg	3/8
<i>Combat Actions</i>		3	16-20	Thorax	3/11
<i>Damage Modifier</i>		+1D8			
<i>Magic Points</i>		11			
<i>Movement</i>		8m/18m			
<i>Strike Rank</i>		+16			

Typical Armour: Chitin. No armour penalty

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking

Skills: Athletics 100%, Evade 40%, Perception 65%, Persistence 43%, Resilience 61%, Stealth 85%, Track 40%

Combat Styles
Bite 55%, Web 65%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	M	T	1D6+1D8+poison	As for Head
Web	L	L	Entangles	4/19

'Large' Giant Spider

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+18	29	1	Right Fourth Leg	6/11
CON	3D6+12	23	2	Left Fourth Leg	6/11
SIZ	6D6+18	39	3	Right Third Leg	6/11
INT	8	8	4	Left Third Leg	6/11
POW	4D6	14	5-11	Abdomen	6/16
DEX	2D6+9	16	12	Right Second Leg	6/11
			13	Left Second Leg	6/11
			14	Right First Leg	3/11
			15	Left First Leg	3/11
			16-20	Thorax	37
<i>Combat Actions</i>		3			
<i>Damage Modifier</i>		+2D6			
<i>Magic Points</i>		14			
<i>Movement</i>		12m/20m			
<i>Strike Rank</i>		+16			

Typical Armour: Chitin. No armour penalty

Traits: Poison, (bite, see below for details on Spider Venom), Wall Walking

Skills: Athletics 110%, Dodge 40%, Perception 65%, Persistence 52%, Resilience 79%, Stealth 85%, Track 40%

Combat Styles

Bite 60%, Web 70%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Bite	M	T	1D6+2D6+poisonAs for Head		
Web	L	L	Entangles	4/29	

The webbing of a giant spider will hold fast anyone who touches it unless they can succeed on an opposed Brawn or 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 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. In the following entries, the Movement figure following the slash is for movement within the spider's own web.

Combat Notes

Spider venom has the following characteristics:

- Application:** Injected.
- Onset time:** 1D3 Rounds.
- Duration:** 1D3 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 40+ CON of Spider.

Resistance: Resilience.

Conditions: Paralysis.

Antidote/Cure: Healing skill and magic.

The web is incredibly strong. All webs have 4 AP but the strength of the web in Hit Points is equal to the spider's own STR. Those caught in the web suffer the effects of the Entangle Combat Manoeuvre, across 1D3 separate locations at the same time. If a victim is able to move across the web, his movement is reduced by two thirds.

In the Arena

As predators, giant spiders need little encouragement to face-off against foes in the arena. Where more elaborate shows are concerned and where time is available, the spider is allowed to spin a web across a specially erected frame where smaller (though still giant) insects are thrown to encouraged the spider's attention. At the beginning of the games, slaves or gladiators are then strung into the web separated from their weapons. They must then attempt to escape the web or reach their weapons before the spider, located at the centre, can reach and paralyse them.

Dinosaurs & Reptiles

Whilst dinosaurs died out on our own earth due to a variety of differing theories, the same does not necessarily hold true for fantasy worlds. Glorantha, certainly, does not suffer from meteor strikes and, being a mythical world, dinosaurs are still present. The same might be true for other fantasy settings and one can have a great deal of fun with the 'Lost World' scenario where small colonies of dinosaurs have survived beyond the cataclysm that ended their dominance of the old world.

This chapter thus deals with dinosaurs of both land and sea, and other reptiles of various species. Dragonewts are covered in the Humans and Humanoids chapter.

Alligator/Crocodile

These large reptiles, close relatives of the dinosaurs, live in swamps and slow-moving rivers. Active predators, they use their stealth to prey upon fish, snakes and animals coming in search of drinking water. Although alligators and crocodiles are different species and have a different appearance (alligators are shorter and have a shorter snout), the same statistics can be used.

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

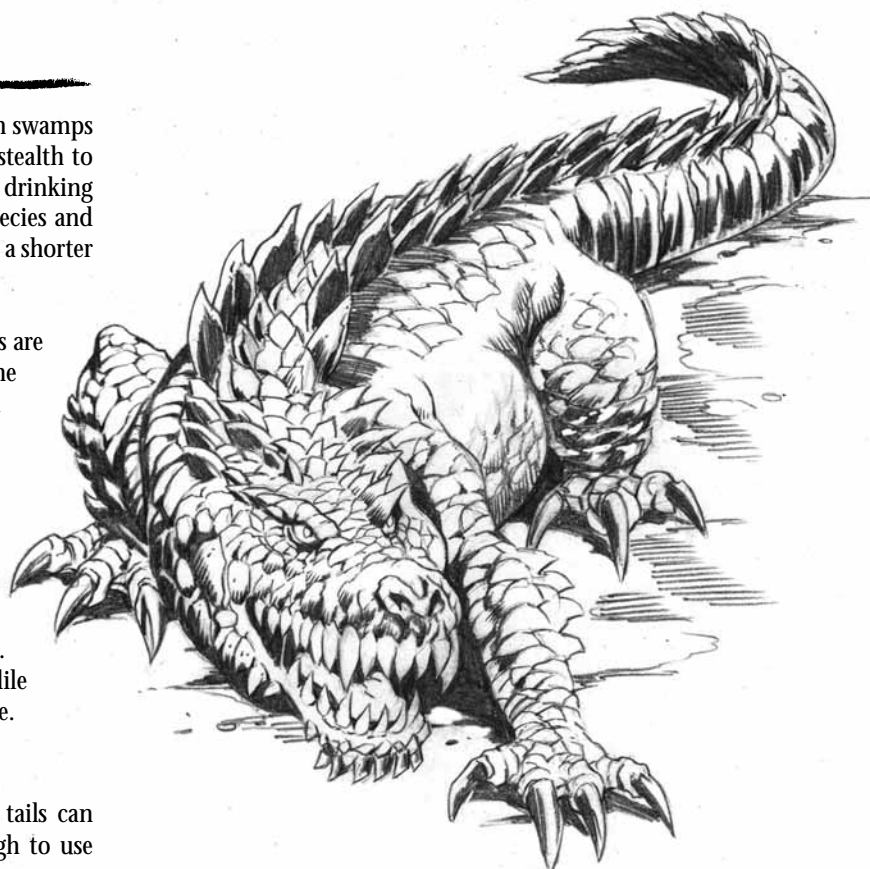
When a crocodile in the water bites its victim, it holds on and spins around, attempting to tear away a large chunk of flesh. This attack is automatically successful (assuming of course the crocodile succeeds on the initial attack) and inflicts damage equal to the crocodile's Damage Modifier each round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

Combat Notes

On land, crocodiles aim to bite time and again. Their tails can be used to bash at opponents and they are smart enough to use

Choose Location to aim for the legs in a bid to bring down a potential meal and then launch forward for a devastating snap of their jaws.

In the water the creatures bite and then use Grip to maintain a solid hold on the prey. Once Grippped, the alligator or croc spins itself around in the water in an attempt to drag the prey underwater and drown it. If an alligator or croc successfully Grips, on its next Combat Action it attempts to spin. To do this it matches its Swim against the prey's Swim or Brawn (whichever



Medium Alligator or Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Tail	5/8
CON	3D6+8	19	4	Right Hind Leg	5/6
SIZ	4D6+12	26	5	Left Hind Leg	5/6
INT	3	3	6-9	Hindquarters	5/9
POW	3D6	11	10-14	Forequarters	5/10
DEX	2D6	7	15	Right Front Leg	5/6
			16	Left Front Leg	5/6
			17-20	Head/Neck	5/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	6m/10m
<i>Strike Rank</i>	+7

Typical Armour: Scales. No Armour Penalty

Traits: Excellent Swimmer

Skills: Athletics 75%, Brawn 65%, Perception 40%, Persistence 43%, Resilience 67%, Stealth 50%, Swim 95%

Combat Styles

Bite 50%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	M	M	1D8+1D12	As for Head	
Tail BashL	L		1D4+1D12	As for Tail	

Large Alligator or Crocodile

	Dice	Average	1D20	Hit Location	AP/HP
STR	8D6+12	50	1-3	Tail	7/16
CON	6D6+8	29	4	Right Hind Leg	7/11
SIZ	8D6+12	50	5	Left Hind Leg	7/11
INT	3	3	6-9	Hindquarters	7/17
POW	3D6	11	10-14	Forequarters	7/18
DEX	2D6	7	15	Right Front Leg	7/11
			16	Left Front Leg	7/11
			17-20	Head/Neck	7/16

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	11
<i>Movement</i>	6m/10m
<i>Strike Rank</i>	+7

Typical Armour: Scales. No Armour Penalty

Traits: Excellent Swimmer

Skills: Athletics 75%, Brawn 85%, Perception 40%, Persistence 43%, Resilience 97%, Stealth 50%, Swim 95%

Combat Styles

Bite 50%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	M	M	1D8+2D12	As for Head	
Tail BashL	L		1D4+2D12	As for Tail	

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

Combat Notes

If giving chase to smaller prey, allosaurs rely on their bite. However, if able to ambush in some form, the kick and tail are used to flatten prey before following-up with a bite. As allosaurs, like most dinosaurs, have visual acuity based on movement, they tend to focus on what is in front of them and do not defend against attacks from the rear or side unless the creature knows there is a threat or has been hurt in some way.

In the Arena

Arena favourites, allosaurs are terrifying foes in the coliseum. One of the legs is usually tethered by strong chains, limiting its ability to kick, but also restraining its ability to run amok. In cultures where dinosaurs are actively used as 'domestic' animals, such as within the EWF, allosaurs can be ridden by human or dragonewt riders and controlled with draconic magic, making tethering unnecessary.

It is rare for allosaurs to be pitted against a single foe: groups of combatants (where's the fun in that?), including terrified prisoners

or slaves, who are unarmed and there to provoke a bloodlust, are thrown into the ring to face these dreadful foes.

Amphisboena

A solitary, massive serpent with a head at either end of its body, amphisboena lurk on the fringes of forbidding forests or in ancient, crumbling ruins.

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

Numbers divided by a slash in the Characteristics below indicate the amphisboena actually has two such Characteristic scores – one for each head. All resistible attack spells targeted at an amphisboena must overcome both heads separately in order to take effect on the monster. This means the amphisboena is able to attempt to resist all incoming spells twice. Only if both heads are overcome will the spell work. Emotional and mental spells, such as Befuddle, or spells affecting the snake's INT, POW or Magic Points, may only affect one head, chosen by the caster. The remaining head is unaffected.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-6	Right Head	3/6
CON	3D6	11	7-14	Body	3/8
SIZ	3D6+6	17	15-20	Left Head	3/6
INT	2/2	2/2			
POW	3D6/3D6	11/11			
DEX	3D6+12	23			

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	11/11
<i>Movement</i>	12m/16m
<i>Strike Rank</i>	+14

Typical Armour: Scales. No Armour Penalty

Traits: Poison (bite, see below)

Skills: Athletics 85%, Evade 60%, Influence 60%, Persistence 43%, Resilience 43%

Combat Styles

Bite 45%, Jump (Athletics) 85%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	M	M	1D8+1D4+PoisonAs for Head		
Jump	L	T	1D6+1D4+PoisonAs for Body		



Combat Notes

Amphisboena venom has the following characteristics:

Application: Injection.

Onset time: 2 Combat Rounds.

Duration: 6D10 minutes.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: 28.

Resistance: Resilience.

Conditions: Agony, Exhaustion.

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

These weird creatures are forced into their rolling position and rolled out into the arena at speed, aimed at phalanxes of gladiators in some perverse version of Ten Pin Skittles. A single amphisboena is pitted against two gladiators, allowing each head to face a single opponent.

Ankylosaurus

An ankylosaurus is a squat, quadruped herbivore. It has a wide shell of thick armour plates covering much of its turtle-like body,

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+21	35	1-3	Tail	14/13
CON	3D6+15	24	4	Right Hind Leg	6/13
SIZ	4D6+21	35	5	Left Hind Leg	6/13
INT	3	3	6-9	Hindquarters	14/14
POW	3D6	11	10-14	Forequarters	14/15
DEX	2D6+6	13	15	Right Front Leg	6/13
			16	Left Front Leg	6/13
			17-20	Head/Neck	14/13

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+10

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons

Skills: Athletics 20%, Brawn 80%, Perception 40%, Persistence 43%, Resilience 82%

Combat Styles

Bite 50%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	M	1D6+2D6	As for Head	
Tail BashL	VL		3D6+2D6	As for Tail	

four thick legs and a blunt snout. The most impressive aspect of the dinosaur, however, is its tail, a long, muscular appendage that ends in a cruel club of bone. The surface and edges of the ankylosaurus's shell is studded with bony spikes.

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

Combat Notes

The bony beak allows the ankylosaur a nasty bite, but its most effective defence is the devastating club-like tail which it can swing with enormous reach and force, crippling its foes. The tail can be swung against up to three opponents to the rear of the creature or one opponent at either side of it. Anything in front of it is bitten.

In the Arena

As herbivores, ankylosaurs are unaggressive unless threatened, meaning that they must be goaded in the arena or controlled via magic. In some arenas clutches of eggs are placed in the centre of the arena with the gladiators' weapons hidden within; combatants must attempt to get into the egg clutch – which the ankylosaur naturally defends – to retrieve their arms, attempting to avoid the creature's tail. In more perverse situations a magician may have cast Bludgeon on the ankylosaur's tail to further enhance its impact.

Brontosaurus

Meaning 'thunder lizard', and more correctly known as Apatosaurus, brontosaurus are amongst the largest of the dinosaurs. A brontosaurus has a tiny head at the end of a long, sweeping neck, elephantine body and a long tail. Generally found in herds, brontosaurus are not aggressive and will often ignore a creature as tiny as a human (though they may still step on the careless).

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

Combat Notes

Generally docile, brontosaurus will protect themselves and their young. The preferred defensive method is the tail bash, which can break the bones of most foes instantly. However, if faced with an opponent that is beyond the tail's reach, the brontosaur will stamp. Loud noises and disturbances (or controlling magic) can also cause a herd of brontosaurus to stampede. For a natural stampede to occur, the brontosaurus must be facing something large enough to cause mass panic (a large predator or fire, for example); if a Persistence roll, representing the entire herd, is failed, then the animals panic and charge en-masse, usually as a group, away from the present

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+40	52	1-3	Tail	14/20
CON	2D6+30	36	4	Right Hind Leg	14/20
SIZ	4D6+50	62	5	Left Hind Leg	14/20
INT	3	3	6-9	Hindquarters	14/21
POW	1D6+6	10	10-14	Forequarters	14/22
DEX	1D6	4	15	Right Front Leg	14/20
			16	Left Front Leg	14/20
			17-20	Head/Neck	14/20

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+3D12
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+5

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 15%, Brawn 95%, Perception 25%, Persistence 40%, Resilience 95%

Combat Styles

Trample/Stamp 65%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Trample/Stamp	E	L	2D12+3D12	As for Leg	
Tail Bash	VL		4D12+3D12	As for Tail	



danger. Anything in their way that cannot Evade to a successful degree (a normal Evade success for up to three brontosaur; critically for any number above this) is trampled underfoot.

In the Arena

Brontosaurus cannot be accommodated by anything other than the largest arenas and the possibility of a stampede means that the safety of spectators is difficult to guarantee. Thus they do not make for good arena subjects, despite the undoubted exoticism and spectacle.

Hadrosaurus

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

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

Combat Notes

Hadrosaurus behave in a similar way to brontosaurus (see page 99), including stampeding if startled.

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+15	33	1-3	Tail	8/13
CON	4D6+9	21	4	Right Hind Leg	8/13
SIZ	4D6+30	42	5	Left Hind Leg	8/13
INT	3	3	6-9	Hindquarters	8/14
POW	1D6+6	10	10-14	Forequarters	8/15
DEX	3D6	11	15	Right Front Leg	8/12
			16	Left Front Leg	8/12
			17-20	Head/Neck	8/13

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D8
<i>Magic Points</i>	10
<i>Movement</i>	10m
<i>Strike Rank</i>	+9

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

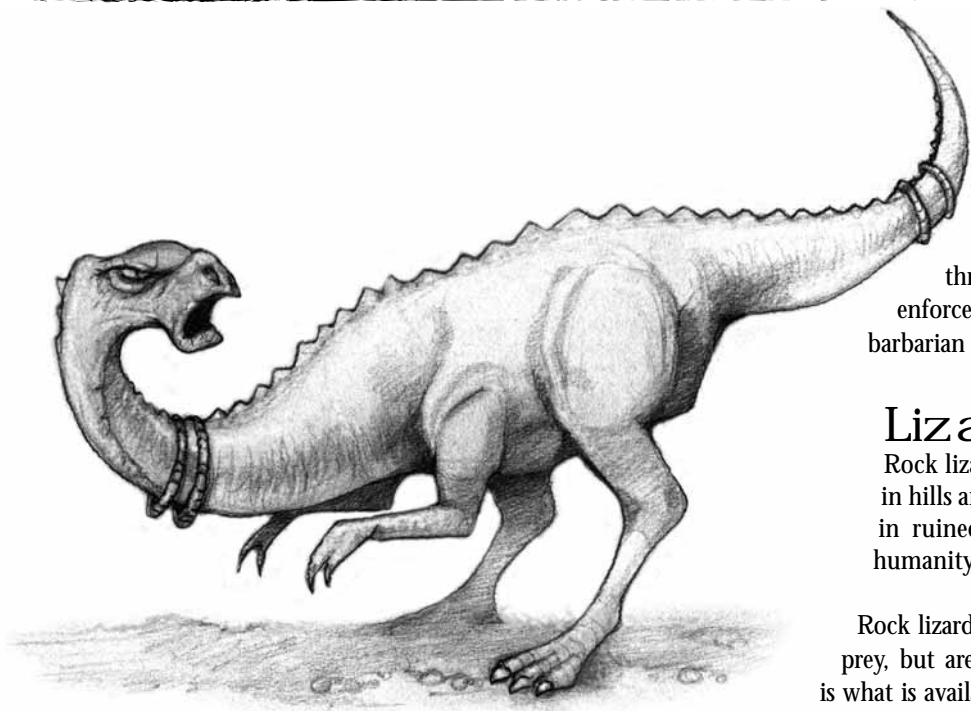
Skills: Athletics 80%, Brawn 75%, Perception 40%, Persistence 40%, Resilience 73%

Combat Styles

Kick 40%, Tail Bash 20%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Kick	H	L	1D8+2D8	As for Leg	
Tail BashH	L		1D10+2D8	As for Tail	



warriors before they learn to ride more ferocious creatures like velociraptors. God Learners, too, especially in those areas along the River of Cradles that they have colonised, capture bolos for use in arenas, pitted against charioteers in thrilling, mounted spectacles designed to enforce God Learner tactical supremacy over the barbarian followers of heathen gods like Waha.

Lizard, Rock

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

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

Use rock lizard statistics for any generic lizard, from giant iguana through to komodo monitors, adjusting characteristics where necessary.

Combat Notes

Lizards generally need provocation to enter a fight – or to sense that prey is going to make an easy meal. However once fighting, the reliance is on the bite rather than the claws. The bite is capable of the Sunder Combat Manoeuvre.

In the Arena

Not the best arena combatants, lizards are generally used as caged threats to be released when there are vulnerable and wounded scattered around the arena floor, to add spice to an ongoing spectacle.

In the Arena

The more manageable size of hadrosaurs means that they can be used more effectively in the arena than brontosaurus. Some vulnerability, such as a clutch of eggs that needs to be defended, is often used as a means of making the hadrosaurs aggressive; that or controlling magic of some form.

Lizard, Bolo

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

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

Combat Notes

Bolo lizards follow similar predatory tactics to velociraptors (see page 111), hunting in packs. However they are more effective when guided by a rider, as in the case of those Praxian tribes who use them as war mounts. Goaded into a charge, the rider uses his spear like a lance from the back of the bolo lizard, spurring the creature to follow-up the spear charge with a kick and then a bite.

In the Arena

The EWF uses bolo lizards as training mounts, employing them in the arena to train fledgling





Lizard, Bolo

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-2	Tail	1/6
CON	3D6	11	3-5	Right Leg	1/6
SIZ	2D6+12	19	6-8	Left Leg	1/6
INT	3	3	9-11	Abdomen	1/7
POW	3D6	11	12-15	Chest	1/8
DEX	1D6+12	16	16	Right Claw	1/5
			17	Left Claw	1/5
			18-20	Head	1/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+11

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons

Skills: Athletics 50%, Brawn 60%, Evade 40%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 30%

Combat Styles

Kick 25%, Bite 25%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Kick	H	L	1D8+1D6	As for Leg	
Bite	H	L	1D6+1D6	As for Head	

Lizard, Rock

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Tail	3/6
CON	2D6+6	13	3-5	Right Leg	3/6
SIZ	4D6	14	6-8	Left Leg	3/6
INT	2	2	9-11	Abdomen	3/7
POW	2D6	7	12-15	Chest	3/8
DEX	2D6+3	10	16	Right Claw	3/6
			17	Left Claw	3/6
			18-20	Head	3/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	7
<i>Movement</i>	8m
<i>Strike Rank</i>	+7

Typical Armour: Scales. No Armour Penalty

Traits: Formidable Natural Weapons

Skills: Evade 45%, Perception 25%, Persistence 41%, Resilience 49%, Stealth 25%, Tracking 30%

Combat Styles

Claw 45%, Bite 40%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Claw	M	S	1D6+1D2	As for Leg	
Bite	M	S	1D8+1D2	As for Head	



Plesiosaurus

A long-necked, sea-going dinosaur, plesiosaurs hunt fish and squid in the shallows although with its powerful flippers and tail it is quite capable of diving to great depths in search of larger prey.

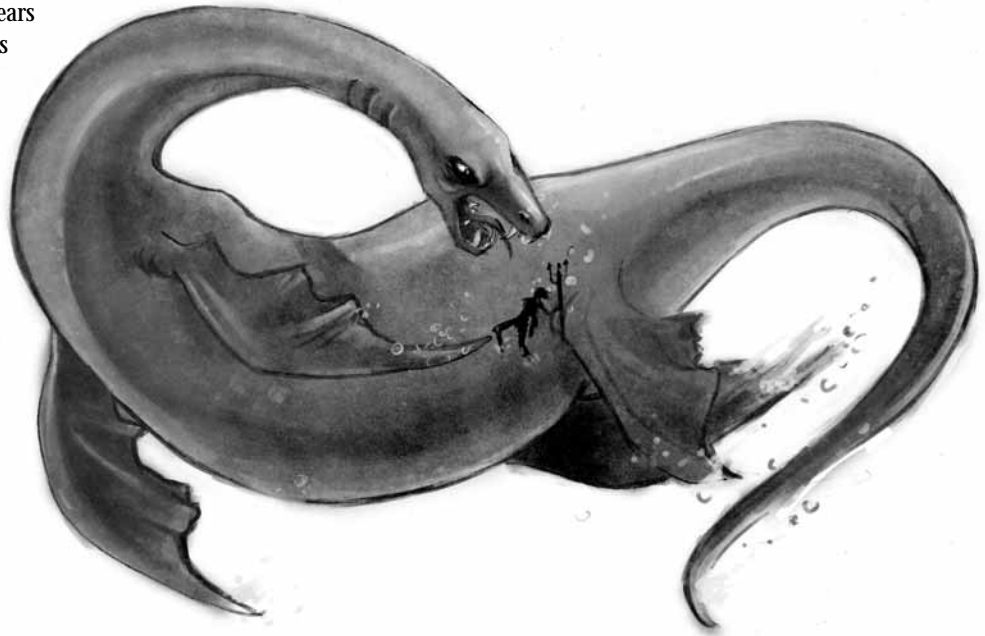
Plesiosaurs can be dangerous to lone sailors by picking them off the decks of ships, though the beasts will usually not attempt this unless sick or starving. When a plesiosaur rears up from the water like this, only its Head/Neck Hit Location can be struck – the rest remains safely submerged.

Combat Notes

Plesiosaurs are capable of seizing smaller creatures in their long, powerful jaws, and thus use the Grip Combat Manoeuvre before exercising a bite. Naturally the creature can plunge beneath the water to drown captive prey, but most often it simply bites and swallows.

In the Arena

Only the largest and deepest arenas capable of being filled with water can accommodate plesiosaurs, meaning that they have very limited use in the arena. However, it has been known for plesiosaurs to be cornered and driven into deep, enclosed bays where sea-borne combats have then been staged, although such occasions are incredibly rare – not to mention expensive.



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	21	1-2	Tail	5/10
CON	4D6	14	3-4	Right Hind Flipper	5/6
SIZ	6D6+12	33	5-6	Left Hind Flipper	5/6
INT	3	3	7-10	Hindbody	5/11
POW	3D6	11	11-14	Body	5/12
DEX	3D6+6	17	15-16	Right Front Flipper	5/6
			17-18	Left Front Flipper	5/6
			19-20	Head/Neck	5/10

Combat Actions	2
Damage Modifier	+1D12
Magic Points	11
Movement	10m
Strike Rank	+12

Typical Armour: Scales. No Armour Penalty

Traits: Excellent Swimmer, Formidable Natural Weapons

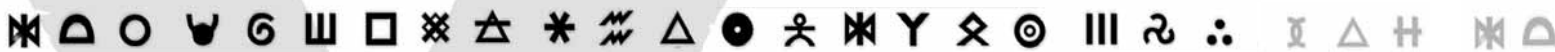
Skills: Athletics 80%, Brawn 75%, Evade 50%, Persistence 43%, Resilience 52%, Stealth 45%, Tracking 60%

Combat Styles

Bite 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D8+1D12	As for Head	



Pteranodon

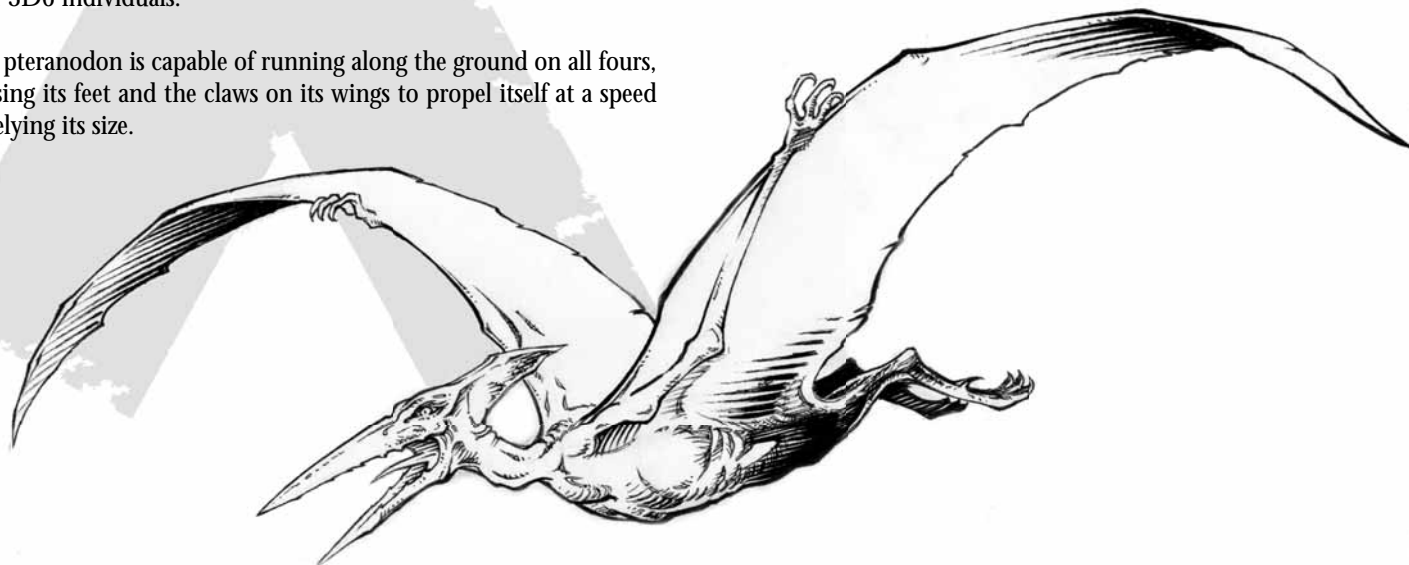
Flying dinosaurs, with wingspans averaging 10 to 12 metres, pteranodons have slender bodies, wide wings with a grasping claw at the midpoint of each and large talons. The pteranodon's head has an elongated, toothless beak, with a narrow crest almost as long as its jaw jutting from the rear of its skull.

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

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

Combat Notes

Pteranadons are best suited to swoops followed by a grasping of the prey in the long, fluted beak. For smaller creatures the pteranodon uses the Grip Combat Manoeuvre to take hold of the prey which is then carried back to the eyrie where the dinosaur feeds on it at leisure, or feeds it, live, to its squawking young. Larger prey is swooped on and stabbed, with the pteranodon initiating a charge with its swoop followed by an Impale if it hits successfully. Once impaled, it remains on the prey using its claws and freeing its beak to kill the victim. Once dead, it rips free chunks of meat which are then taken back to its eyrie for consumption.



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-3	Right Leg	3/8
CON	3D6+3	14	4-6	Left Leg	3/8
SIZ	4D6+12	26	7-8	Abdomen	3/9
INT	3	3	9-12	Chest	3/10
POW	3D6	11	13-14	Right Wing	3/7
DEX	2D6+12	19	15-16	Left Wing	3/7
			17-20	Head	3/8

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	11
<i>Movement</i>	10m/5m
<i>Strike Rank</i>	+13

Typical Armour: Thick Hide. No Armour Penalty

Traits: Flying

Skills: Acrobatics 40%, Perception 65%, Persistence 43%, Resilience 52%, Stealth 40%

Combat Styles

Bite 55%, Claw 45%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	M	1D8+1D10	As for Head	
Claw	L	T	1D6+1D10	As for Leg	



In the Arena

Control is the main element for using any flying creature, and where pteranodons are used, magic for controlling dinosaurs is also employed. A favoured spectacle is as follows. A clutch of eggs or young, taken from a mated pair of pteranodon are set in the middle of the arena floor. Combatants are shackled in a circle around the nest. High-up on the ledges of the auditorium, the pteranodon are kept caged, turned to face the arena itself, their fury building as the nest on the arena floor is subjected to simulated attack by arena officials. When the pteranodon, fearing for their young, are at the point of tearing their way free of the cages, they are released to swoop down from the heights and attack the shackled gladiators. Weapons and shields might be hidden within the nest, so to defend themselves the gladiators have to run the gauntlet of swooping attacks and the terrified, snapping jaws of young pteranodons.



The crowd simply loves the sight of pteranodon swooping down across the tiers of spectators and ploughing into the terrified gladiators.

Snake

Snakes are scaly, limbless reptiles found in nearly every non-arctic climate. There is a wide variety of different species within the group, each with its own specialisation. However, snakes can be generally divided into constricting snakes and venomous snakes. For *RuneQuest's* purposes, these two divisions are called simply 'constrictors' and 'venomous'.

Constrictor

Constrictor is the generic term given to any large, constricting snake. Almost exclusively making their homes in rainforests and other tropical climes, some constricting snakes live and hunt in trees, others on the ground while still others, such as the anaconda, spend their lives in the water.

The statistics given are for an eight-metre constrictor, an enormous beast capable of consuming a full-grown human.

Combat Notes

If the constrictor's constrict attack hits, the victim is caught up in the serpent's coils. Each round, the constrictor 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 Core Rulebook*). Being constricted by a constrictor counts as 'heavy' activity in determining how long

the victim can hold its breath. The victim may make an opposed Athletics or Brawn roll each round to escape.

In the Arena

An imaginative arena scenario involving constrictors is to have several open pits, some of which contain one or more constrictors that have been starved for several days (if not weeks). A pair of combatants have the option to drive their foe into one of the pits, thereby guaranteeing the snake a decent meal.

Venomous

Venomous is the generic term *RuneQuest* uses for all venomous snakes – from adders through to vipers. Coming in all sizes and colours, vipers can be found in almost any warm climate, from steaming jungles to scorching deserts.

The statistics given below are for one of the more famous varieties of venomous snake – the cobra. Other venomous types can be created by varying the STR and SIZ Characteristics, as well as the Potency of the snake's poison. Some snakes spit their venom, and so the Combat Style reflects this kind of serpent.

Combat Notes

Snake venom has the following characteristics:

Application: Injection/Smear.

Onset time: Nausea after 1D3 minutes, Paralysis after 3D6 minutes, Asphyxiation at conclusion.

Duration: 1 hour.

Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.



Constrictor

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1-6	Tail	2/4
CON	3D6	11	7-14	Body	2/6
SIZ	3D6	11	15-20	Head	2/4
INT	3	3			
POW	3D6	11			
DEX	2D6+6	13			

Combat Actions 2 *Typical Armour:* Scales. No Armour Penalty
Damage Modifier +1D10
Magic Points 11 *Traits:* Excellent Swimmer
Movement 6m
Strike Rank +10 *Skills:* Athletics 85%, Evade 65%, Persistence 43%, Resilience 43%, Stealth 75%

Combat Styles
 Bite 60%, Constrict 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	M	T	1D3+1D10	As for Head	
Constrict	H	T	1D8+1D10	As for Body	

Venomous

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-6	Tail	1/3
CON	2D6	7	7-14	Body	1/5
SIZ	2D6	7	15-20	Head	1/3
INT	3	3			
POW	3D6	11			
DEX	3D6+18	29			

Combat Actions 3 *Typical Armour:* Scales. No Armour Penalty
Damage Modifier -1D2
Magic Points 11 *Traits:* Excellent Swimmer
Movement 8m
Strike Rank +18 *Skills:* Athletics 35%, Evade 75%, Persistence 43%, Resilience 31%, Stealth 95%

Combat Styles
 Bite/Spit 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range (spitters only)
Bite/Spit	S	T	1D3-1D2	As for Head	STR in metres

Potency: Snake's CON x8.

Resistance: Resilience.

Conditions: Nausea, Paralysis, Asphyxiation. The venom initially causes the victim to start feeling nauseous if the first Resistance roll is failed. The location bitten then suffers paralysis if the second Resistance roll is failed. At the end of the Duration the victim must succeed in a final resistance roll or suffer respiratory failure.

Antidote/Cure: Anti-venom. Some cultures have perfected anti-venom remedies which have a Potency of 1D20+10. The anti-venom must be introduced with a successful First Aid or Healing roll and add their Potency as a bonus to the victim's Resilience roll to fight the venom throughout its duration.

In the Arena

Venomous snakes have a multitude of arena uses: from open pits filled with the buggers, through to snake-handling gladiators who wield their magically controlled serpents as living weapons. In the Death Arenas of Pan Tang, in Elric's Young Kingdoms, these serpent-handling warriors are an infamous addition to the traditional gladiatorial ranks.

Stegosaurus

With a slender head, fat, stocky body and long, tapered tail, stegosaurus are a highly distinctive animal. The head and tail of the beast hang low to the ground, while its back arches up as high as four metres, a series of bony plates protruding from the creature's spine, offering it protection against predators. The tip of its tail is equipped with four, long, vicious spikes.

Stegosaurus prefer warm forests, and are usually found in family groups of 2D4 individuals. They will tend to ignore any creature that is not an obvious threat to them or their young.

Combat Notes

Stegosaurus act in a similar way to other herbivores and can be startled into a stampede – see the Combat Notes for brontosaurus on page 99. When acting in defence of themselves or their herd, they stand their ground and use long, sweeping flicks of their viciously spiked tails to deter or maim intruders. Otherwise they are docile creatures not blessed with huge amounts of self-awareness.

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+21	39	1-2	Tail	10/13
CON	4D6+12	26	3-4	Right Hind Leg	8/13
SIZ	6D6+21	42	5-6	Left Hind Leg	8/13
INT	3	3	7-10	Hind Quarters	10/14
POW	3D6	10	11-14	Fore Quarters	10/15
DEX	2D6	7	15-16	Right Front Leg	8/13
			17-18	Left Front Leg	8/13
			19-20	Head/Neck	10/13

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D10
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+7

Typical Armour: Thick Hide and Armour Plate. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 65%, Brawn 58%, Perception 40%, Persistence 40%, Resilience 88%

Combat Styles

Tail Bash 65%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Tail Bash	H	VL	1D10+2D10	As for Tail	



Stoorworm

A stoorworm is a large, limbless reptile, distantly related to dragons and their kind. Stoorworms have no fiery breath weapon to employ, but they are able to belch out a cloud of poisonous gas and regenerate Hit Points after suffering damage.

Stoorworms are found in dismal swamps and dark forests, usually far from any human habitation. They are fixed INT creatures, but display such a level of base cunning that many incorrectly believe them to be sentient. A stoorworm appears as a large snake, except for the head, which, while reptilian, sports a crest much like that of a dragon.

The stoorworm can emit a cloud of poisonous gas once per round. The stoorworm's poison cloud remains for one round before losing its effectiveness.

A stoorworm regenerates two Hit Points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.

Combat Notes

Stoorworms exhale a poisonous gas that affects everyone within a radius equal to the monster's CON in metres and has the following characteristics:

Application: Inhaled.

Onset time: Immediate.

Duration: 1 Combat Round.

In the Arena

The brain of the stegosaur is not particularly well developed. This makes it easier to control with appropriate magic: stegosaurus halve their Persistence when defending against spells such as Control or Dominate.

This ease of control makes it expedient for stegosaurus to be put to use in arena contests. A small herd of stegosaurus can be easily made to fight or stampede by their magical controllers, and in such contests gladiators are equipped with large, but flimsy, shields to defend against the scything tail lashes that the beasts issue.

	Dice	Average	1D20	Hit Location	AP/HP
STR	12D6	42	1-6	Tail	8/12
CON	3D6+12	23	7-14	Body	8/14
SIZ	12D6	42	15-20	Head	8/12
INT	9	9			
POW	1D6+12	16			
DEX	2D6	7			

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D10
<i>Magic Points</i>	16
<i>Movement</i>	6m
<i>Strike Rank</i>	+13

Typical Armour: Scales. No Armour Penalty

Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration

Skills: Athletics 30%, Persistence 58%, Resilience 79%, Stealth 35%

Combat Styles

Bite 55%, Breath 100%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+2D10	As for Head	

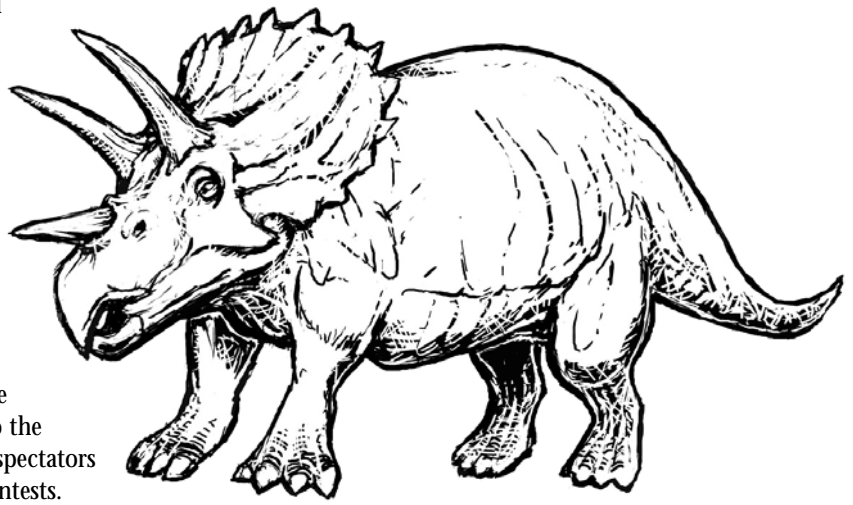
Resistance Time: The victim must make a resistance roll at the Onset Time of each stage of the poison. Failure indicates that Condition has taken effect.

Potency: 72.

Resistance: Resilience.

Conditions: Agony. The victim suffers 1D8 points of damage to the chest location if the resistance test is failed.

Antidote/Cure: Healing magic.



In the Arena

A single stoorworm can take on several foes, using its poisonous breath to fell as many foes as possible before moving in to devour whatever remains. However, due to the dreadful nature of the breath weapon, and the chance of spectators being injured, stoorworms are not commonly used in contests.

Triceratops

A broad, muscular dinosaur with a large shield of bone surrounding its head, two long horns emerging from the crest and a third, smaller horn protruding from the dinosaur's snout.

A triceratops is a herbivore, although it has a surly and often unpleasant disposition making it likely to charge anything that enters its territory: if the beast fails a Persistence roll, then a charge is guaranteed. Triceratops are quadrupeds, propelling themselves

on four thick, powerful legs. They are fond of open savannah and are usually solitary.

Combat Notes

Triceratops attempt to gore their foes. The triumvirate of horns are capable of both Sundering and Impaling and, if a foe is Impaled, the next Combat Action sees the triceratops aim to throw its victim with a toss of its massive head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the triceratops' Brawn. If successful, he remains impaled. If unsuccessful, or if

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+30	51	1-2	Tail	10/16
CON	4D6+14	28	3-4	Right Hind Leg	10/16
SIZ	6D6+30	51	5-6	Left Hind Leg	10/16
INT	3	3	7-10	Hind Quarters	10/17
POW	3D6	10	11-14	Fore Quarters	10/18
DEX	2D6+3	10	15-16	Right Front Leg	10/16
			17-18	Left Front Leg	10/16
			19-20	Head/Neck	14/16

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+8

Typical Armour: Thick Hide and Armour Plate. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 60%, Brawn 75%, Perception 50%, Persistence 40%, Resilience 95%

Combat Styles

Tail Bash 65%

Weapons

Type	Size	Reach	Damage	AP/HP
Gore	H	VL	1D10+2D12	As for Head



unconscious, the victim is thrown a number of metres equal to 25-Victim's SIZ, suffering both damage from the removal of the Impaling horns, plus falling damage due to the severity of the fall.

Of course, a *charging* triceratops can gore just as well as one that is not charging...

In the Arena

Given their surly disposition, triceratops are easily goaded in the arena. Usually shackled at one end, arena officials taunt the creature whilst a bunch of gladiators, also tethered (but on two metre long chains), wait at the other end. Their weapons – long spears and no shields – are placed ever so slightly out of reach. Once the triceratops is nice and angry – which does not take much – it is released to charge full pelt at the shackled gladiators. As the creature charges, the gladiators' chains are lengthened a little so that a Combat Action must be used to pick-up the long spear, or an Evade prepared for the incoming charge. The gladiators remain shackled throughout the fight: interesting amputations occur when the triceratops gores and tosses a shackled foe...

Tyrannosaurus

Needing little introduction, the Tyrannosaurus is a consummate predator, a massive tower of muscle and teeth with a voracious appetite.

Tyrannosaurs appear much like larger, stouter versions of allosaurs; they are bipedal, with large heads, long tails for balance and thick hides capable of easily turning aside a sword blow. They possess exceptional eyesight for hunting and chasing prey.

Combat Notes

Tyrannosaurs use their sheer size and speed to chase-down smaller prey and snatch them up in their massive, terrifying jaws. However, whilst not pack hunters, several tyrannosaurs may join together to bring down very large prey, such as brontosaurus, knowing that each animal is guaranteed a feed from the carcass.

The roar of the tyrannosaur is a blood-chilling sound. As its first Combat Action, signalling its bloodlust, the tyrannosaur's Roar can be pitted against the Persistence of all potential prey within a 30 metre radius in an Opposed test. If the tyrannosaur wins the test, then all affected lose one Combat Action as they are either rooted to the spot in fear or panicked into fleeing.

In the Arena

The trick is to catch and somehow sedate this killing machine in order to get it into the arena. Tyrannosaurs may thus be bred in captivity, as is common in Glorantha's EWF and dragonewt settlements. Dinosaur controlling magic is also essential to prevent the beast from running amok. However, once in the arena, a full-grown tyrannosaur is, quite simply, a terrifying sight. Only the



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+40	54	1-2	Tail	10/18
CON	5D6+30	48	3-5	Right Leg	10/18
SIZ	4D6+30	44	6-8	Left Leg	10/18
INT	3	3	9-11	Abdomen	10/19
POW	3D6	10	12-15	Chest	10/20
DEX	2D6+3	10	16	Right Claw	10/10
			17	Left Claw	10/10
			18-20	Head	10/18

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	10
<i>Movement</i>	11m
<i>Strike Rank</i>	+8

Typical Armour: Thick Hide. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 90%, Perception 50%, Persistence 40%, Resilience 100%, Tracking 50%

Combat Styles

Bite 60%, Roar 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	H	VL	1D10+2D12	As for Head	

hardest, most seasoned gladiators are brave enough to attempt to face one down; slaves and prisoners are more likely to run, screaming, in a bid to escape – an act that causes the tyrannosaur to maraud around the arena, picking-up easy meals (which pleases the crowd no end). The climax, after all this carnage, is the seasoned warriors then attempting to slaughter the ultimate predator with whatever weapons they have to hand.

Velociraptor

Again needing little introduction, this is a pack-hunting dinosaur, and what the velociraptor lacks in size it makes up for in ferocity and a base cunning. Reasonably intelligent – at least when compared to other dinosaurs – the velociraptor employs misdirection and ambush techniques to overwhelm its prey, with members of the pack attacking from the side and rear.

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





	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Tail	5/7
CON	3D6+3	14	3-5	Right Leg	5/7
SIZ	3D6+6	17	6-8	Left Leg	5/7
INT	7	7	9-11	Abdomen	5/8
POW	3D6	10	12-15	Chest	5/9
DEX	4D6+2	16	16	Right Claw	5/6
			17	Left Claw	5/6
			18-20	Head	5/7

Combat Actions 3
Damage Modifier +1D8
Magic Points 10
Movement 12m
Strike Rank +15

Typical Armour: Thick Hide. No Armour Penalty

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 40%, Perception 50%, Persistence 40%, Resilience 52%, Stealth 50%, Track 45%

Combat Styles
 Bite 40%, Kick 35%, Foreclaw 65%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	L	1D8+1D8	As for Head	
Kick	L	VL	1D6+1D8	As for Leg	
Foreclaw	M	M	1D4+1D8	As for Foreclaw	

The velociraptor's bite is capable of Bleed and Impaling. The Kick and Foreclaw are both capable of Sundering and Bleed, owing to the razor-like talons on each. The kick and claws are used as primary methods of disabling prey before the bite is used to tear the victim asunder.

Combat Notes
 Working as a pack, velociraptors use complementary techniques to bring down their quarry: thus, one will jump from behind and kick the opponent, whilst the front and flank velociraptors tear with their claws and teeth. In this way even the largest or most stalwart foes are easily overwhelmed beneath a flurry of attacks.

In the Arena
 Superb arena contestants, velociraptors seem to sense, and thrive upon, the thrill of the arena. Caged at various ends, with various obstacles scattered around the arena floor (rubble, boulders, remains of previous contests and so on), the velociraptors are released one at a time to face the combatants scattered around the opposite sides of the arena. A deadly game of cat and mouse ensues, as the gladiators begin without either arms or armour and must rush to the various obstacles where pieces of armour and assorted weapons have been left for collection. It is thus a race against time and velociraptor cunning: is it better to snatch that spear and be ready for a leaping attack, or buckle on the breastplate whilst the monsters circle? Velociraptor fights are always a popular arena draw.

Creatures of Legend

This chapter contains creatures and monsters that are derived from legend and folklore. It concerns itself with mythical beasts from our own world and Glorantha; the kinds of creatures that are rarely glimpsed and have taken on an identity that inspires awe, fear or both.

Some of the creatures in this chapter are specifically Gloranthan but that does not mean they cannot be used outside of that setting. Conversely, many of the other creatures from traditional folklore can be – and are – found in Glorantha (and other settings for *RuneQuest*).

Also included here are the undead; mummies, vampires and so forth. These horrors have now entered folklore and legend (and permeate the legends of so many cultures) that they fit neatly into this chapter.

Basilisk

Approximately the size of a large rooster, a basilisk has grey or green scales, two bat-like wings and a mane of greasy, mangy black feathers running down its spine. It supports itself on four legs ending in rooster-like claws. The creature's head is similar to a rooster's, featuring a crown-like crest and a wattle. The tail is serpentine or reptilian and the facial features of the beast may also bear a resemblance to a lizard or snake.

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 Common Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again. The basilisk is also susceptible to its own gaze. If forced to stare into a mirror, it must make a successful Resilience roll of its own or die. The quality of the mirror is crucial: a true



mirror always works as just described. A polished shield or other reflective surface will work too but the basilisk gains a bonus to its Resilience roll, ranging from +10 to +40 depending on the quality of the reflective surface.

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



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D3	4	1-2	Tail	2/3
CON	2D6+6	13	3-4	Right Hind Leg	2/3
SIZ	1D3	2	5-6	Left Hind Leg	2/3
INT	3	3	7-8	Hindquarters	2/4
POW	1D6+12	16	9-10	Forequarters	2/5
DEX	2D6	7	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

Combat Actions 2
Damage Modifier -1D6
Magic Points 16
Movement 8m/12m
Strike Rank +7

Typical Armour: Scales and Feathers. No Armour Penalty.

Traits: Gaze Attack, Poison, Flying

Skills: Athletics 60%, Evade 30%, Persistence 58%, Resilience 49%, Stealth 40%, Survival 40%

Combat Styles

Gaze 100%, Bite 30%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D6-1D6+PoisonAs for Head		

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.

Combat Notes

The bite of a basilisk, if it causes damage, is also poisonous, with the following characteristics:

Application: Injection.

Onset time: Immediate.

Duration: 6D10 minutes.

Resistance Time: The victim must make a resistance roll immediately. Failure indicates that Condition has taken effect.

Potency: CON x5 (65).

Resistance: Resilience.

Conditions: Agony. The victim also suffers 1D3 damage to all Hit Locations simultaneously.

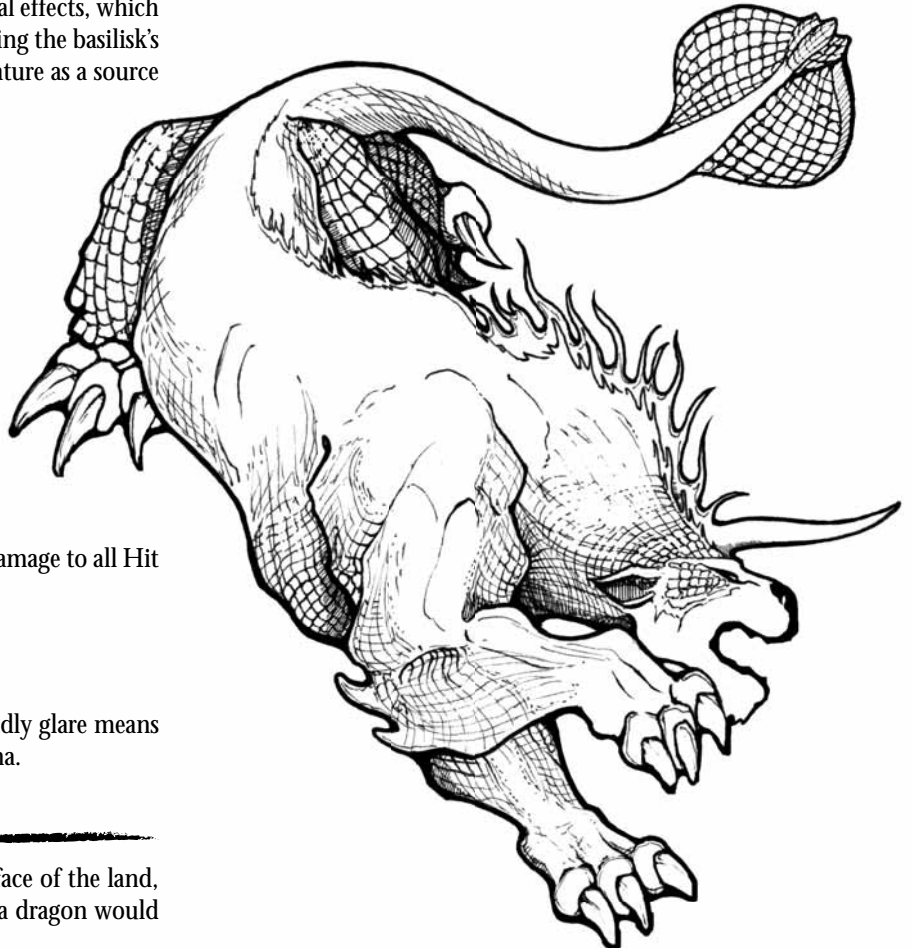
Antidote/Cure: Healing Magic only.

In the Arena

The risk posed to spectators from the basilisk's deadly glare means that these creatures are wholly unsuited to the arena.

Behemoth

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



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D10+100	133	1-2	Tail	30/23
CON	6D10+60	93	3-4	Right Hind Leg	30/23
SIZ	4D10+100	122	5-6	Left Hind Leg	30/23
INT	4	4	7-10	Hindquarters	30/24
POW	4D6	14	11-14	Forequarters	30/25
DEX	2D3	4	15-16	Right Front Leg	30/23
			17-18	Left Front Leg	30/23
			19-20	Head/Neck	30/23

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+5D12
<i>Magic Points</i>	14
<i>Movement</i>	12m
<i>Strike Rank</i>	+6

Typical Armour: Thick Hide. No Armour Penalty

Traits: Trample

Skills: Athletics 90%, Perception 40%, Persistence 66%, Resilience 100%, Track 40%

Combat Styles

Bite 30%, Tail Bash 60%, Trample 30%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	E	VL	7D8+5D12	As for Head	
Tail Bash	E	VL	1D6+5D12	As for Tail	
Trample	E	T	6D8+5D12	—	

Built much like a bear, an adult behemoth stands more than 10 metres tall at the shoulder, 10 metres broad across the middle and is around 30 metres in length. It has smooth grey skin, legs like massive tree trunks and a long, thick tail ending in a knobbed and spiked club. The behemoth's muscles audibly grate against one another as the beast smashes its way through the jungles where it makes its home, a signal every other creature takes as its cue to go far away.

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

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

Combat Notes

Oblivious to most creatures smaller than itself, the main attack form is the trample or the tail bash, usually caused by the beast's movement rather than an overt attack. However if directly threatened (and who would be stupid enough to threaten a behemoth?) then the behemoth will bite if a stomp with a building-sized foot fails to accomplish what is needed.

In the Arena

No human arena has ever been built that would accommodate a behemoth. Legends do have it though, that on the Gods' Plane, city-sized arenas exist where the gods pit themselves against these truly vast creatures as a way of proving their prowess and virility.

Centaur

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

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

Centaur's can be used as Adventurers. They prefer the simple life of the herd and wilds to cities but they are not averse to socialising with other cultures.

Cultural Background
Barbarian or Nomad.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-2	Right Hind Leg	2/7
CON	3D6	11	3-4	Left Hind Leg	2/7
SIZ	4D6+12	26	5-6	Hindquarters	2/7
INT	2D6+6	13	7-8	Forequarters	2/7
POW	3D6	11	9-10	Right Front Leg	2/7
DEX	3D6+3	14	11-12	Left Front Leg	2/7
CHA	3D6	11	13-14	Chest	2/9
			15-16	Right Arm	2/6
			17-18	Left Arm	2/6
			19-20	Head	4/7

Combat Actions 3

Typical Armour: Thick Hide. No Armour Penalty. Centaurs can wear armour protecting the arms, chest, forequarters and head, at the appropriate Armour Penalty for the armour type worn (usually hardened leather but metal armour is not unheard of).

Damage Modifier +1D8
Magic Points 11
Movement 12m
Strike Rank +14

Traits: None

Skills: Athletics 52%, Evade 40%, Lore (Regional) 35%, Play Instrument 40%, Perception 40%, Persistence 43%, Resilience 43%, Stealth 22%, Survival 40%, Track 40%, Unarmed 40%

Common Magic 32%: Centaurs can use Common Magic as well as any human. A typical centaur has 6 Magnitude in Common Magic spells, such as Bladesharp 2, Mobility 2 and Multimissile 2.

Combat Styles

Bow 70%, Spear/Lance 40%, Spear and Shield 40%, Sword and Shield 35%, Unarmed

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Long Bow	H	—	1D8+1D8	5/8	175m
Longsword	M	L	1D8+1D8	6/12	
Long Spear	L	VL	1D10+1+1D8	4/10	
Target Shield	L	S	1D6+1D8	4/10	
Hooves	L	M	1D6+1+1D8	As for Leg	

Professions

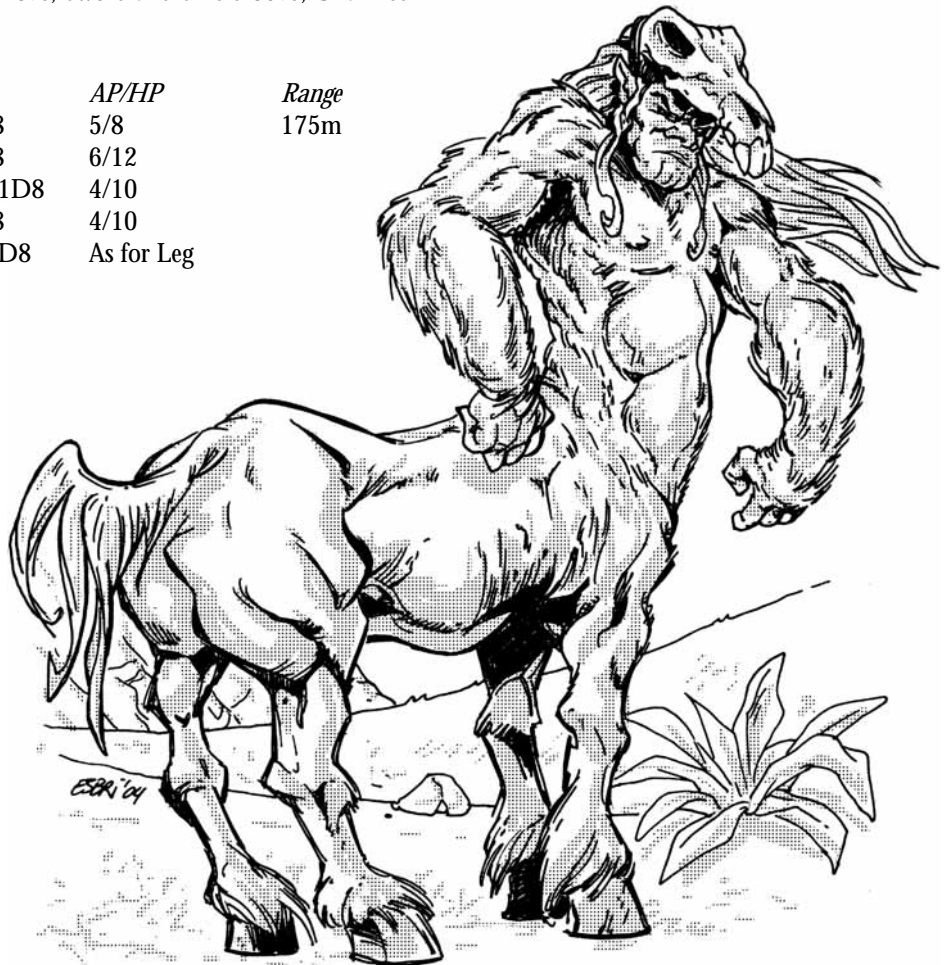
As per Barbarian or Nomad.

Combat Notes

Centaurs are natural and skilled archers and are able to both move and fire at the same time. In close quarters combat weapons are favoured, although a centaur can rear-up and use its hooves to either pound or kick an enemy. If attacked from the rear a centaur can kick out, just as a horse can, without suffering any penalties to its Unarmed skill.

In the Arena

Found as gladiators, centaurs make for exotic arena combatants and can be equipped for single combat or used to draw chariots whilst acting as archers in addition to any weaponry the chariot also carries.



Chonchon

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

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

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

Chonchons are very vulnerable to Dispel Magic and other spells designed to disrupt magic, such as the divine spell Dismiss Magic and the sorcery spell Neutralise Magic (see the *RuneQuest Core Rulebook*). 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 Persistence against its victim's Resilience 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.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6	7	1-3	Right Ear	-/4
CON	3D6	11	4-6	Left Ear	-/4
SIZ	2D3	4	7-20	Head	-/5
INT	4D6	14			
POW	3D6+6	17			
DEX	2D6+6	13			
CHA	1D6	4			

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D4
<i>Magic Points</i>	17
<i>Movement</i>	10m
<i>Strike Rank</i>	+14

Typical Armour: None

Traits: Flying, Life Sense

Skills: Evade 65%, Perception 50%, Persistence 61%, Resilience 43%, Stealth 65%

Common Magic 90%: Befuddle, Boon of Lasting Night 2, Co-Ordination 2, Countermagic 2

Combat Styles

Bite 55%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	S	T	1D4-1D4	As for Head	



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.

Combat Notes

Highly magical creatures, chonchons use their spells (and a chonchon can have any combination of 8 Magnitude in Common Magic spells; the ones given above are the most typical) tactically before risking a bite.

In the Arena

Chonchon are not suitable arena combatants: capturing and controlling them is difficult – hence their rare appearances in the arena.

Demi-Bird

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



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+18	32	1-3	Right Leg	4/8
CON	2D6+6	13	4-6	Left Leg	4/8
SIZ	4D6+12	26	7-9	Abdomen	4/9
INT	3	3	10-12	Chest	4/10
POW	3D6	11	13-15	Right Wing	4/7
DEX	3D6+6	17	16-18	Left Wing	4/7
			19-20	Head	4/8

Combat Actions 2 *Typical Armour:* Feather and Hide. No Armour Penalty

Damage Modifier +1D12

Magic Points 11 *Traits:* Formidable Natural Weapons

Movement 12m

Strike Rank +12 *Skills:* Athletics 40%, Evade 33%, Perception 75%, Persistence 43%, Resilience 49%, Survival 45%

Combat Styles

Peck 45%, Kick 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Peck	H	M	1D8+1D12	As for Head	
Kick	H	VL	1D6+1D12	As for Leg	



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

Demi-bird statistics can be used for any version of a giant, flightless bird – such as the moa or a giant ostrich or emu.

Combat Notes

Demi-birds prefer to peck, rather than kick and their huge, powerful beaks can use the Bleed, Grip and Sunder Combat Manoeuvres equally well. The powerful talons of the kick, when it comes, can also Impale and Sunder – making the demi-bird a dangerous foe, especially in the hands of a fierce dragonewt rider.

In the Arena

Both the EWF and God Learners have raised demi-birds from eggs for use specifically in the arena and so finding a flock of between two and six birds pitted against armed and armoured opponents, or being ridden by dragonewt gladiators, is not uncommon.

On the island of Pan Tang, in the Elric of Melniboné setting and in Londra, in the Hawkmoon setting, gigantic, fearsome birds not unlike the demi-bird are used in gladiatorial fights. The Hawkmoon version of the demi-bird is a scaled, mutated ostrich-like creature, whilst the Elric version is a monstrous combination of bird and lizard, summoned, perhaps, from some hell or other.

Dragon

Vast, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. The statistics given here relate to the traditional western dragon of legend but many varieties exist. Dragons tend to be solitary creatures but all are equipped with claws, fangs, astoundingly long life spans and a surfeit of magic. Where magic is concerned, dragons typically have a selection of Common Magic spells at their disposal. The statistics here give an example of the sorts of spells a dragon has but different individuals may well have more. As intelligent beings, dragons can also work sorcery.

Combat Notes

Dragons are highly intelligent and cunning. They have a myriad of combat options open to them including their breath weapon and whatever magic the dragon has learned during its long life. Thus, the array of combat techniques is as wide and versatile for any human foe. Depending on its nature, the dragon may aim to end any confrontation quickly, using its most devastating attacks first or toy with its foes, using magic to harass and claw swipes to injure – but not kill – thereby asserting supremacy. Other dragons may want to avoid a fight altogether, knowing that they would easily win and only something as powerful as itself poses any kind of challenge.

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6	70	1–2	Tail	12/20
CON	10D6	35	3–4	Right Hind Leg	12/20
SIZ	10D6+30	65	5–6	Left Hind Leg	12/20
INT	6D6	21	7–8	Hindquarters	12/21
POW	4D6+12	26	9–10	Forequarters	12/21
DEX	4D6	14	11–12	Right Wing	12/19
CHA	6D6	21	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

Combat Actions 3
Damage Modifier +3D12
Magic Points 26

Movement 12m/20m
Strike Rank +18

Typical Armour: Dragon scale (AP 12)

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

Skills: Athletics 120%, Brawn 135%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 88%, Resilience 115%, Tracking 110%

Common Magic 68%: Countermagic 4, Demoralise, Detect Gems, Detect Gold, Glamour 2, Mobility 4

Combat Styles

Bite 125%, Claw 95%, Tail Bash 90%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	E	L	1D10+3D12	As for Head
Claw	E	VL	1D8+3D12	As for Leg
Tail	H	VL	1D6+3D12 / 2	As for Tail

Combat Notes

It is rare for oriental dragons to fight as they consider such base actions as unspiritual and demeaning – unless, of course, a demon needs defeating. They fight with all the subtlety of any very old, very wise, very magical combatant. However it is far more common for oriental dragons to dismiss combat as unnecessary – unless there simply is no other alternative.

In the Arena

Given their natures, it is highly unlikely to find oriental dragons in a coliseum. Little can hold them there and as they can see through the ephemeral nature of combat on this level, why should they bother entertaining such insignificant failures of humanity as arena spectators?

Fachan

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

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

Fachans are very rare creatures and even more rarely cross paths with humans. They sometimes ravage their way through the fringes of a civilisation, smashing, pillaging and eating the helpless. Though savage, they are not overly stupid and are even receptive to logic – a trait that often has them serving as mercenaries or champions



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1-6	Leg	4/12
CON	3D6+12	23	7-10	Abdomen	4/13
SIZ	3D6+24	35	11-12	Chest	4/14
INT	2D6+3	10	13-16	Arm	4/11
POW	3D6	11	17-20	Head	4/12
DEX	1D6+6	10			
CHA	1D6	4			

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+10

Typical Armour: Tough Skin. No Armour Penalty

Traits: None

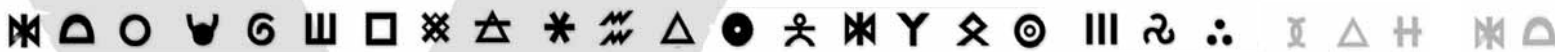
Skills: Athletics 60%, Brawn 65%, Evade 25%, Perception 35%, Persistence 43%, Resilience 79%, Track 30%

Combat Styles

Any Close Combat Weapon 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
As per weapon					



for tribes of trolls, broo or other races that will provide them ample opportunities to engage in battle and pillaging.

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

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

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

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

There is little discernable difference between male and female fachans.

Combat Notes

Fachans fight readily, especially if they espy someone with a weapon of excellent quality or magical endowment. They use any and all Combat Manoeuvres open to them.

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+12	30	1-3	Right Leg	6/7
CON	2D6+6	13	4-6	Left Leg	6/7
SIZ	5D6	18	7-9	Abdomen	6/8
INT	1D6	3	10	Chest	6/9
POW	2D6+3	10	11-12	Right Wing	6/6
DEX	3D6	11	13-14	Left Wing	6/6
			15-16	Right Arm	6/6
			17-18	Left Arm	6/6
			19-20	Head	6/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	10
<i>Movement</i>	8m/12m
<i>Strike Rank</i>	+7

Typical Armour: Stone-Like Skin. No Armour Penalty

Traits: Flying, Formidable Natural Weapons

Skills: Athletics 40%, Evade 25%, Perception 75%, Persistence 40%, Resilience 49%, Stealth 90%

Combat Styles

Claw 50%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Claw	M	M	1D6+1D10	As for Arm

In the Arena

Fachans adore combat, making them willing and able gladiators. Whilst rare, God Learners have tracked down a number of individuals, turning them into stars of various arenas in Seshnela and Justela. Gnurlguz is one of the foremost gladiators in the Saint Volanc Memorial Coliseum in Kustria and Anaghan the Brutal (who fights with a great sword single handed) is a popular attraction in the Hathinelthor Arena on Justela.

Gargoyle

With skin that emulates the texture of stone – and its hardness, to some degree – twisted faces, vestigial wings and grotesque postures, gargoyles are living versions of the sculpted wards that grace temples and cathedrals. They are not made from stone at all; and it is possible that the original sculptors of gargoyles based their designs on these creatures – or that the gargoyles were originally a race of shapechangers who were ‘inspired’ by stone gargoyles and simply took on a fixed form.

Gargoyles frequent ruins and old buildings where they can merge with their surroundings perfectly. Their stone-like skin has a certain chameleon-like property allowing their pigmentation to pick-up local nuances. Some gargoyles have clumps of moss-like hair growing about their bodies, improving further their camouflage.

Sinister and patient predators, a gargoyle can remain motionless for hours on end, waiting for the right moment to strike. When





they do so, they have lightning reactions, bursting forth from their hiding places in a flurry of claws and talons. At other times they move slowly and imperceptibly, tiny shifts in position at a time that can only be detected with a critical Perception roll, allowing the gargoyle to creep-up on an unwary foe and maximise its surprise.

Combat Notes

Gargoyles use stealth to launch effective ambushes, aiming to take their foe completely by surprise. Their talons are capable of Sunder and Bleed Combat Manoeuvres and they use both techniques to prise open armour and scar the flesh within. These are nasty, relentless predators, rightly feared; as they form groups (usually 2D4 to a group that colonises a ruin or old buildings) to outnumber a foe.

In the Arena

Carved gargoyles and other motifs adorn just about every coliseum. Some of these carved, leering statues, overlooking both crowd and arena floor, are sentient gargoyles, placed there and commanded (often magically) to remain until a particular signal is given. Often this is at the end of a particularly epic or well-received battle involving a group of gladiators. The victors stand there, accepting their applause, giving silent thanks for having made it through alive... and then... from around the arena the carvings shift. Some

break away from the highest levels and plummet towards the arena floor; others drop from their pedestals situated around the arena itself. The gladiators, breathing hard, suddenly have a new fight on their hands. And the crowd goes *wild*...

Ghoul

Ghouls are demonic creatures that sustain their unnatural existence by feeding on the corpses of the dead. Formed when a malign spirit crosses over from the nether world to possess a freshly slain corpse, most ghouls come in human form but there is nothing to prevent such a spirit from inhabiting any newly killed body. The spirits that become ghouls are the hungry, emaciated spirits that are drawn to graveyards or places of death; anyone capable of Spirit Walking can see such spirits clamouring around places where the dead are interred (or left to rot) – and identify bodies possessed by the ghoulish spirit. Shaman with the capability can attempt to disincorporate the ghoulish spirit and battle it on the Spirit Plane, where the ghoulish claws become Spectral Weapons at the same percentage as their mundane weapons.

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

Combat Notes

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

The bite of a ghoulish is venomous, with the following characteristics:

Application: Injection.

Onset time: 1D3 Combat Rounds.

Duration: 1D10 Hours.

Resistance Time: The victim must make a resistance roll at the end of the Onset Time. Failure indicates that Condition has taken effect.

Potency: 22.

Resistance: Resilience.

Conditions: Paralysis.

Antidote/Cure: Healing Magic only.

In the Arena

Some arenas employ shaman to control spirits for use in games and, as places of constant death, arenas are a natural focal point



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	-/5
CON	3D6	11	4-6	Left Leg	-/5
SIZ	2D6+6	13	7-10	Abdomen	-/6
INT	3D6	11	11-12	Chest	-/7
POW	3D6	11	13-15	Right Arm	-/4
DEX	3D6	11	16-18	Left Arm	-/4
			19-20	Head	-/5

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+11

Typical Armour: None

Traits: Poison

Skills: Athletics 40%, Evade 40%, Perception 30%, Persistence 43%, Resilience 43%, Stealth 40%, Unarmed 60%

Combat Styles

Claw/Bite 60%, Howl 100%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Claw	S	M	1D4+1D2	As for Arm
Bite	S	T	1D6+1D2	As for Head
Howl	See Below			



Angga Satriohadi

for hungry, malignant spirits. Sometimes the dead are left on the arena floor and shaman tread forth onto the spirit plane to encourage waiting ghoul spirits to inhabit the recently created corpses to rise and continue the fight. This may be against the victorious gladiator(s) who created the corpse or new fighters who find themselves in the arena surrounded by the victims of previous combats – only for them to suddenly howl into life and attack. Where such games are held, the spectators closest to the arena are issued with wax earplugs to guard against the howl (at a small charge).

Gorgon

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

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



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1-3	Right Leg	8/7
CON	3D6+6	17	4-6	Left Leg	8/7
SIZ	4D6	14	7-9	Abdomen	8/8
INT	2D6+6	13	10	Chest	8/9
POW	1D6+12	15	11-12	Right Wing	8/6
DEX	3D6+6	17	13-14	Left Wing	8/6
CHA	1D3	2	15-16	Right Arm	8/6
			17-18	Left Arm	8/6
			19-20	Head	8/7

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	15
<i>Movement</i>	8m/12m
<i>Strike Rank</i>	+15

Typical Armour: Scales and Hide. No Armour Penalty

Traits: Flying, Formidable Natural Weapons, Gaze, Poison

Skills: Athletics 65%, Evade 50%, Perception 50%, Persistence 55%, Resilience 61%, Stealth 60%, Survival 60%, Track 50%

Combat Styles

Claw 60%, Serpents 75%, Gaze (Special)

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D2	As for Arm	
Serpents	S	T	1D4+Poison	-/2	



the petrified victim, its spirit being released onto the spirit plane where it is divorced from whatever gods were worshipped during life, becoming a lost, restless, lamenting thing.

Whilst gorgons are often solitary creatures, residing far from human sight, they do socialise with their own kind, forming small groups of 2D3 entities. Every gorgon has a percentage chance equal to its POW of being immortal and of having an additional Chaos Feature. Immortal gorgons can only be affected by magical damage and iron weapons (if in Glorantha). Gorgons worship dreadful gods of chaos and terror: as active cultists they can also possess Common and Divine magic appropriate to their cult:

Glorantha: Malia, Thed, Thanatar, Vivamort

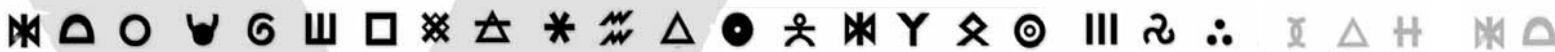
Elric of Melniboné: Chardhros, Slortar, Xiombarg

Combat Notes

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

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

The mane of snakes that forms a gorgon's hair is a different threat altogether. If the gaze attack does not work and if the gorgon can



connect with a claw attack, it Grips the opponent and draws them in for the hideous, writhing snakes to do their work. 1D4+1 snakes can make a single attack as a Combat Action, with each snake inflicting its own damage if the single attack hits. The poison is the same as for Venomous Snake (see page 105) with the Venom Potency being equal to the gorgon's CON x3

In the Arena

Gorgons are simply too dangerous for arena combat. However, the lairs and temples they build for themselves are labyrinthine with dead-ends, false passages and so forth. Gorgons love to stalk and taunt their enemies; entering the lair of a gorgon is one of the ultimate tests of will.

Gorp

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

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

If a gorp is slain, gold, gems and other insoluble treasures may sometimes be found in the stinking remains. However, a gorp's



body retains its full acidic properties for a number of days after death equal to the creature's CON; anyone wishing to root through a gorp's corpse would be well advised to use a stick.

A gorp attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Evade skill or Athletics skill to jump out of the way. Using Athletics rather than Evade incurs a -40% penalty. A gorp's attack may not be parried – the creature

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6	3	1-20	Body	-/16
CON	3D6	11			
SIZ	6D6	21			
INT	1	1			
POW	3D6	11			
DEX	1D6	3			

<i>Combat Actions</i>	1	<i>Typical Armour:</i> None
<i>Damage Modifier</i>	+0	
<i>Magic Points</i>	11	<i>Traits:</i> None
<i>Movement</i>	4m	
<i>Strike Rank</i>	+3	<i>Skills:</i> Persistence 43%, Resilience 43%

Combat Styles

Envelope 75%

Weapons

Type	Size	Reach	Damage	AP/HP
Envelope	H	T	Strong Acid	

will simply slide around the parrying weapon to engulf its foe. A gorp will wrap itself around one of its victim's Hit Locations.

Once a gorp has enmeshed a victim, it will attempt to hang on and continue to inflict acid damage. Gorp's exude Strong Acid (see *RuneQuest Core Rulebook*, pages 53-54). Every round a creature's Hit Location is enmeshed by a gorp, that creature will take 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.

Combat Notes

Gorps have no real style to their attacks; simply the insatiable desire to melt living tissue.

In the Arena

Gorps are rarely used directly in arena combats. However, acid-resistant boxes, buried in the arena floor and filled with a solitary gorp, provide an interesting addition to standard gladiatorial contests, where one false move or a strategically managed throw or knock-back, can propel a combatant into the yawning pit and agonising, acidic death.

	Dice	Average	1D20	Hit Location	AP/HP
STR	8D6	28	1-3	Right Leg	3/11
CON	3D6+12	23	4-6	Left Leg	3/11
SIZ	8D6	28	7-9	Abdomen	3/12
INT	6	6	10	Chest	3/12
POW	2D6+6	13	11-12	Right Wing	3/10
DEX	3D6+12	23	13-14	Left Wing	3/10
			15-16	Right Arm	3/11
			17-18	Left Arm	3/11
			19-20	Head	3/11

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	13
<i>Movement</i>	12m/20m
<i>Strike Rank</i>	+18

Typical Armour: Thick Hide. No Armour Penalty

Traits: Flying, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Evade 40%, Persistence 49%, Resilience 79%, Survival 60%, Track 50%

Combat Styles

Bite 60%, Claw 70%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	L	L	1D8+1D12	As for Head
Claw	H	L	1D6+1D12	As for Leg

Griffin

Legendary creatures common to many cultures, griffins are large flying carnivores with the body of a lion and the head, talons and wings of a great eagle.

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

In settings where iqari are present (see page 46), griffins may be used as mounts. Despite the raptor heads, iqari and griffins do not share a common ancestry – although they share similar environments.

Combat Notes

Griffins use their speed and height to maximise attacks. The aim is to Grip prey and then fly back to the eyrie to feed; however, if forced into a fight, the bite is preferred to the claw. The beak is capable of the Sunder Combat Manoeuvre and claws are capable of Impaling. An enraged griffin is thus a terrifying prospect.

In the Arena

Griffin can be controlled magically or have their wings clipped to make them a formidable, arena-bound opponent. Pitting one



or more spear-armed gladiators against a half-starved griffin is a crowd-pleasing sight. When possible, iqari gladiators are also pitted against griffins in contests with a distinct eagle or raptor theme: an arena event popular in God Learner coliseums.

Grotaron

Also known as maidstone archers, grotarons are a Gloranthan race of gigantic humanoids who have no heads. Instead, a sinewy third arm sprouts from the top of their torso where a human's neck would be. On the back of each of its three hands the grotaron has an eye with exceptionally acute vision. The grotaron, merely by adjusting the position of its hands, can see in all directions at once. On the chest of the grotaron is a large mouth with jagged teeth. Female grotarons have no mammary glands; the race's young are born capable of walking and consuming solid food.

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

Grotarons are a peaceful race of giants who value life and esteem all intelligent creatures as equals. Strangers in their lands are treated with hospitality and respect. They strongly dislike killing and will do so only when their foe leaves them no choice. Grotarons organise themselves into hunting and gathering bands, each of which generally stays within its own mountain valley and claims a handful of surrounding peaks as its hunting grounds. The largest known settlement of grotarons is in the northern mountains of Fronela.



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+24	46	1-3	Right Leg	5/16
CON	4D6+12	26	4-6	Left Leg	5/16
SIZ	6D6+30	52	7-9	Abdomen	5/17
INT	2D6+6	13	10-12	Chest	5/18
POW	2D6+3	10	13-15	Right Arm	5/15
DEX	2D6+18	25	16-18	Left Arm	5/15
CHA	3D6	11	19-20	Middle Arm	5/15

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+19 (+16)

Typical Armour: Thick Hide and Leather Armour. -3 Armour Penalty

Traits: None

Skills: Athletics 30%, Evade 30%, First Aid 35%, Perception 50%, Persistence 40%, Resilience 88%, Stealth 25 %, Survival 50%, Track 45%

Combat Styles

Bow 35%, Sword and Shield 25%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Great Bow	H	—	2D10+2D12	6/14	300m
Great Sword	H	L	2D8+2D12	6/12	
Kite	H	S	1D4+2D12	4/18	



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

Grotaron, for all their strangeness, can be used as Adventurers. They can also use Common Magic and typically have 4-6 Magnitude in spells such as Multimissile, Pierce and Mobility. They will not use Firearrow.

Cultural Background: Primitive.

Professions: As per Primitive.

Combat Notes

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

In the Arena

God Learners have managed to catch several grotaron and experiment with them in arena combat but with disappointing results. A grotaron cannot be induced to fight for pleasure or even

for its life, if that results in the entertainment of others. These peaceable creatures, if coerced into the arena, act passively, facing certain death stoically and proudly but to the obvious chagrin of the audience.

Harpy

A notoriously filthy and evil race that are servants of Chaos, harpies appear as human-sized grimy vultures with the head and upper torso of a human female. Harpies delight in befouling the person and possessions of others, being things of mischief and villainy rather than outright killers.

Harpies are a cowardly race and will fly away if attacked, unless they significantly outnumber their enemy. Iqari (see page 46) hate harpies and will attack them on-sight.

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

Harpies worship disease gods, such as Malia in Glorantha and Narjhan in *Elric of Melniboné's* Young Kingdoms. In *Hawkmoon* they are mutated wretches inhabiting the desolate wastes of Granbretan.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-2	Right Claw	1/4
CON	3D6	11	3-4	Left Claw	1/4
SIZ	2D6	7	5-7	Abdomen	1/5
INT	3D6	11	8-9	Chest	1/6
POW	3D6	11	10-13	Right Wing	1/3
DEX	5D6	18	14-17	Left Wing	1/3
CHA	1D3	2	18-20	Head	1/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	11
<i>Movement</i>	6m/12m/
<i>Strike Rank</i>	+15

Typical Armour: Thick Hide and feather. No Armour Penalty

Traits: Flying

Skills: Athletics 35%, Evade 50%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 50%, Survival 40%, Track 45%

Combat Styles

Claw 30%, Dropped Stone 30%, Dung Droppings 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	T	1D6-1D2	As for Leg	
Dropped Stone	M	Varies	1D6/3m	6/4	Up to 30m in height
Dung	S	T	Special	—	Up to 30m in height



Combat Notes

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

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

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

Harpy Pox

Application: Contact/Smear.

Onset time: 1D6 Hours.

Duration: 1D10 Days.

Resistance Time: The victim must make a resistance roll at the end of the Onset Time. Failure indicates that the Conditions have taken effect.

Potency: Harpy's CON x 3 (33).

Resistance: Resilience.

Conditions: Nausea, Exhaustion.

Antidote/Cure: Heal, Healing Magic.

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.

In the Arena

Delightfully nauseas nuisances, harpies can be persuaded to participate in arena contents where they excel at circling the arena, sending down excrement into the combatants below or dropping rocks. Magical control is required to prevent them from attacking baying spectators.

Headhanger

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

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

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

Combat Notes

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

A headhanger in combat is interested only in surviving and harvesting new souls for its nourishment. Fortunately for the beast, its means of harvesting new souls means the immediate death of those it is harvesting – more specifically, it means cutting off their heads. If the headhanger successfully reduces its opponent's 'head' Hit Location to zero the head is severed and the headhanger will use its next Combat Action to scoop up the head and pop it into the orifice that passes for its mouth. If it fails to do this by the end of the round following the round in which the head was severed, the spirit



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Right Hind Leg	4/9
CON	4D6	14	3-4	Left Hind Leg	4/9
SIZ	3D6+18	29	5-7	Hindquarters	4/10
INT	1D3/head	Varies	8-10	Forequarters	4/11
POW	2D6+9	16	11-13	Right Front Leg	4/9
DEX	3D6	11	14-16	Left Front Leg	4/9
			17-20	Heads	4/varies

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	16
<i>Movement</i>	8m
<i>Strike Rank</i>	+13

Typical Armour: Scales. No Armour Penalty

Traits: Life Sense

Skills: Athletics 40%, Evade 25%, Perception 35%, Persistence 58%, Resilience 52%, Stealth, 40%

Common Magic 50% but varies by head: typically up to 12 Magnitude in Common Magic spells or 2D3 Sorcery Spells, augmented by Manipulation 45%.

Combat Styles

Claw 75%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D2	As for Leg	

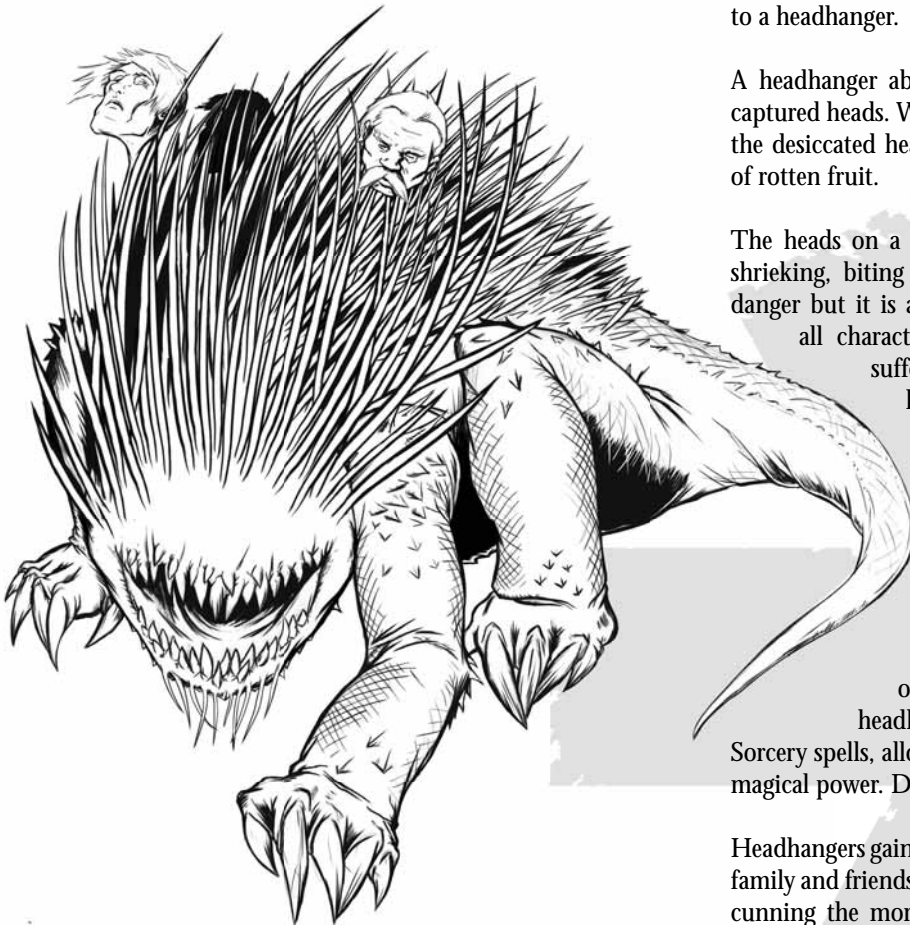
will have escaped, leaving nothing but a dead head, which is useless to a headhanger.

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.

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 known Common Magic and Sorcery spells, allowing the entire headhanger to benefit from that magical power. Divine Spells are unaffected by this ability.

Headhangers gain information about the head's past life, associates, family and friends. A headhanger is a cunning beast (growing more cunning the more heads it has) and may use such information





(such as battle skills, personalities and, most tellingly, spells) in battle or to ambush or track down a victim's former comrades. In a worst-case scenario, a headhanger may learn the location of a nearby, defenceless town or village it can use as a new food source. The knowledge a headhanger's heads possess does not become part of the headhanger itself. When a head is destroyed or when all the POW has been absorbed from it, the headhanger begins to forget the information the head contained. How long a headhanger holds on to a particular piece of information is left to the Games Master, though the headhanger should immediately lose access to all spells and runic powers when the head that contained them is gone.

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

In the Arena

Only the most perverse of arena organisers throw a headhanger into a set of games but such individuals are not unknown and so

headhangers are occasionally found in coliseum games. A typically gruesome tactic is to leave the injured and dying on the arena floor and allow the headhanger to graze openly: some of the victims may even have been taught some Common Magic beforehand to spice-up the headhanger's existing magical arsenal. Then, once the heads are consumed, the headhanger is led out and kept in isolation until the heads it has consumed mature onto the hangers: then the monster is let loose into the arena on the following day where it faces the gladiators who created the heads it has now grown...

Hippogriff

Hippogriffs are the result of the mating between a griffin and a horse: they have the hindquarters of a horse and the wings, claws and beak of a great eagle. Hippogriffs are usually found in family units of up to 12 individuals.

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

Hippogriffs are highly independent creatures that react badly to magical control. Some spells can be used to control a hippogriff but never to tame it. A hippogriff that has been forced to serve by magic will turn on the spellcaster the moment the spell expires.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+24	36	1-3	Right Hind Leg	3/10
CON	3D6+6	17	4-6	Left Hind Leg	3/10
SIZ	4D6+18	32	7-9	Hindquarters	3/11
INT	7	7	10	Forequarters	3/12
POW	2D6+6	13	11-12	Right Wing	3/9
DEX	3D6+6	17	13-14	Left Wing	3/9
			15-16	Right Front Leg	3/10
			17-18	Left Front Leg	3/10
			19-20	Head	3/10

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	13
<i>Movement</i>	12m/20m
<i>Strike Rank</i>	+16

Typical Armour: Thick Hide. No Armour Penalty

Traits: Flying

Skills: Athletics 60%, Evade 50%, Perception 65%, Persistence 49%, Resilience 70%, Survival 50%, Track 55%

Combat Styles

Bite 55%, Claw 60%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Bite	L	L	1D8+2D6	As for Head	
Claw	H	L	1D6+2D6	As for Leg	





Combat Notes

Hippogriffs use similar tactics to griffins. See page 127.

In the Arena

Being tougher to control magically, hippogriffs are a more rare sight in the arena than griffins; otherwise they are put to similar uses.

Lamia

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

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

Each Combat Round, as a Combat Action, a lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, trolls, halflings and even broo) in an opposed test of her Seduction against the male's Resilience. If the lamia wins, the man immediately falls hopelessly in love with her for as long as

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-6	Tail	4/6
CON	3D6	11	7-9	Abdomen	4/7
SIZ	3D6+6	17	10-12	Chest	-/8
INT	4D6	14	13-15	Right Arm	-/5
POW	4D6	14	16-18	Left Arm	-/5
DEX	4D6	14	19-20	Head	-/6
CHA	3D6+6	17			

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	14
<i>Movement</i>	8m
<i>Strike Rank</i>	+14

Typical Armour: Scales. No Armour Penalty

Traits: Vampiric Touch (Bite and Kiss)

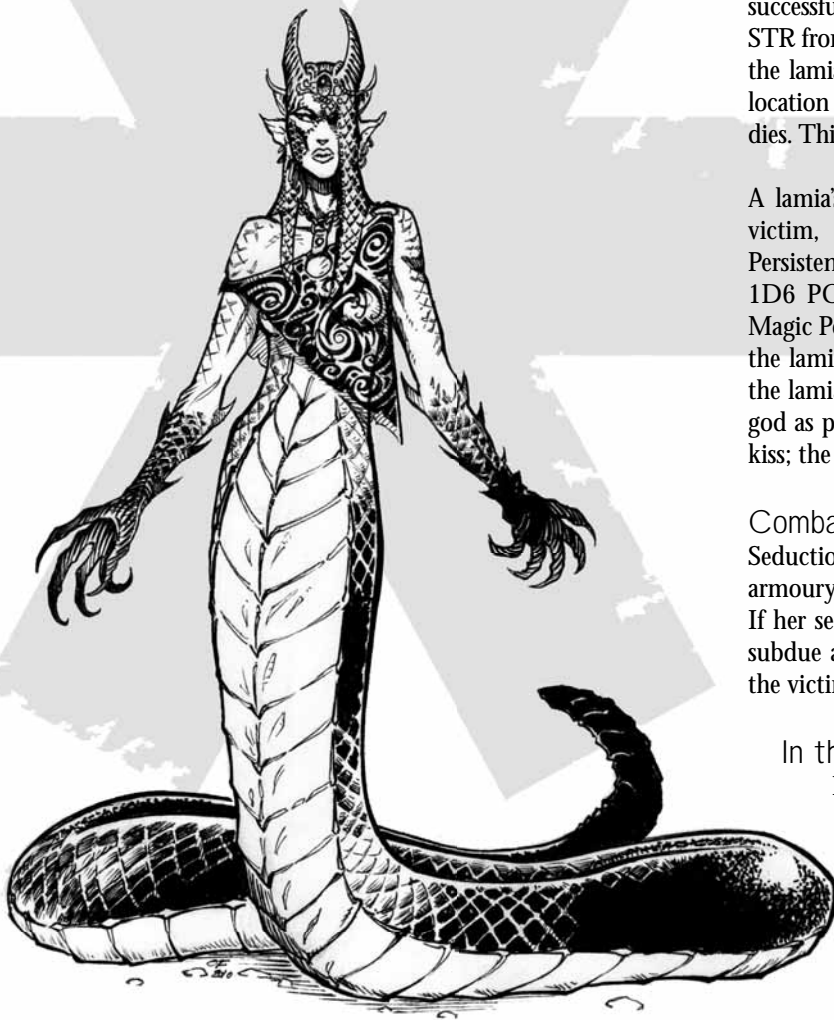
Skills: Athletics 40%, Evade 50%, Insight 65%, Lore (Regional) 50%, Persistence 52%, Resilience 43%, Seduction 95%, Stealth 95%

Combat Styles

Bite 50%, Kiss 50%, Tail 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6+1D2+blood drain	As for Head
Kiss	S	T	1D6+1D2+POW drain	As for Head
Tail	L	L	1D6+1D2	As for Tail



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. If the victim has POW dedicated to a god as part of a Pact, then that POW is unaffected by the lamia's kiss; the victim is protected by his faith and devotion to his deity.

Combat Notes

Seduction is obviously the most potent weapon in a lamia's armoury and this is the attack she relies upon first and foremost. If her seduction fails, then her tail is used to Bash and hopefully subdue an opponent enough so that she can bite, kiss and drain the victim of both blood and POW.

In the Arena

Lamias are rarely found in coliseum combats; however, it is not unknown for a lamia to be captured and pitted against female gladiators who are immune to the seductive powers of the monster and must instead try to defend against the agonising bite and kiss. Male gladiators who have been previously enthralled by the lamia act as her defenders, lending spice to these vicious combats.

Manticore

A manticore is a large, leonine creature with the tail of a scorpion and the head of a man. The tip of the tail boasts several dozen long, sharp spines and the creature's face is round and hideous, sporting a pair of long tusks and a scraggly mane like a lion's.

A bestial, dangerous creature, the manticore is usually a solitary predator, haunting wastelands and remote mountain regions. It is a well-known eater of human flesh.

As a creature of Chaos, Manticores have a chance equal to their POW of having an additional Chaos Feature.

Combat Notes

The vicious tusks of the manticore can Impale and a favoured tactic is to Impale a foe and then repeatedly sting whilst the foe is impaled on the tusks. Raking with the claws is generally reserved for when the manticore's gore has failed it. Of course the tail can be used as a weapon in its own right and the spines on the tail are capable of Impaling and Sunder Combat Manoeuvres.

The tail also injects venom with the following characteristics:

she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the lamia's gaze attack, he will be immune to it for a full 24 hours.

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

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

A lamia loses 1 Hit Point in all locations per day to sustain her supernatural life and does not regenerate Hit Points normally. Instead, she must take them from other beings by draining their blood. On a

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-2	Right Hind Leg	3/10
CON	4D6+6	20	3-4	Left Hind Leg	3/10
SIZ	4D6+12	26	5-6	Tail	3/10
INT	7	7	7-9	Hindquarters	3/11
POW	3D6	11	10-12	Forequarters	3/11
DEX	3D6	11	13-14	Right Front Leg	3/10
			15-16	Left Front Leg	3/10
			17-20	Head	3/10

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+13

Typical Armour: Tough Hide. No Armour Penalty

Traits: Night Sight, Poison Sting

Skills: Athletics 60%, Evade 45%, Perception 55%, Persistence 43%, Resilience 70%, Stealth 40%, Survival 40%, Track 40%

Combat Styles

Claw 70%, Gore 50%, Sting 40%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Claw	M	M	1D6+1D12	As for Leg	
Gore (tusks)	M	T	1D8+1D12	As for Head	
Sting	M	VL	1D6+1D12+Posion	As for Tail	

In the Arena

Manticore/gladiator combats are a popular event with several goring, stinging manticora pitched against spear and net armed warriors. The manticora are often starved for days before the fight to ensure a killing frenzy and the spines of the monster's tail are occasionally shod in metal which adds +2 to the damage but prevents poison from the sting. Manticora are ruthless, simple-minded predators, for all their facial resemblance to humans, and fight until they have killed or been killed.

Minotaur

The bull/man hybrid of legend, minotaurs have a reputation for violence and, to outsiders, then are surly and often down-right aggressive; but these are not simple-minded monsters; they are intelligent and capable of quite rational behaviour – although their dispositions remain gruff, at best.

Application: Injected.

Onset time: 1D3 Rounds.

Duration: 1D3 Days.

Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 30+ CON of Manticore.

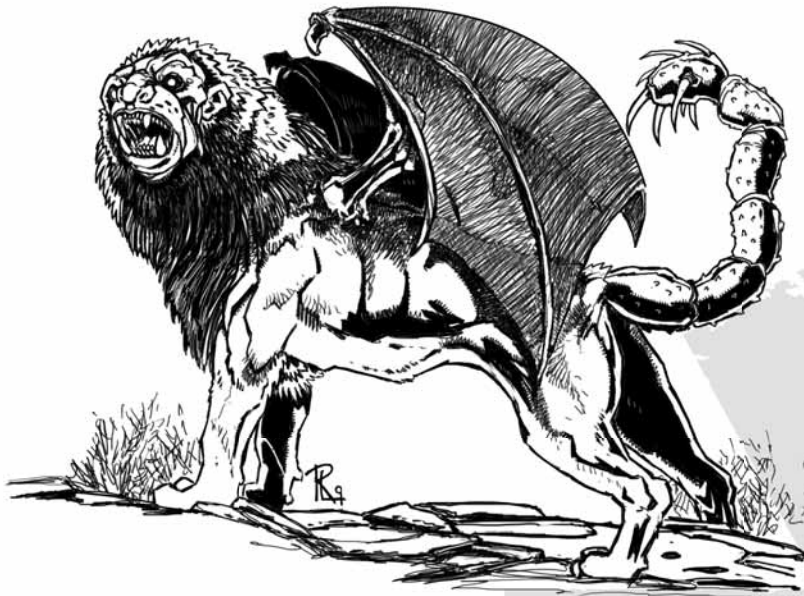
Resistance: Resilience.

Conditions: Agony and Paralysis

Antidote/Cure: Healing skill and magic.

Minotaurs are omnivorous and stories abound of them dining on human flesh but such tales are rarely true. Minotaurs tend to embrace a philosophy of avoiding humans, rather than confronting them and for straight-dealings when they have to discourse with human society.

Minotaur settlements tend to be found in remote valleys, away from civilisation. Minotaur females are far more docile than the men, fulfilling the child-caring and hearth-tending role whilst the males farm and hunt. Despite their appearance, these are not creatures of Chaos and minotaurs tend to display a deep-seated





	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	3/8
CON	1D6+12	15	4-6	Left Leg	3/8
SIZ	3D6+12	23	7-9	Abdomen	3/9
INT	2D6+3	10	10-12	Chest	3/10
POW	3D6	11	13-15	Right Arm	3/7
DEX	3D6	11	16-18	Left Arm	3/7
CHA	2D6	7	19-20	Head	5/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+11

Typical Armour: Tough Hide (plus horns on the head). No Armour Penalty

Traits: None

Skills: Athletics 60%, Brawn 58%, Perception 30%, Persistence 43%, Resilience 55%, Survival 30%, Track 40%, Unarmed 35%

Combat Styles

Axe, Hammer (or any other close quarters weapon used two handed), 40%, Unarmed (head butt)

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Great Axe	H	L	1D12+2+1D10	4/10	
Head Butt	L	T	1D6+1D10	As for Head	

hatred for Chaos in all its forms. In Glorantha, certain myths maintain that minotaurs are the offspring of Urox the Storm Bull, the fabled killer of Chaos and many minotaurs are numbered in Storm Bull's cult.

Minotaurs often live in the hunting footprint of iqari – another mammal/humanoid cross. The two do not co-exist happily. Iqari plunder minotaur livestock and it is considered a rite of passage amongst some minotaur males to slay an iqari as a test of maturity. Those minotaurs that have succeeded in this endeavour wear iqari feathers tied or glued to their horns and iqari talons as necklaces.

Minotaurs can be used as Adventurers.

Cultural Background

Barbarian.

Professions

Animal Trainer, Blacksmith, Champion/Knight/Noble Warrior, Craftsman, Farmer, Herdsman, Mercenary, Soldier/Warrior, Tracker.

Combat Notes

Minotaurs find shields clumsy to use and their culture focuses on prowess with double-handed weapons that take full advantage of their great strength. Ranged weapons are similarly shunned – although this does not preclude any minotaur from using either a shield or throwing a spear; it merely lessens its occurrence.



In a melee, minotaurs generally become fixated on the opponent before them, focusing all attacks on that enemy.

In the Arena

Minotaur gladiators are not uncommon: the arena provides an outlet for pent-up aggression and it is therefore possible to find minotaurs battling human gladiators, iqari, trolls and so forth. However the best fights are where Chaos creatures are unleashed against several minotaur gladiators and the minotaurs descend into an absolute killing frenzy. To up the ante, spell casters may cast Berserk on a minotaur, unleashing a fury of violence that is always guaranteed to get the crowd to its feet.

Mummy

A mummy is an undead monster spawned of a preserved, desiccated and eviscerated corpse, inhabited by the spirit or soul that resided in the creature when it was alive. The spirit is effectively captured within the emaciate frame of the mummy but the physical and the spiritual are no longer the single, harmonious unit they were in life. The body has become a prison and even though it is rotten and fragile, it still, nevertheless, prevents the spirit from going where it intends to. The spirit is therefore an insane version of what existed in life, bent, very often, on extracting revenge from the living – and those who created its torment in particular.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	3/8
CON	3D6+12	23	4-6	Left Leg	3/8
SIZ	2D6+6	13	7-9	Abdomen	3/9
INT	2D6+6	13	10-12	Chest	3/10
POW	3D6	11	13-15	Right Arm	3/7
DEX	2D6	7	16-18	Left Arm	3/7
CHA	1	1	19-20	Head	5/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+10

Typical Armour: Bandages and toughened, wizened skin. No Armour Penalty

Traits: Disease Immunity, Poison Immunity, Life Sense

Skills: Mummies possess the same skills they had when alive, though the skills may be modified by the mummy's new Characteristics

Common Magic: Mummies also have any Common Magic spells they had when living. However, because the harmony between spirit and flesh is broken, the Magic Point cost is doubled.

Combat Styles

Any used in life. Grasp 55%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Grasp	M	T	1D6+1D6	As for Arm	

Any weapon as used in life.



A mummy's body is dried, spiced and wrapped in dry cloth, making it particularly vulnerable to fire. An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it or even a torch, will ignite the Hit Location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

Mummies can be engaged in spirit combat on the mundane plane with no discorporation necessary. In spirit combat the mummy attacks with its Spectral Grip – the same as for its mundane grip but with damage applied as per the spirit magic rules from *RuneQuest*.

When a creature becomes a mummy, its STR and CON are doubled. The statistics represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

Combat Notes

Mummies run the full gamut of combat options according to the weapons available to them. If using the Grasp attack, both hands aim (Choose Location) for the throat (head location) of the victim in an attempt to Grip and then throttle.

In the Arena
Mummies are not ideal arena combatants.

Roc

A roc is an enormous bird of prey, larger than a dragon and fully capable of challenging one for rulership of the air. Capable of feeding on elephants with ease, a roc will usually ignore a creature as small as a human but will certainly attempt to destroy humans or any other predators found near a its nest.

Rocs are capable of attacking a ship by dropping enormous stones onto the deck, often punching a hole straight through the hull. A typical roc has a wingspan of approximately 40 metres and a body length of 18 to 20 metres.

Combat Notes

Stamping or pecking is an equally effective (and fatal) way for dealing with pests. The claws and beak can both Impale, Sunder and Bleed.

In the Arena
Certain God Learners are rumoured to be investigating different ways of integrating rocs into arena games but none of the research

	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6+30	100	1-3	Right Claw	6/20
CON	4D6+21	35	4-6	Left Claw	6/20
SIZ	20D6+30	100	7-9	Body	6/22
INT	4	4	10-12	Breast	6/23
POW	3D6	11	13-15	Right Wing	6/20
DEX	3D6	11	16-18	Left Wing	6/20
			19-20	Head	6/21

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Feathers and hide. No Armour Penalty
<i>Damage Modifier</i>	+4D12	
<i>Magic Points</i>	11	<i>Traits:</i> Flying
<i>Movement</i>	12m/25m	
<i>Strike Rank</i>	+10	<i>Skills:</i> Athletics 90%, Brawn 200%, Perception 60%, Persistence 43%, Resilience 115%.

Combat Styles

Peck 55%, Claw 55%, Dropped Rock 30%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Peck	E	VL	1D10+4D12	As for Head	
Claw	E	VL	1D8+1+4D12	As for Claw	
Dropped Rock	E	VL	1D10+1D6	per three metres dropped	





	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6	18	1-3	Right Leg	2/6
CON	4D6	14	4-6	Left Leg	2/6
SIZ	2D6+6	13	7-9	Abdomen	2/7
INT	2D6+6	13	10-12	Chest	-/8
POW	4D6	14	13-15	Right Arm	-/5
DEX	3D6+6	17	16-18	Left Arm	-/5
CHA	2D6	7	19-20	Head	2/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	14
<i>Movement</i>	8m
<i>Strike Rank</i>	+15

Typical Armour: Fur and hide on the lower half. No Armour Penalty

Traits: None

Skills: Athletics 45%, Dance 85%, Evade 50%, Play Instrument (pipes) 95%, Seduction 45%, Sing 85%, Stealth 55%

Common Magic: See spells above, plus 1D6+2 Magnitude of other Common Magic spells

Combat Styles

Headbutt 45%, Club 35%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Head Butt	M	T	1D4+1D4	As for Head	
Club	M	S	1D6+1D4	4/4	

Sleep

Duration Special, Magnitude 3, Ranged, Resist (Persistence)

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.

Combat Notes

Satyr's always attempt to use magic and seduction when faced with trouble. Although strong, they are not willing combatants and will usually attempt to flee rather than fight.

In the Arena

Satyr's are not ideal arena combatants.

Skeleton

A skeleton is a magical construct that is animate only until the magic powering it runs out or the skeleton is destroyed. A skeleton has no mind of its own – it only follows the commands of its creator as literally and completely as possible.

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease, poisons and weapons that only cause impaling hits.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	6/4
CON	1D6	4	4-6	Left Leg	6/4
SIZ	2D6+6	13	7-9	Abdomen	6/5
INT	0	0	10-12	Chest	6/6
POW	0	0	13-15	Right Arm	6/3
DEX	1D6+12	16	16-18	Left Arm	6/3
CHA	—	—	19-20	Head	6/4

Combat Actions

2

Typical Armour: Ancient Bronze Plate (AP 6, -9 Strike Rank Penalty)

Damage Modifier

+1D2

Magic Points

11

Traits: Dark Sight

Movement

8m

Strike Rank

+8 (-1 if armoured)

Skills: Athletics 30%, Evade 45%, Persistence 0%, Resilience 22%

Combat Styles

Weapon 36%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Longspear	L	VL	36%	1D10+1+1D2	4/10
Shortsword	M	S	36%	1D6 +1D2	6/8

Most skeletons are the dead remains of humans or humanoids but it is entirely possible to encounter a skeleton formed from the remains of any creature with a bone structure. A skeleton has the same Movement the creature had in life but as a skeleton it cannot naturally fly or swim (if the creature had those abilities while alive).

Combat Notes

Skeletons focus on the attack, being mindless creatures but seem to have an innate programming to parry against bludgeoning or blunt weapons, which can cause them most harm. Preferred Combat Manoeuvres are Bypass Armour and Choose Location, with the skeleton aiming for the most vulnerable parts of the body.

In the Arena

Animated skeletons – often those of unsuccessful arena combatants – are pitched against warriors armed with spears and nets, lending the skeletons the advantage in terms of arms. Occasionally the skeletons are provided with a thrusting weapon and a bludgeoning weapon meaning that gladiators who are cunning will attempt to disarm the skeletons first and then use these liberated weapons to gain the advantage. Piles of bones might also be scattered around an arena and just left there throughout the day, animated only at a pre-arranged time, lending nervousness to all who enter the arena, wondering when these tenacious undead foes might rise to fight.

Unicorn

A potent creature of legend, unicorns need little introduction. Generally they are smaller than a horse but are distinguished by their cloven hooves (rather than a single, full hoof) and the long, spiralling horn mounted in the centre of their foreheads.

Extremely intelligent, unicorns are solitary, forest-dwelling creatures. They are immortal and have a natural affinity with forest-tied creatures such as elves/adryami, forest spirits, satyrs and so on. They are attuned to purity: of body and spirit. Any Adventurer that can demonstrate purity in both these ways (and it is not an easy thing to do) will find that the unicorn acts with friendliness towards them.

The unicorn's horn is a powerful source of magical healing. It acts as a Cure Disease/Poison spell and will cure magical diseases and poisons with a potency less than the unicorn's Persistence. The horn also acts as a Heal Body spell with a Magnitude of 1D6 and Heal Mind. However, the magic only works if the unicorn offers the healing willingly. Forcing a unicorn to use its magic or cutting off the horn in the hope of gaining a permanent healing implement renders the magic useless.

Combat Notes

Unicorns are peaceful creatures but will fight to defend themselves and are natural enemies of Chaos, launching an attack on any Chaos creature or servant of Chaos, on sight. The damage from the horn is considered magical damage (although the Damage Modifier is not). The horn can Impale and an impaled victim is then subjected to kicks from the forelegs.

In the Arena

No unicorn has ever been used in the arena. Those few that have been captured have all died before they could be put into combat. Unicorns are noble animals of huge integrity and they will end their own lives voluntarily rather than be subjected to such a degrading spectacle.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+12	19	1-2	Right Hind Leg	3/9
CON	3D6+12	23	3-4	Left Hind Leg	3/9
SIZ	2D6+12	19	5-7	Hindquarters	3/10
INT	2D6+6	13	8-10	Forequarters	3/10
POW	2D6+12	19	11-13	Right Front Leg	3/9
DEX	3D6+3	14	14-16	Left Front Leg	3/9
CHA	3D6+6	17	17-20	Head	3/9

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	19
<i>Movement</i>	12m
<i>Strike Rank</i>	+14

Typical Armour: Tough hide. No Armour Penalty

Traits: Formidable Natural Weapons, Life Sense, Night Sight

Skills: Athletics 75%, Evade 50%, Perception 75%, Persistence 67%, Resilience 79%, Survival 50%

Combat Styles

Horn 70%, Kick 50%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Horn	L	L	1D8+1D6	As for Head	
Kick	L	M	1D6+1D6	As for Leg	

Vampire

The pinnacle of the undead form is the vampire. These beings are pale-skinned, parasitic creatures that were once mortal and now survive in immortality only by feeding on the lives of others. They cast no reflection, have no shadow and they do not breathe as true mortals do. Any sentient creature can become a vampire, though they are most often humans before they are Turned.

As supernatural predators without equal, vampires are incredibly strong and resilient to harm. When becoming a vampire, a character's STR and DEX scores both double and he gains limited natural armour in the form of his hardened skin. Vampires also possess the traits Night Sight and Life Sense. Coupled with near-immortality and several further benefits of the vampiric form described, it is easy to see why this state of undeath holds such a macabre appeal.

Vampires can only gain sustenance by drinking the blood or souls of living beings. To feed from a resisting victim, a vampire must somehow restrain the victim and somehow succeed in a subsequent bite attack. The bite attack drains either blood, in the form of CON, or the soul, in the form of POW. The damage from the bite is applied to one of these characteristics directly, rather than to Hit Points. The amount of CON or POW sapped is added to the vampire's own CON or POW; thus, the more a vampire feeds, the stronger he becomes. A human vampire can drain up to 21 CON or 21 POW and other species can drain up to their respective species maximum. However,



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6x2	22	1-3	Right Leg	2/5
CON	3D6	11	4-6	Left Leg	2/5
SIZ	2D6+6	13	7-9	Abdomen	2/6
INT	2D6+6	13	10-12	Chest	-/7
POW	3D6	14	13-15	Right Arm	-/4
DEX	3D6x2	22	16-18	Left Arm	-/4
CHA	3D6	11	19-20	Head	2/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	14
<i>Movement</i>	10m
<i>Strike Rank</i>	+18

Typical Armour: Fur and hide on the lower half. No Armour Penalty

Traits: Blood/Soul Drain, Life Sense, Night Sight

Skills: Athletics 75%, Evade 60%, Insight 75%, Perception 80%, Persistence 60%*, Resilience 60%*, Stealth 80%, Survival 65%, Track 60%, Unarmed 80%

**Base values. Will change according to how much the vampire feeds.*

Common Magic 50%: 1D6 Magnitude of Common Magic spells

Combat Styles

Weapon from Life at previous skill value (typically 60%). Unarmed 80%, Bite 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Weapon	As per Weapon				
Bite	S	T	1D6+1D4	As for Head	

a vampire can reach satiation without *completely* draining a victim of characteristic points. Each round the vampire makes either a Resilience or Persistence test, depending on whether or not it feeds on blood or souls. If the roll succeeds, then the vampire continues to feed. When the roll fails, it has drunk enough and ceases.

The amount of CON or POW drained sustains the vampire for a number of days equal to the number of points drunk: it need not feed again and will feel no compulsion to do so but may feed if it wishes, until it reaches either satiation or its consumption limit (21 or species maximum). The amount of characteristic points drained dissipate at the rate of 1 point every day: thus, the vampire's CON or POW diminishes by one point the day after feeding but it will not feel compelled to feed until all the characteristic points it has fed on have diminished. Furthermore, the vampire's CON or POW will not fall below its original, living, level. Thus, a vampire with CON 11 could drain up to 21 points of blood in one feeding session, gaining a CON of 32. It will feel no compulsion to feed again for 21 days but its CON will drop by one point per day until it reaches 11 – at that stage, the compulsion to feed is overwhelming.

If the vampire feeds on souls, even POW dedicated to a Pact is consumed; and, in fact, this is consumed first. Thus, a soul-feeding vampire can effectively break the link a victim has with a god – and does so deliberately to prevent interferences from meddling deities.

If a character is reduced to zero CON or POW by a vampire, either in one or several feeding attacks, there is a chance equal to the vampire's *original* POW x3 that the victim will resurrect as a vampire, enthralled to the one who created him. If the POW x3 roll fails then the victim simply dies. If the roll succeeds, he resurrects as a vampire after a number of days equal to his original CON or POW subtracted from 21.

Vampires have the ability to shapeshift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage but cannot take any action except Movement. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds.

There is a chance equal to the vampire's POW that it also has the ability to transform into a wolf or bat. If the roll to determine this additional ability is a critical success, then the vampire can assume the form of both. As with the mist transformation, such changes take a Combat Action to perform.

Vampires retain all Common Magic and Sorcery known before their transformation. Any Divine Magic is lost. However, if the vampire is created by a vampire cult, such as the Gloranthan cult of Vivamort, then it can learn Divine Magic from that cult in precisely the same way as for any other cult.



Vampire Weaknesses

Despite their undoubted power, vampires have certain inherent weaknesses.

- X If a vampire is reduced to zero Hit Points in its Head or Chest Hit Locations, it dies – albeit not necessarily for good. Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.
- X 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.
- X 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.

Combat Notes

When attempting to feed vampires need to restrain their prey. This is done through an Unarmed attack using the Grip Combat Manoeuvre – unless the prey is already helpless in some form (unconscious or disabled). Thus, weapon attacks will always aim to put the victim down and unable to defend against the bite, when it comes.

In the Arena

Vampires can, and do, become gladiators – although their nature may be known to none or only a handful of trusted individuals. The issue of sunlight is countered through fighting at night, although the potency of vampires in general and the fear of them by mortals, means that they are a rare gladiatorial addition.

Werewolf

Scholars are divided as to whether werewolves are humans who turn into wolves or wolves who turn into humans – a simple question no werewolf has ever bothered to answer. Whatever the truth of the matter, a werewolf takes on the strength and senses of a wolf at the expense of intelligence.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6 x2	22	1-2	Right Hind Leg	1/5
CON	3D6	11	3-4	Left Hind Leg	1/5
SIZ	2D6+6	13	5-7	Hindquarters	1/6
INT	(2D6+6)/2	7	8-10	Forequarters	1/7
POW	3D6	11	11-13	Right Front Leg	1/5
DEX	3D6+3	14	14-16	Left Front Leg	1/5
CHA	3D6	11	17-20	Head	1/5

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Tough hide. No Armour Penalty. Note resistance to mundane damage.
<i>Damage Modifier</i>	+1D4	
<i>Magic Points</i>	11	<i>Traits:</i> Night Sight
<i>Movement</i>	12m	
<i>Strike Rank</i>	+11	<i>Skills:</i> Athletics 80%, Evade 55%, Perception 50%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 50%

Combat Styles

Bite 55%, Claw 60%

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Bite	L	S	1D8+1D4	As for Head	
Claw	M	M	1D6+1D4	As for Leg	



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 (or iron, in Glorantha) 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 statistics are for a typical werewolf form. For human characteristics, use the standard *RuneQuest* rules for creating a character.

Gloranathan Werewolves

The Telmori hsunchen of Glorantha (see *Glorantha: The Second Age*) are capable of transforming into wolves in Wildday. This process does not create the werewolf below but a mundane wolf as described on page 170. Rune Lords of the Telmor cult may, however, adopt the version of the werewolf described here, with the properties described above.

Combat Notes

Werewolves fight to feed; thus they attempt to inflict maximum damage whenever possible and will choose the head location in a bid to bite-out the throat. The talons of a werewolf are surprisingly strong and can Sunder armour.

In the Arena

Werewolves are not common arena combatants but a werewolf gladiator may be encountered from time-to-time, with the wolf form being unleashed at an appropriate point in the combat. Werewolf gladiators tend not to wear armour, which would inhibit the transformation process.



Wyr m

Wyrms are serpentine, legless, winged relatives of dragons. Possessed of intelligence akin to that of a human, a wyrm is a patient, dangerous foe but it lacks the superior insight and intelligence of a true dragon.

Solitary hunters, it is very rare to find a group of wyrms acting in concert, though sometimes a few individuals will join together for a common purpose. Unlike dragons, wyrms cannot use magic.

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's growth slows dramatically. By this point the creature is some nine metres in length. After age 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years. A wyrm may live for many hundreds of years.

The Characteristics given below are for a wyrm between 35 and 85 years old.

Combat Notes

As biting leaves the head vulnerable to damage, the tail is used as a potent weapon to bash and flatten foes. Once down, and hopefully helpless, then the jaws are used to finish the job. If a wyrm is forced to battle on the ground it folds its wings in flat and rears and darts with the agility of any snake but using its tail and jaws to defend itself.

In the Arena

Wyrms under magical control, or with their wings restrained in some way, are popular spectacles, compensating for the logistical problems of staging arena contests with dragons. These are fierce, clever, merciless enemies that enjoy the applause of the crowd every bit as much as other gladiators.



	Dice	Average	1D20	Hit Location	AP/HP
STR	11D6	39	1-4	Tail	8/11
CON	4D6	14	5-8	Abdomen	8/12
SIZ	3D6	11	9-12	Chest	8/13
INT	3D6	11	13-14	Right Wing	8/10
POW	3D6+6	17	15-16	Left Wing	8/10
DEX	2D6+6	14	17-20	Head	8/11
CHA	3D6	11			

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	17
<i>Movement</i>	6m/12m
<i>Strike Rank</i>	+13

Typical Armour: Tough hide. No Armour Penalty

Traits: Dark Sight, Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Brawn 75%, Evade 65%, Influence 60%, Perception 45%, Persistence 61%, Resilience 52%

Combat Styles

Bite 85%, Tail Bash 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+1D10	As for Head
Tail	H	VL	1D20+1D10	As for Tail



Wyvern

A distant and less dangerous relative of the dragon, wyverns are solitary hunters the size of a horse. A wyvern has two legs, two wings, no forelimbs and a tail tipped with a lethal poison stinger, long enough to reach around the wyvern to strike an enemy in front of the creature.

Like wyrms, their cousins, wyverns are cunning and dangerous but lack the insight and magical abilities of true dragons.

Combat Notes

The sting is the favoured weapon of the wyvern and it has the following characteristics:

Application: Injected or smeared.

Onset time: Immediate.

Duration: 1D6 Days.

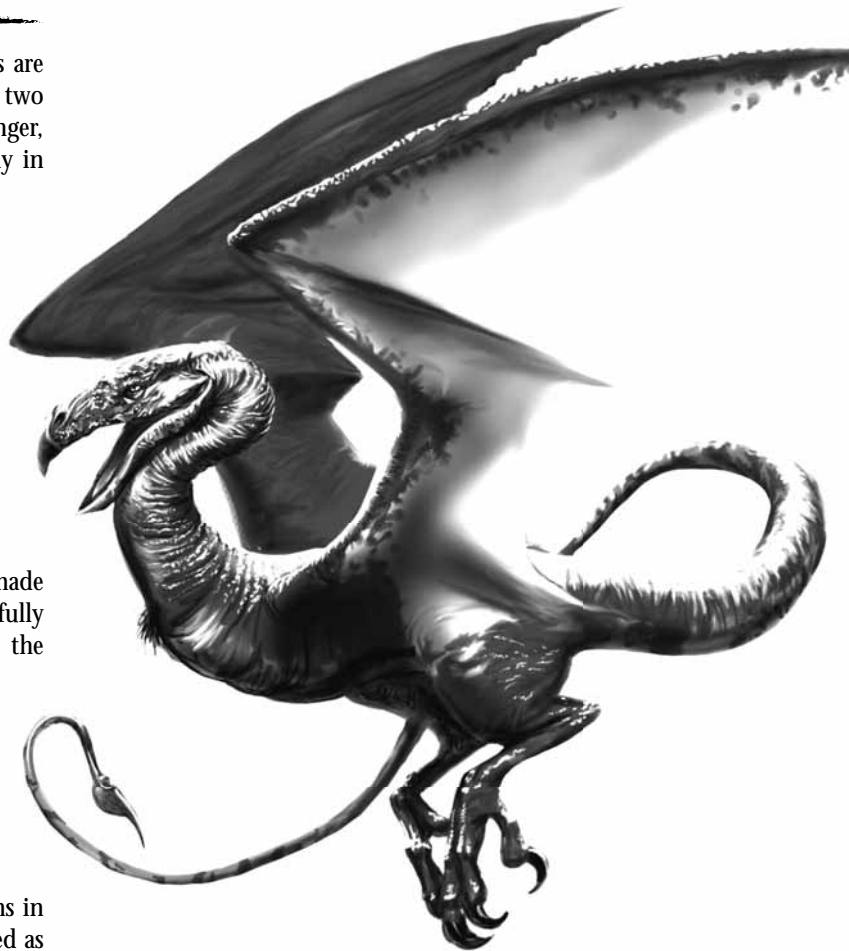
Resistance Time: Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

Potency: 50+ CON of wyvern.

Resistance: Resilience.

Conditions: Agony and Paralysis

Antidote/Cure: Healing skill and magic.



In the Arena

Like wyrms, wyverns make an excellent substitute for dragons in arena combat. With their wings tethered they can also be used as mounts and in Glorantha, EWF combat trainees use wyverns in their arenas as training mounts for graduation to dinosaurs, as well as war mounts in their own right.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+12	26	1-3	Right Leg	5/9
CON	2D6+12	19	4-6	Left Leg	5/9
SIZ	4D6+12	26	7-8	Abdomen	5/10
INT	7	7	9-11	Chest	5/11
POW	3D6	11	12	Tail	5/9
DEX	2D6+6	14	13-14	Right Wing	5/8
			15-16	Left Wing	5/8
			17-20	Head	5/9

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	8m/16m
<i>Strike Rank</i>	+14

Typical Armour: Scales. No Armour Penalty.

Traits: Dark Sight, Night Sight, Poison Sting

Skills: Athletics 60%, Brawn 80%, Perception 35%, Resilience 67%, Survival 40%

Combat Styles

Bite 55%, Sting 70%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+1D12	As for Head
Sting	H	VL	1D6+1D12+ Poison	As for Tail



Zombie

A zombie is a corpse that has been animated by dark magic. A zombie has only shreds of its original mind left and is generally either under the control of a master or follows its natural hunger to feed on living flesh. Since a zombie is comprised of rotting flesh, they sometimes carry diseases which can be passed on via wounds they inflict.

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.

Combat Notes

Slow and ponderous, the tenacious nature of zombies still makes them a formidable foe, especially in large numbers where a gang of the undead can outnumber and overwhelm a foe. The unarmed attack of the zombie is a flailing, grasping flurry that aims to randomly Grip or Bash with little strategy or reasoning. They do, however, concentrate on attacking rather than defending, so that single Combat Action is almost always used offensively.

In the Arena

A horde of zombies, animated from the corpses of dead gladiators, slaves or prisoners, make for a grisly arena spectacle, with victorious gladiators being made to face their victims once more. On some occasions zombies are buried beneath the arena and magically controlled to explode forth in the midst of another combat, attacking any of the gladiators randomly. In all arena combats where zombies are used, they are brought forth in multiples so that the chances of overwhelming a target are heightened.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Leg	-/4
CON	1D6	4	4-6	Left Leg	-/4
SIZ	2D6+6	13	7-9	Abdomen	-/5
INT	1D3	2	10-12	Chest	-/6
POW	1D3	2	13-15	Right Arm	-/3
DEX	1D6+3	7	16-18	Left Arm	-/3
CHA	—	—	19-20	Head	-/4

<i>Combat Actions</i>	1	<i>Typical Armour:</i> None
<i>Damage Modifier</i>	+1D6	
<i>Magic Points</i>	2	<i>Traits:</i> Dark Sight, Diseased (GM's choice), Night Sight
<i>Movement</i>	4m	
<i>Strike Rank</i>	+5	<i>Skills:</i> Athletics 35%, Persistence 16%, Resilience 22%

Combat Styles
Unarmed 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Unarmed	S	T	1D3+1D6	As for Arm



Mammals

This chapter concerns traditional mammals; those familiar to our own world. Just about all these creatures have fixed INT making them unsuitable as adventurers, with the exception of the Gloranthan baboon.

The chapter also includes certain non-mammals, such as the giant crab, which are familiar enough creatures but fit best into this category.

Using these creatures in a coliseum environment is not at all difficult. The Romans regularly staged contests involving the slaughter of captured mammals in their thousands and the spectacle of a gladiator facing a fierce predator such as a lion or tiger was a popular draw.

Baboon

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

Gloranthan Baboons

In the Dawn Age, baboons lived in Genert's garden and, when Chaos destroyed it, they were forced to flee, running wild to the east. Their cleverness preserved them whilst many others died or lost their intelligence. They prevailed because they were not people and did not rely on fire and clothing to live meaningful lives. This still holds true and is a founding myth for Praxian baboon troops.

In Glorantha, baboons are sapient creatures with the power of speech and are native to Prax. Leaders are those who have dominance in combat and have fought their way to the top of the troop. Only leaders have the right to partner with females.

Praxian baboons are regarded suspiciously by other cultures although this does not prevent them being employed as scouts or trackers. For their part, baboons consider themselves superior to humans and part of this attitude prevents baboons from teaching their guttural language to humans, relying instead on learning enough human language (Tradetalk, typically) to allow them to converse. Gloranthan baboons are spirit worshippers, with a wide array of baboon ancestors headed by Grandfather Papio the ancestor who led the exodus from Genert's Garden and fooled Undaka the Smasher who believed baboons were people.

Gloranthan baboons can therefore be used as adventurers. Their statistics are the same as for fixed INT baboons but instead roll INT on 3D6.

Cultural Background

Primitive

Professions

As per Primitive but excluding farmers, herders and so forth. Baboons can be shaman and use Spirit Magic but Common Magic is beyond them – another distinguishing feature from humans that baboons consider a superior position.

Combat Notes

Fixed INT baboons fight with their powerful bite but only do so in defence of females or territory. Usually they will remain out of harm's reach.

Gloranthan baboons use simple short spears – fire-hardened sticks or stronger weapons they have stolen or bought from someone



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	1/4
CON	3D6	11	4-6	Left Leg	1/4
SIZ	2D3+1	5	7-9	Abdomen	1/5
INT	6	6	10-12	Chest	1/6
POW	3D6	11	13-15	Right Arm	1/3
DEX	3D6+6	17	16-18	Left Arm	1/3
CHA	2D6	7	19-20	Head	1/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+15

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 80%, Evade 35%, Perception 45%, Persistence 43%, Resilience 43%, Stealth 55%, Survival 40%, Track 40%

Combat Styles

Bite 40%

Gloranathan Baboons: Spear 35%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	S	T	1D8-1D2	As for Head
Short Spear	M	L	1D8+1-1D2	4/5

else. They do not exhibit much finesse, always aiming to Maximise Damage whenever possible.

In the Arena

Baboons are usually deployed as a small troop to harass other combatants rather than as a threat in themselves. Starved for a few days beforehand their natural ferocity is heightened and controlling spells help direct that ferocity more effectively.

Gloranathan baboons may become gladiators and it is not beyond measure that they might also excel in this profession – although gaining popularity is always going to be difficult given the natural suspicion humans have towards them and their own poor opinion of humans. However, strong baboons are used to fighting for supremacy amongst their own kind and so the rites of the arena holds little fear for them and some even use arena combat as a way of proving their own entitlement to leading a troop.

Bear, Brown

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



Bear, Brown

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+15	26	1-3	Right Hind Leg	3/8
CON	2D6+6	13	4-6	Left Hind Leg	3/8
SIZ	3D6+15	26	7-9	Abdomen	3/9
INT	5	5	10-12	Chest	3/10
POW	3D6	11	13-15	Right Front Leg	3/8
DEX	3D6	11	16-18	Left Front Leg	3/8
			19-20	Head	3/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	24m
<i>Strike Rank</i>	+11

Typical Armour: Fur, 3 Armour Points

Traits: Formidable Natural Weapons

Skills: Athletics 60%, Perception 50%, Persistence 43%, Resilience 49%, Stealth 15%, Survival 60%, Swim 45%, Track 25%

Combat Styles

Bite 60%, Claw 50%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	S	T	1D8+1D12	As for Head
Claw	M	S	1D6+1D12	As for Leg

Bear, Polar

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+21	32	1-3	Right Hind Leg	3/9
CON	2D6+6	13	4-6	Left Hind Leg	3/9
SIZ	3D6+21	32	7-9	Abdomen	3/10
INT	5	5	10-12	Chest	3/11
POW	3D6	11	13-15	Right Front Leg	3/8
DEX	3D6	11	16-18	Left Front Leg	3/8
			19-20	Head	3/9

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	11
<i>Movement</i>	24m
<i>Strike Rank</i>	+11

Typical Armour: Fur, 3 Armour Points

Traits: Formidable Natural Weapons

Skills: Athletics 25%, Brawn 50%, Perception 50%, Persistence 43%, Resilience 55%, Stealth 25%, Survival 60%, Swim 80%, Track 35%

Combat Styles

Bite 65%, Claw 55%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	S	T	1D8+2D6	As for Head
Claw	M	S	1D6+2D6	As for Leg



Combat Notes

Bears rely on their fearsome claws first and foremost. Claws are capable of Sundering and a bear will try to rip through armour or bypass it, to inflict the most damage. The claws are also used to Grip, thus allowing the creature to pull the opponent close for a bite – which can also sunder.

In the Arena

Popular in arenas, bears may be tethered to heighten their anger or starved and released against gladiators. The larger and more ferocious the specimen, the greater the spectacle and the appreciation of the crowd.

Bear, Polar

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

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

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-2	Right Hind Leg	2/6
CON	2D6+9	16	3-4	Left Hind Leg	2/6
SIZ	2D6+3	10	5-7	Hindquarters	2/7
INT	5	5	8-10	Forequarters	2/8
POW	3D6	11	11-13	Right Front Leg	2/5
DEX	3D6	11	14-16	Left Front Leg	2/5
			17-20	Head	2/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+11

Typical Armour: Tough Hide. No Armour Penalty

Traits: None

Skills: Athletics 25%, Evade 55%, Perception 50%, Persistence 43%, Resilience 58%, Stealth 55%, Survival 50%, Track 25%

Combat Styles

Tusk 65%

Weapons

Type	Size	Reach	Damage	AP/HP
Tusk	M	T	1D8+1D2	As for Head

Combat Notes

As per Brown Bear

In the Arena

As per Brown Bear

Boar

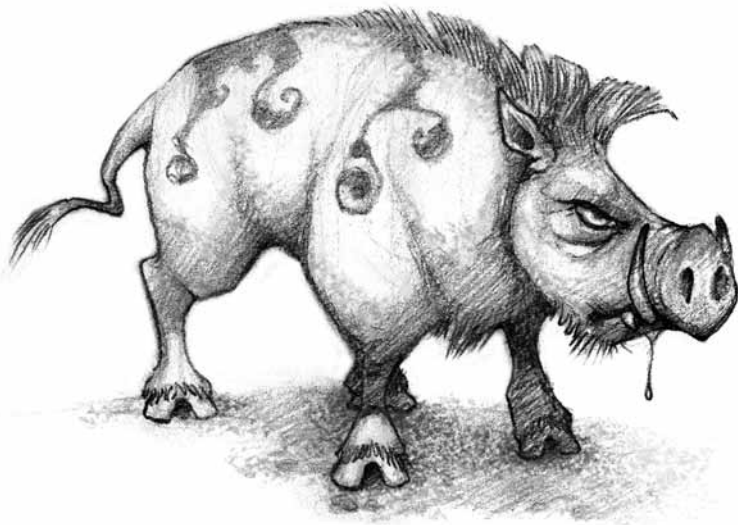
Boars are wild, feral pigs with wiry coats, long tusks and extremely poor dispositions. They are commonly encountered in small groups of 2 to 12 individuals and prefer forested areas.

Boars are omnivorous, though the majority of their diet is composed of roots and berries. They are ferociously territorial creatures who will attack a much larger creature without hesitation. They are also incredibly resilient to damage and do not need to make Resilience rolls against any wounds save Major Wounds.

Combat Notes

The gore of a boar's tusks is ferocious and it can both Sunder and Impale, although these manoeuvres are applied only if the boar strikes for a critical success. Otherwise the boar uses Bash as its primary Combat Manoeuvre.





Cattle

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

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

Combat Notes

Herd cattle can trample en-masse if startled. A failed Persistence roll indicates that the herd charges and tramples.

Individual bulls will charge and gore, however. Bull horns are capable of both Sundering and Impaling and, if a foe is Impaled, the next Combat Action sees the bull aim to throw its victim with a toss of its head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the Brawn of the bull. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25-Victim's SIZ, suffering both damage from the removal of the Impaling horns, plus falling damage due to the severity of the fall.

In the Arena

Simulated boar hunts are a popular arena event, with gladiators, equipped with shot spears and no armour, required to hunt down a group of boar released into the arena. Foliage and cover may be scattered around to give the boar some shelter and cover but the natural tenacity of the boar means that a fight is guaranteed. Dogs may also be loosed to further harass and antagonise the boar.

In the Arena

Bullfights are descendents of arena contests and remain an arena staple in many cultures. Bulls are bred for the ring with gladiators

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-2	Right Hind Leg	2/7
CON	2D6+9	16	3-4	Left Hind Leg	2/7
SIZ	2D6+9	16	5-7	Hindquarters	2/8
INT	4	4	8-10	Forequarters	2/9
POW	2D6	7	11-13	Right Front Leg	2/6
DEX	2D6	7	14-16	Left Front Leg	2/6
			17-20	Head	2/7

Combat Actions	2
Damage Modifier	+1D6
Magic Points	7
Movement	10m
Strike Rank	+8

Typical Armour: Tough Hide. No Armour Penalty

Traits: Trample

Skills: Athletics 55%, Brawn 55%, Perception 30% Persistence 31%, Resilience 58%, Survival 20%

Combat Styles

Charge 40%, Trample 55%, Gore (bulls only) 45%

Weapons

Type	Size	Reach	Damage	AP/HP
Charge	VL	T	1D8+1D6	—
Trample	VL	T	1D8+1D6	—
Gore	L	S	1D6+1D6	As for Head

In the Arena

A cruel sight is cladding a chimpanzee in human gladiator regalia and pitting it against a larger foe. Usually, though, chimps are not ideal arena combatants and are used more to cause a nuisance than stage a full event.

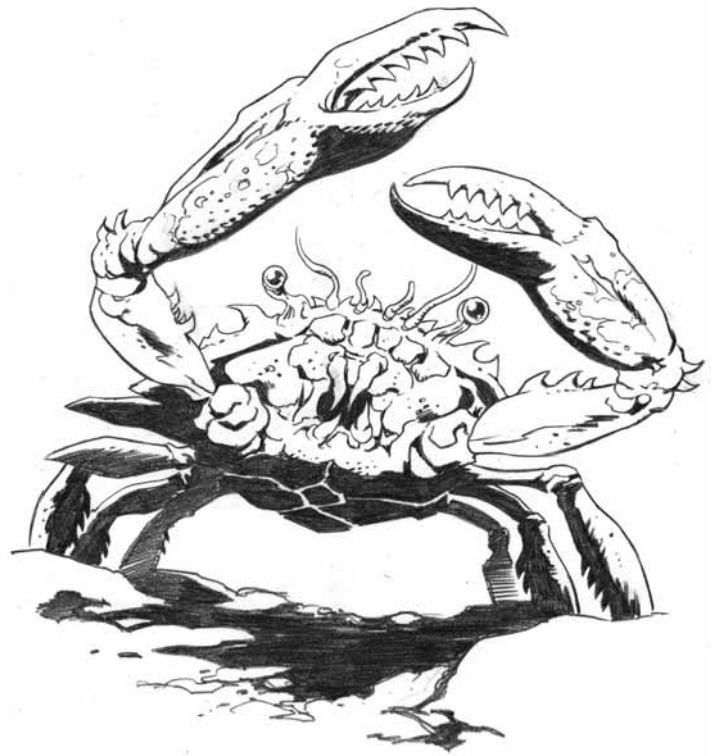
Crab, Giant

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

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

Combat Notes

Giant crabs use their immense claws to both Bash and Grip. The claws are capable of the Sunder Combat Manoeuvre although this is applied only if the crab scores a critical success on an attack. Otherwise it relies on a grip with one claw and a straightforward damage-inflicting attack with the second. Note that crabs are unlikely to parry, relying on their carapace to defend against most damage.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+24	35	1	Right Rear Leg	8/8
CON	3D6+6	17	2	Left Rear Leg	8/8
SIZ	3D6+24	35	3	Right Hind Leg	8/8
INT	2	2	4	Left Hind Leg	8/8
POW	3D6	11	5-8	Body	8/13
DEX	2D6	7	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	8/10

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+6

Typical Armour: Carapace. No Armour Penalty

Traits: Formidable Natural Weapons

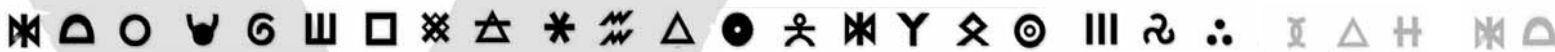
Skills: Athletics 75%, Brawn 75%, Perception 40%, Persistence 43%, Resilience 61%, Stealth 55%, Track 20%

Combat Styles

Claw 50%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Claw	E	VL	1D10+2D6	As for Claw



In the Arena

A giant crab makes for a formidable opponent against several unarmoured gladiators who are equipped with double-handed axes to cleave into and through the carapace. The outcome of a giant crab contest where the gladiators are successful may mean free fresh crabmeat for the whole audience.

Deer

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

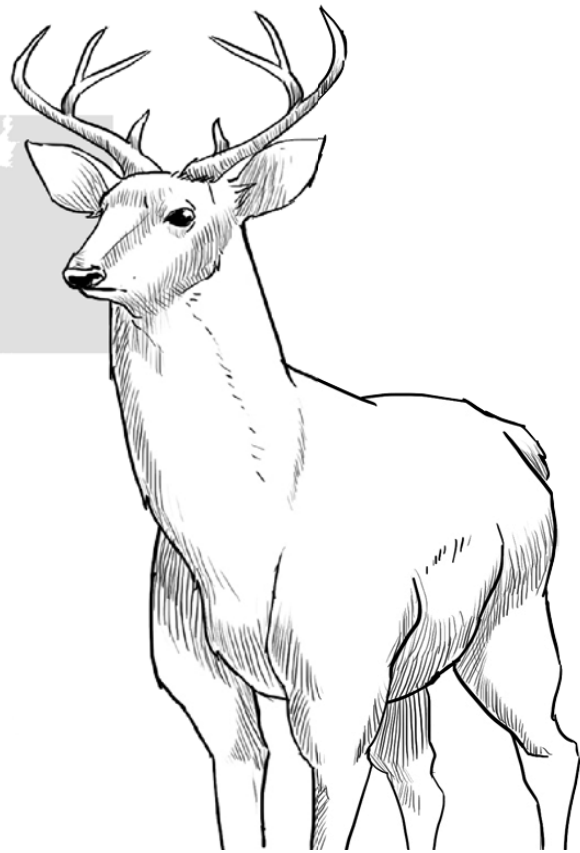
Deer live in small herds, consisting of a number of does and fawns with either one dominant stag or a small group of bachelor stags. The statistics given are for a stag; does have SIZ 3D6+9.

Combat Notes

Stags will attack if does and fawns are threatened or if it is cornered but otherwise they choose to flee from danger.

In the Arena

Deer are not suitable arena fodder as hunting them in the wild provides for cheap, frequent sport in most cultures.



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-2	Right Hind Leg	1/7
CON	3D6	11	3-4	Left Hind Leg	1/7
SIZ	3D6+12	23	5-7	Hindquarters	1/8
INT	4	4	8-10	Forequarters	1/9
POW	2D6	7	11-13	Right Front Leg	1/6
DEX	3D6+6	17	14-16	Left Front Leg	1/6
			17-20	Head	1/7

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	7
<i>Movement</i>	12m
<i>Strike Rank</i>	+13

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 75%, Evade 70%, Perception 95%, Persistence 31%, Resilience 58%, Stealth 25%

Combat Styles

Head Butt 35%

Weapons

Type	Size	Reach	Damage	AP/HP
Head Butt	L	S	1D6+1D6	As for Head

Dog

All dogs are descended from wolves but millennia of crossbreeding and diversification has produced the myriad breeds (mongrel and pedigree) found across the world. Dogs are easily domesticated, display high degrees of loyalty and can be crossbred to a huge variety of purposes. The hearing and sense of smell in all dogs is incredibly acute, reflected in the Perception rating.

Breeds of dogs come as small as STR 1D3 and SIZ 1D3 or as large as STR 2D6+3 and SIZ 2D6+3. The statistics here are for a medium sized mongrel.

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

Combat Notes

Once a dog connects with its bite, it Grips the opponent and shakes its head and body to tear at the flesh. Once a dog has gripped an opponent successfully in this way, it loses its negative damage modifier and inflicts 1D4 damage as it pulls and rends.

In the Arena

Packs of dogs are frequently pitted against bulls, bears and other mammals, accompanying other forms of gladiators. Dogs are not usually pitted against another animal without someone acting as a controller.



	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+1	4	1-2	Right Hind Leg	-/3
CON	3D6	11	3-4	Left Hind Leg	-/3
SIZ	1D6	3	5-7	Hindquarters	-/4
INT	5	5	8-10	Forequarters	-/5
POW	1D6+6	9	11-13	Right Front Leg	-/2
DEX	2D6+6	13	14-16	Left Front Leg	-/2
			17-20	Head	-/3

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	-1D6
<i>Magic Points</i>	9
<i>Movement</i>	12m
<i>Strike Rank</i>	+12

Typical Armour: None

Traits: Night Sight

Skills: Athletics 60%, Evade 30%, Persistence 37%, Perception 85%, Resilience 43%, Stealth 45%, Survival 30%, Track 85%

Combat Styles

Bite 35%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6-1D6	As for Head



Elephant

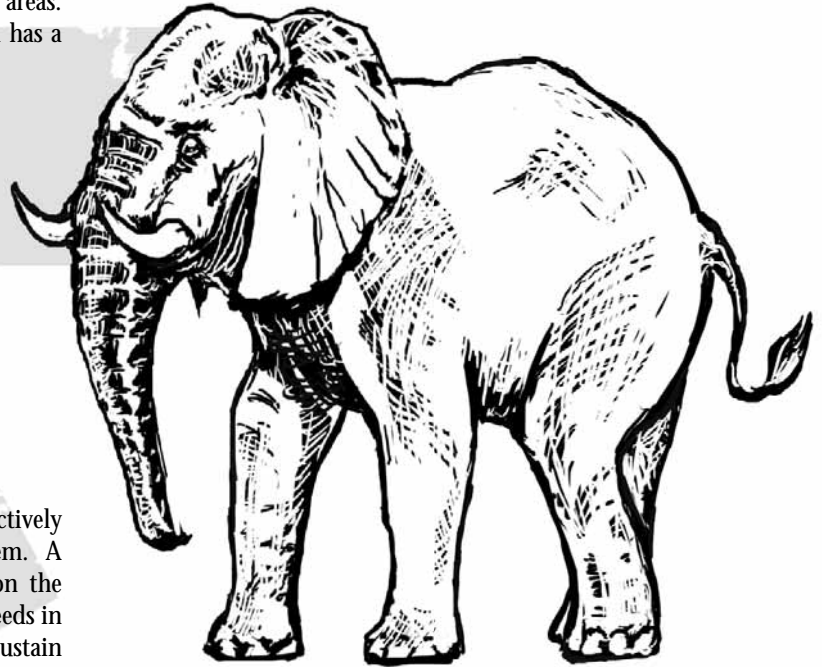
Elephants need little introduction. They usually travel in herds and live on savannahs, tropical plains and in lightly wooded areas. An elephant stands a little more than three metres tall and has a large, prehensile trunk and a pair of tusks.

Elephants travel in herds, though these herds will sometimes break up temporarily when the elephants are feeding. A solitary elephant is almost certainly a rogue beast, expelled from its herd because of its poor temperament. If one member of a herd is sick or wounded, the remainder of the herd will actively protect it.

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

Combat Notes

Elephants can Grip opponents with their trunk, effectively immobilising them and then attempting to throw them. A successful throw occurs if the victim cannot break free on the Combat Action following the Grip and if the elephant succeeds in a Brawn roll. The victim is thrown 2D6 metres and may sustain falling damage.



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+24	45	1-2	Right Hind Leg	3/15
CON	3D6+15	26	3-4	Left Hind Leg	3/15
SIZ	6D6+30	51	5-8	Hindquarters	3/16
INT	6	6	9-12	Forequarters	3/17
POW	2D6+6	13	13-14	Right Front Leg	3/15
DEX	3D6	11	15-16	Left Front Leg	3/15
			17	Trunk	3/14
			18-20	Head	3/15

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	13
<i>Movement</i>	10m
<i>Strike Rank</i>	+12

Typical Armour: Hide. No Armour Penalty

Traits: Trample

Skills: Athletics 60%, Brawn 80%, Perception 65%, Persistence 49%, Resilience 88%

Combat Styles

Trunk 55%, Trample 50%, Gore 40%

Weapons

Type	Size	Reach	Damage	AP/HP
Trunk	H	VL	Special	As for Trunk
Trample	E	S	2D12	—
Gore	H	L	1D10+2D12	As for Head



The tusks are also vicious impaling weapons. If a foe is Impaled, the next Combat Action sees the elephant aim to throw its victim with a toss of its head. If the impaled victim is conscious, he may pit either his Athletics or Acrobatics against the Brawn of the elephant. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25-Victim's SIZ, suffering both damage from the removal of the Impaling tusks, plus falling damage due to the severity of the fall.

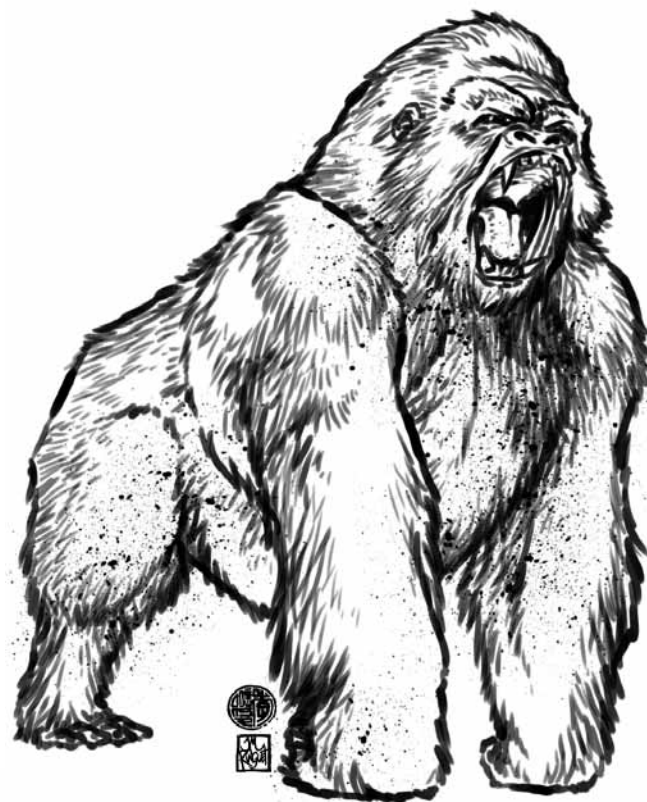
In the Arena

Elephants, provoked into fury through either antagonism or controlling magic, are pitted against several human sized gladiators where tusks counter spears and bladed weapons. In these contests, shields are not allowed and gladiators must rely on their wits to avoid being gored or flattened underfoot.

Elephants are also used as war-mounts in all manner of contests and battle recreations.

Gorilla

Largest of the primates, gorillas are naturally quadrupeds but are also comfortable walking and standing on their hind legs. Gorillas are primarily vegetarian, though they often supplement their diet with insects and the occasional small animal. They are most often found in small family groups led by an old silverback male.



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+15	36	1-3	Right Leg	2/8
CON	2D6+6	13	4-6	Left Leg	2/8
SIZ	4D6+12	26	7-9	Abdomen	2/9
INT	7	7	10-12	Chest	2/10
POW	3D6	11	13-15	Right Arm	2/7
DEX	3D6+3	14	16-18	Left Arm	2/7
			19-20	Head	2/8

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D6
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+14

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 70%, Evade 40%, Perception 40%, Persistence 43%, Resilience 49%, Stealth 30%, Survival 40%

Combat Styles

Bite 35%, Unarmed 45%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Bite	M	T	1D8+2D6	As for Head
Unarmed	M	L	1D6+2D6	As for Arm



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

Combat Notes
As for chimpanzee.

In the Arena
Male gorillas are used in the arena to battle similar sized foes who are armed with a club or cudgel and a net. Controlling magic or some other form of provocation is used to make the gorilla more aggressive.

Hawk

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

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

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

Combat Notes
Trained birds of prey can be directed to attack larger targets than their normal prey. In such circumstances, they opt for Choose Location, targeting the head. As the entire mass of the bird is concentrated on a small area and because the bird itself is small, parrying it is impossible and the target must rely on Evade to prevent from being pecked or scratched. Attacks focus on the eyes, if possible and whilst a bird of prey may not inflict much in the way of damage, they can blind and certainly cause pain and distraction.

In the Arena
Not ideal arena combatants, save for in contests where trained falconers send their birds to harass other combatants.

Combat Notes
The claws and beak of a giant bird of prey can Sunder. If simply attacking to kill, a successful Grip Combat Manoeuvre allows the bird to seize the target in its claws and take to a height, dropping what it carries – a far more effective way of eliminating a threat than attempting to peck it to bits.

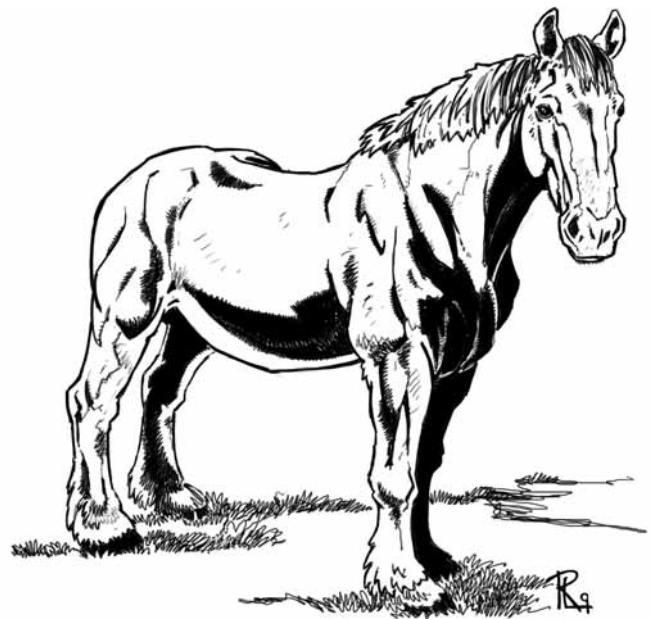
In the Arena
Giant birds of prey are too large to be used as arena fodder.



Horse

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

Heavy horses – those used for ploughing fields and as warhorses – have an additional +4 STR, +4 CON and +4 SIZ.



Large Hawk

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D3	2	1-5	Right Wing	-/2
CON	2D3	4	6-10	Left Wing	-/2
SIZ	1D3	2	11-16	Body	-/4
INT	4	4	17-20	Head	-/3
POW	2D6	7			
DEX	3D6+18	29			

<i>Combat Actions</i>	4
<i>Damage Modifier</i>	-1D8
<i>Magic Points</i>	7
<i>Movement</i>	16m flying
<i>Strike Rank</i>	+19

Typical Armour: None

Traits: Flying

Skills: Athletics 90%, Evade 90%, Perception 110%, Persistence 31%, Resilience 22%, Stealth 100%, Survival 40%

Combat Styles

Bite 35%, Claw 50%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	S	T	1D4-1D8	As for Head
Claw	S	T	1D6-1D8	-/2

Giant Hawk

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+21	42	1-2	Right Claw	3/14
CON	5D6+15	32	3-4	Left Claw	3/14
SIZ	6D6+21	42	5-7	Abdomen	3/16
INT	4	4	8-9	Chest	3/17
POW	3D6	11	10-13	Right Wing	3/14
DEX	3D6+9	20	14-17	Left Wing	3/14
			18-20	Head	3/15

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+2D10
<i>Magic Points</i>	11
<i>Movement</i>	20m flying
<i>Strike Rank</i>	+14

Typical Armour: Feathers. No Armour Penalty

Traits: Flying, Formidable Natural Weapons

Skills: Athletics 90%, Evade 90%, Perception 110%, Persistence 43%, Resilience 95%, Stealth 75%, Survival 40%

Combat Styles

Bite 65%, Claw 80%

Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	H	L	1D8+2D10	As for Head
Claw	H	VL	1D6+2D10	As for Claw



Horse

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+18	25	1-3	Right Hind Leg	2/9
CON	3D6+6	17	4-6	Left Hind Leg	2/9
SIZ	2D6+18	25	7-9	Abdomen	2/10
INT	4	4	10-12	Chest	2/10
POW	3D6	11	13-15	Right Front Leg	2/9
DEX	2D6+3	10	16-18	Left Front Leg	2/9
CHA	—	—	19-20	Head	2/9

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	11
<i>Movement</i>	16m
<i>Strike Rank</i>	+9

Typical Armour: Hide. No Armour Penalty

Traits: None

Skills: Athletics 75%, Brawn 60%, Persistence 43%, Resilience 61%, Survival 20%

Combat Styles

Kick 40%

Weapons

Type	Size	Reach	Damage	AP/HP
Kick	M	M	1D6+1D10	As for Leg

Combat Notes

Horses can kick with their hind legs and rear and bash with their forelegs: either attack is treated as a kick.

In the Arena

Horses are the natural choice for steeds and pulling chariots in races (usually in teams of two). They are not used as combatants in their own right.

Lion

Largest of the big cats, lions hunt in arid grasslands and live communally in packs known as prides.

A pride of lions is composed of lionesses, juveniles and a single adult male who acts as the leader. The lionesses do the majority of the hunting, whilst the males act mostly to defend the pride. A male lion is usually easy to spot, as the majority have a dramatic mane of fur framing their faces.

Combat Notes

A lion uses its claws to Grip and hold prey and then deliver a bite on the next Combat Action. A similar tactic is used by lionesses when giving chase to prey; both claws pull the prey to the ground

and it suffers falling damage as though falling from 3 metres before the lioness then inflicts a killing bite.

In the Arena

Caged lions are released against lightly armed and armoured gladiators and, of course, against unarmed and unarmoured prisoners/heretics who are to be punished or executed. Most lions are starved before a contest, to ensure maximum aggression or are controlled by magic to ensure a bloody contest.

Mammoth

Mammoths are closely related to elephants and far less common. They are built much like elephants, save that they have larger heads and tusks, smaller ears and a coat of thick fur. They usually travel in herds and live in arctic and sub-arctic steppes. A mammoth stands a little more than four metres tall and has a large, prehensile trunk and a pair of tusks.

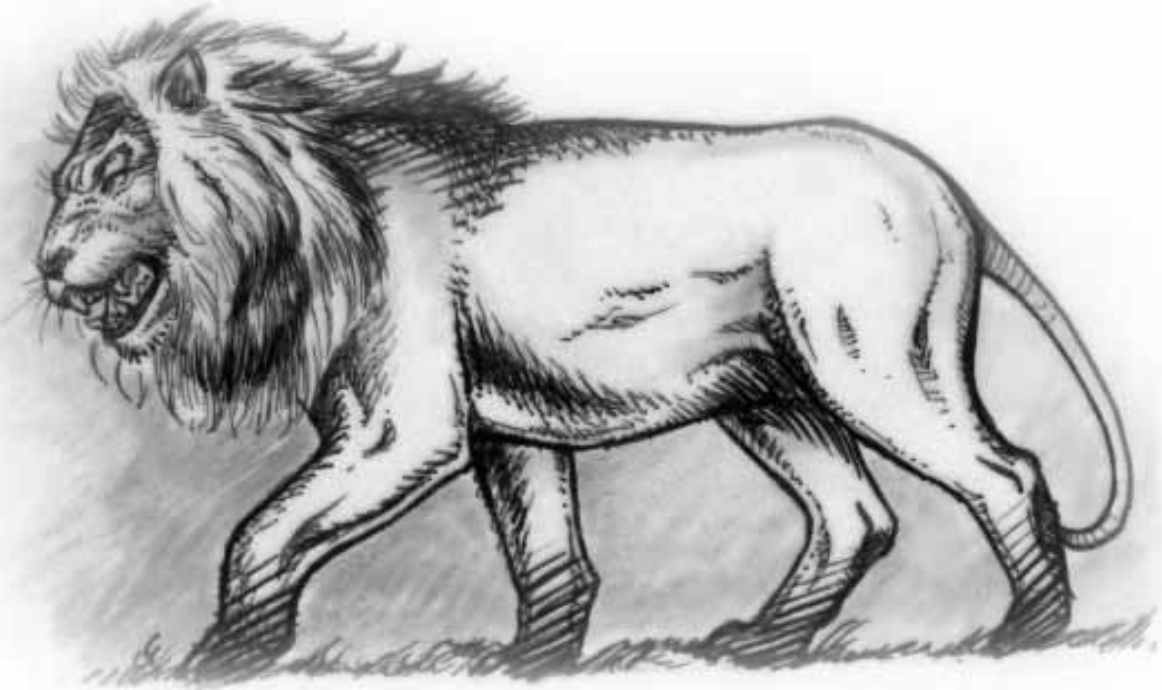
Combat Notes

As per Elephant (see page 158).

In the Arena

As per Elephant.





	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Right Hind Leg	2/6
CON	3D6	11	4-6	Left Hind Leg	2/6
SIZ	2D6+12	19	7-9	Abdomen	2/7
INT	5	5	10-12	Chest	2/7
POW	3D6	11	13-15	Right Front Leg	2/6
DEX	3D6+6	17	16-18	Left Front Leg	2/6
CHA	—	—	19-20	Head	2/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D8
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+14

Typical Armour: Fur, (AP 2)

Traits: Night Sight

Skills: Athletics 70%, Evade 45%, Perception 55%, Persistence 43%, Resilience 43%, Stealth 50%, Survival 40%

Combat Styles
Bite 60%, Claw 60%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	M	T	1D8+1D8	As for Head
Claw	M	M	1D6+1D8	As for Leg



	Dice	Average	1D20	Hit Location	AP/HP
STR	10D6+30	65	1-2	Right Hind Leg	9/20
CON	4D6+21	35	3-4	Left Hind Leg	9/20
SIZ	10D6+30	65	5-8	Hindquarters	9/21
INT	6	6	9-12	Forequarters	9/22
POW	2D6+6	13	13-14	Right Front Leg	9/20
DEX	3D6	11	15-16	Left Front Leg	9/20
			17	Trunk	9/19
			18-20	Head	9/20

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+4D12
<i>Magic Points</i>	13
<i>Movement</i>	10m
<i>Strike Rank</i>	+12

Typical Armour: Hide and fur. No Armour Penalty

Traits: Trample

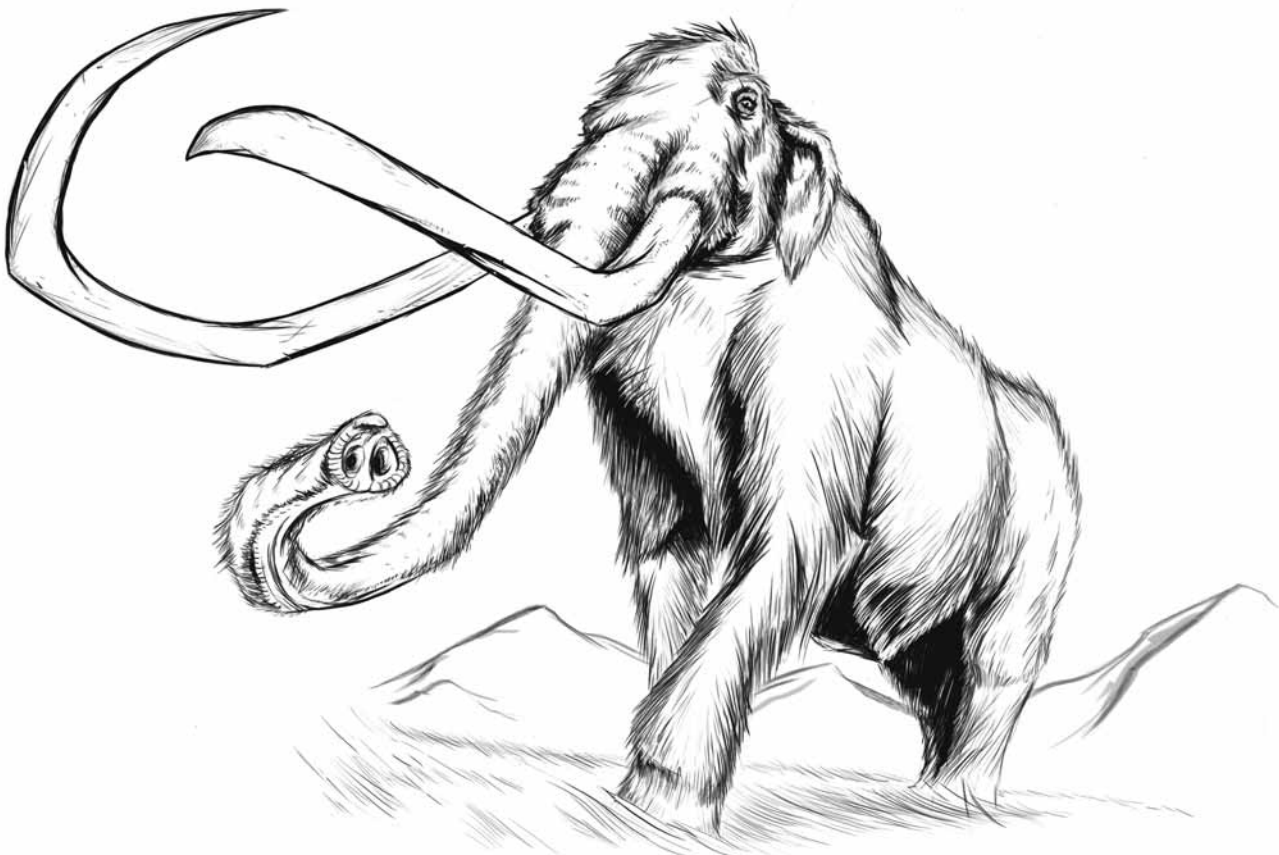
Skills: Athletics 60%, Brawn 90%, Perception 65%, Persistence 49%, Resilience 99%

Combat Styles

Trunk 55%, Trample 50%, Gore 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Trunk	H	VL	Special	As for Trunk
Trample	E	S	4D12	—
Gore	H	L	1D10+4D12	As for Head



Panther

A panther is a large hunting cat. For this description, panther includes such diverse feline species as mountain lions, jaguars and leopards. These creatures live in forests and jungles, sometimes ranging out into nearby savannahs, plains and even deserts. They will prey on anything they can kill but they are wily animals and will not attack a foe with superior numbers or one that is obviously more than a match for them.

Panthers hunt by lying in wait and springing on their prey from ambush.

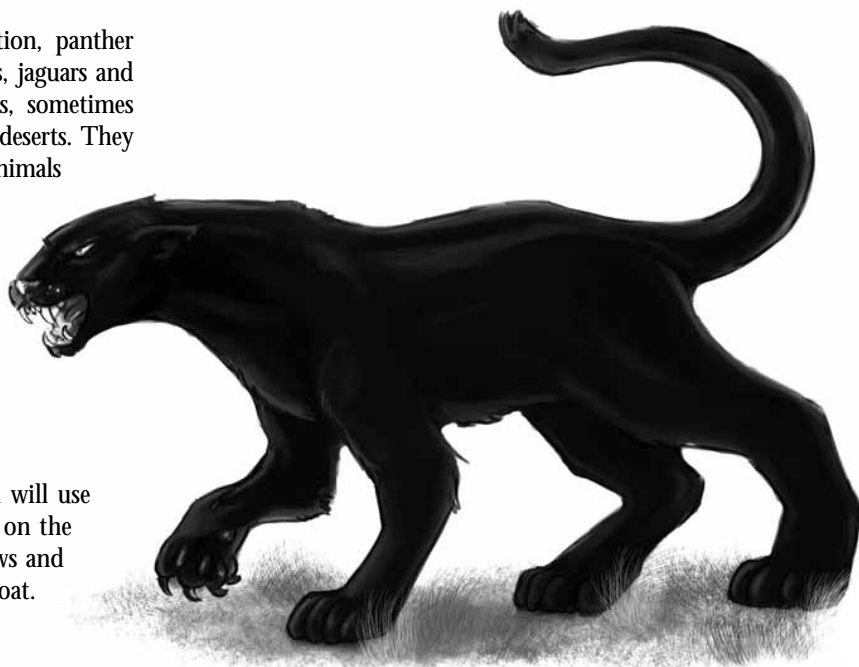
Combat Notes

As per Lion.

Panthers and their kin are also skilled climbers and will use trees a launch place for an ambush, aiming to land on the chest or back of the prey, immobilise with both claws and then use Choose Location to attack the head and throat.

In the Arena

See Lion (page 162).



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1-3	Right Hind Leg	1/6
CON	3D6	11	4-6	Left Hind Leg	1/6
SIZ	2D6+12	19	7-9	Abdomen	1/7
INT	5	5	10-12	Chest	1/8
POW	3D6	11	13-15	Right Front Leg	1/5
DEX	2D6+12	19	16-18	Left Front Leg	1/5
			19-20	Head	1/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D6
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+15

Typical Armour: Fur. No Armour Penalty.

Traits: Night Sight

Skills: Athletics 60%, Evade 65%, Perception 70%, Persistence 43%, Resilience 43%, Stealth 90%, Survival 45%

Combat Styles

Bite 40%, Claw 60%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8+1D6	As for Head
Claw	M	M	1D6+1D6	As for Leg



Rhinoceros

Dim-witted and surly, these great beasts live on tropical savannahs and at the edges of forests. They have poor eyesight and a tendency to charge anything they perceive as infringing on their territory.

Strictly herbivorous, rhinoceroses are nonetheless very good at defending themselves and are able to stand up to a much larger carnivore in a one on one fight. Though a few attempts have been made to domesticate them, most have failed (a notable exception being the Rhino People of Glorantha's Prax) but some cultures still actively seek rhinoceroses for participation in arena games and other blood sports, as well as for the reputed magical properties of their horns.

Combat Notes

The rhino horn is also a vicious impaling weapon. If a foe is Impaled, the next Combat Action sees the rhino aim to throw its victim with a toss of its head. If the impaled victim is conscious,

he may pit either his Athletics or Acrobatics against the Brawn of the rhino. If successful, he remains impaled. If unsuccessful or if unconscious, the victim is thrown a number of metres equal to 25-Victim's SIZ, suffering both damage from the removal of the Impaling horn, plus falling damage due to the severity of the fall.

In the Arena

Take a group of gladiators. Arm some with Long Spears and some with spears and shields. Set them, shackled, in a group at one end of the arena. Now take a rhinoceros (or, for added entertainment value, several) and enrage them with magic or goading. Release them at a distance sufficient to gain a charge. Now watch the panic as men try to set spears and shields, unable to evade the thundering creature hurtling towards them, head and horn lowered. See how many are standing after the charging, goring and trampling has finished.

This is the basis for *Jrusteli Skittles*.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+21	28	1-3	Right Rear Leg	5/8
CON	3D6	11	4-6	Left Rear Leg	5/8
SIZ	2D6+21	28	7-9	Hindquarters	5/9
INT	3	3	10-12	Chest	5/10
POW	3D6	11	13-15	Right Front Leg	5/7
DEX	2D6	7	16-18	Left Front Leg	5/7
			19-20	Head	5/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+7

Typical Armour: Hide. No Armour Penalty.

Traits: Trample

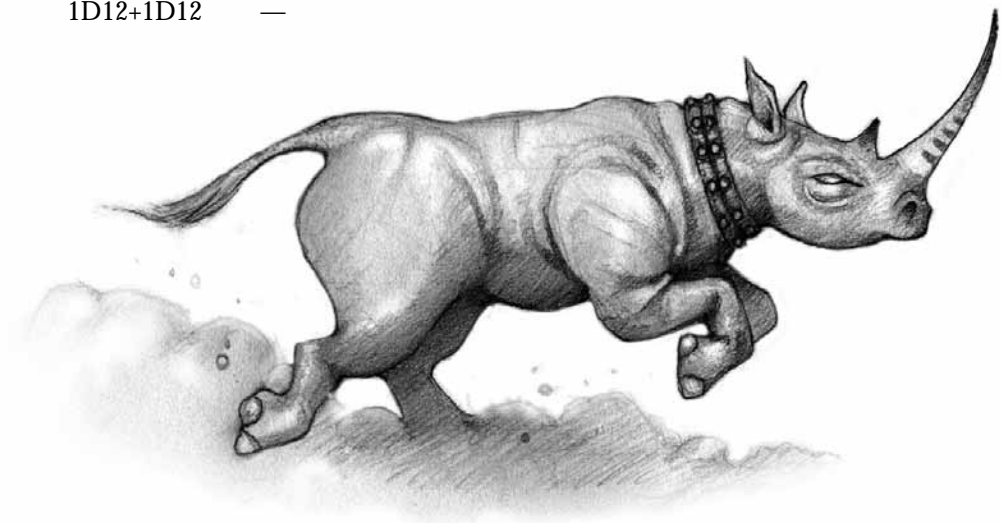
Skills: Athletics 30%, Brawn 55%, Perception 45%, Persistence 43%, Resilience 43%

Combat Styles

Gore 50%, Trample 75%

Weapons

Type	Size	Reach	Damage	AP/HP
Gore	L	M	1D8+1D12	As for Head
Trample	H	T	1D12+1D12	—



Shark

A perfect killing and eating machine, the shark is one of the most famous and feared denizens of the oceans. Sharks are unpredictable and dangerous, though fortunately, unlike sea serpents, they very rarely grow large enough to menace ships. They are, however, extremely hazardous to anyone actually in the water.

A shark is in constant motion and is always on the lookout for prey. The skin of a shark is extremely tough, covered with thousands of tiny ridges.

Two shark sizes are presented here – one three metres long and another enormous beast eight metres long.

Combat Notes

All sharks rely on their bite. Once a bite connects, the shark Grips. On the next Combat Action, the shark then spins and rends; the Swim skill of the victim is reduced by half as the shark both bites deeper, rips and attempts to drown its prey.

In the Arena

Water-borne spectacles are made more fascinating by releasing sharks into the flooded arena to pick-off combatants thrown from boats. Blood and haunches of meat, tossed into the water, guarantees a killing frenzy.



Average Shark

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	23	1-3	Tail	4/8
CON	2D6+9	16	4-8	Hindbody	4/9
SIZ	3D6+12	23	9-13	Forebody	4/10
INT	2	2	14	Right Fin	4/5
POW	3D6	11	15	Left Fin	4/5
DEX	2D6+3	10	16-20	Head	4/8

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D10
<i>Magic Points</i>	11
<i>Movement</i>	14m
<i>Strike Rank</i>	+7

Typical Armour: Hide. No Armour Penalty.

Traits: None

Skills: Athletics 60%, Brawn 40%, Perception 75%, Persistence 43%, Resilience 58%, Swim 100%

Combat Styles

Bite 70%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	L	T	1D10+1D10	As for Head



Large Shark

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+24	46	1-3	Tail	6/15
CON	4D6+18	32	4-8	Hindbody	6/16
SIZ	6D6+24	46	9-13	Forebody	6/17
INT	2	2	14	Right Fin	6/10
POW	4D6	14	15	Left Fin	6/10
DEX	2D6+3	10	16-20	Head	6/15

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	14
<i>Movement</i>	16m
<i>Strike Rank</i>	+7

Typical Armour: Hide. No Armour Penalty.

Traits: None

Skills: Athletics 60%, Brawn 60%, Perception 75%, Persistence 43%, Resilience 95%, Swim 100%

Combat Styles

Bite 70%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	L	T	1D10+2D12	As for Head

Tiger

One of the largest of the big cats, a tiger hunts alone, eschewing the company of its own kind except during mating season. Tigers live in jungles and grassy areas and are perfectly capable of surviving in conditions ranging from the tropical to the arctic.

Tigers prefer to ambush their prey and are intelligent enough to avoid obviously dangerous quarry.

Combat Notes

As per Lion (see page 162).

Tigers are also skilled climbers and will use trees as a launch place for an ambush, aiming to land on the chest or back of the prey,

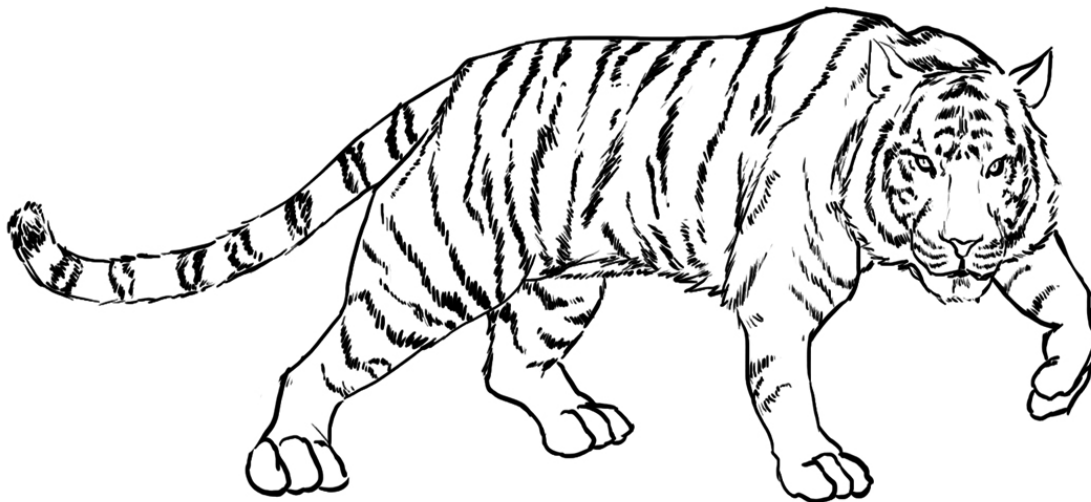
immobilise with both claws and then use Choose Location to attack the head and throat.

In the Arena

See Lion.

Tiger, Sabre Tooth (Smilodon)

Sabre tooth tigers are not true tigers but a separate big-cat species. Stocky and powerful over short distances, their favoured tactic is to ambush their prey from a high point, leaping onto the back and stabbing down with their dreadful sabre-curved fangs. They are native to savannahs and bushlands, stalking rocky outcrops and grazing areas.



Tiger

	Dice	Average	1D20	Hit Location	AP/HP
STR	5D6+12	30	1-3	Right Hind Leg	2/9
CON	3D6+3	14	4-6	Left Hind Leg	2/9
SIZ	5D6+12	30	7-9	Abdomen	2/10
INT	5	5	10-12	Chest	2/11
POW	2D6+6	13	13-15	Right Front Leg	2/9
DEX	3D6+6	17	16-18	Left Front Leg	2/9
	—	—	19-20	Head	2/9

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	13
<i>Movement</i>	12m
<i>Strike Rank</i>	+14

Typical Armour: Fur. No Armour Penalty.

Traits: Night Sight

Skills: Athletics 70%, Evade 40%, Perception 60%, Persistence 49%, Resilience 52%, Stealth 80%, Survival 40%

Combat Styles

Bite 55%, Claw 65%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	M	T	1D8+1D12	As for Head
Claw	M	M	1D10+1D12	As for Leg

Tiger, Sabre Tooth

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6+10	31	1-3	Right Hind Leg	3/9
CON	3D6+6	17	4-6	Left Hind Leg	3/9
SIZ	4D6+15	29	7-9	Abdomen	3/10
INT	5	5	10-12	Chest	3/11
POW	3D6	11	13-15	Right Front Leg	3/9
DEX	3D6+3	14	16-18	Left Front Leg	3/9
	—	—	19-20	Head	3/9

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D12
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+12

Typical Armour: Fur. No Armour Penalty.

Traits: Night Sight

Skills: Athletics 75%, Evade 40%, Perception 60%, Persistence 43%, Resilience 67%, Stealth 80%, Survival 60%, Track 60%

Combat Styles

Bite 55%, Claw 65%, Stab 75%

Weapons

<i>Type</i>	<i>Size</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Bite	M	T	1D8+1D12	As for Head
Claw	M	M	1D10+1D12	As for Leg
Stab	M	M	1D10+1D12	As for Head

The Mean Arena

This chapter provides a ready-made coliseum for use in *RuneQuest* scenarios. The arena is designed for use in any setting but notes are given for setting it in *Glorantha*, *Elric of Melniboné* and *Hawkmoon* games.

Personalities with full *RuneQuest* statistics are also provided.

Setting

The Mean Arena can be used in any *RuneQuest* setting. Some suggestions for current *RuneQuest* campaign settings are as follows:

Glorantha: The Glorious Coliseum of Abiding Virtue

Built by the Emperor Iolanthus in 819, the Coliseum of Abiding Virtue began as a training area for the soldiers of the Rightness Army but rapidly developed into an arena for chariot racing and later gladiatorial combat as the Middle Sea Empire expanded its territories and brought back heretic prisoners.

Located in the city of Hathinelthor, Jrustela's richest city, the coliseum is a towering monument to Emperor Iolanthus's short, illustrious reign. Statues to him, depicting him as the 'Walking Friend of Malkion', adorn every crevasse, niche, plinth and pedestal. Here he is as the conqueror of the seas, treading down on a squirming Magasta; over there, as the Defeater of Light, riding Yelm's Chariot with Yelm cowering beneath its wheels; and there, grandest of all, Iolanthus the Dragon Killer, holding the head of the Great Dragon to Be, bloody scimitar in hand.

The coliseum is owned and operated by the Abiding Imperial Council for Meritorious Entertainment and Compliance. The council commands a large portion of the public purse and is the largest buyer of slaves in the God Learner empire. Most are sent to the council's state-sponsored gladiatorial school, The Academy for Correction and Rightness, which is based a kilometre east of

the coliseum. Others, deemed unworthy of redemption, are sold to private gladiatorial academies such as Mostrum's College for Spear and Glorious Death. The council is responsible for all events staged at the coliseum and is bound, by Imperial Statute, to hold three events a year (to commemorate the birthday of Emperor Iolanthus; the official birth of the Empire and the birthday of the current emperor, Ilotos) and more, depending on finances. The council excels in its task. The council members are ardent sponsors of games and contests and the large portion of the public purse they command allows them to import exotics creatures and monsters from across Glorantha to perform in the games.

Two institutions serve the council. The aforementioned Academy for Correction and Rightness is the foremost gladiatorial school where the emphasis is on converting heretics to the Malkioni way through strict indoctrination to the tenets of the Abiding Book, reinforced through the necessity for survival in a harsh world. The mornings are spent in Saintry Scripture study; the afternoons and evenings in training for the arena. All types of gladiator are trained here. They are taught that, as heretics in the first place, Solace and Joy are beyond their attainment but they can gain Glory and Lustre through first adopting Malkionism as their core belief and then fighting and dying well in the arena to prove that devotion. In reality, the academy does not like to see its gladiators slaughtered; it has an active petition for mercy in the arena since treasured elite gladiators reflect well on the academy and show that rigorous martial discipline can create converts to the Invisible God who have value for the wider empire.

The second institution is the Fortuitous Guild of Catchers and Keepers. This organisation consists of ex-academy gladiators who have won their freedom, retired but active, Rightness Army soldiers and freelance adventurers. It is their task to scour the world for slaves and creatures that will join the academy and fight in the arena. The guild is fearless, delving into the dark and chaotic places of Glorantha to capture monsters and things of chaos. Its members are trained in a variety of sorcery schools so they have the necessary abilities to subdue the things they chase. The pay



is superb and only the bravest, strongest personnel are recruited to its ranks. Mortality levels, however, are high and the average life expectancy is two missions. Nevertheless the guild's reputation ensures a constant stream of applicants.

The coliseum opens its doors at least three times a year and stages games lasting three days. The pattern follows the standard suggested at the beginning of this book (starting on page 4) with the final hours of the first two days dedicated to chariot races involving six chariots per day. The two winners of these heats compete head to head on the third day when they must negotiate not only the course but also monsters unleashed onto the track as an added hindrance.

The final day climaxes with a battle enactment. Some of the battles enacted have yet to be fought and are considered practice runs for Rightness Army troops. Others are re-stagings of successful God Learner conquests and favourites include the Battle of Loskalm and the Siege of Cuorwal Vale – both triumphant victories.

Hawkmoon: The Baron Meliadus Memorial Arena

Before the Tragic Millennium, the site occupied by this arena was occupied by the Ohtoo Dome, a legendary temple to Emperor Tohnee Blare, the Infinite Liar. Since the Tragic Millennium it has been rebuilt by Baron Meliadus as an arena for death and spectacle.

The arena is located in Londra, on the banks of the Tame, in a place known as Grench. Wolf motifs dominate, with the main gates of the processional an immense, carved-stone wolf mask fashioned after the one worn by Meliadus himself. An entire sub-order of the Order of the Wolf runs the arena, staging games whenever Meliadus commands them to be staged. Gladiators fall into two types: the Wolverines, who are Wolf Order soldiers who have chosen the gladiator path as a means of proving their dedication to Meliadus and King Emperor Huon; and the Derelicts, which is composed of slaves, prisoners and anyone else, including the unmasked, that Meliadus has taken a dislike to.

The Wolverines and Derelicts train in different camps within the shadow of the arena. The Wolverines specialise in sword, spear, axe and shield styles and always fight in half-plate armour with full masks. The Derelicts are trained in the gladiatorial styles described in the first chapter of *Monster Coliseum* and they are expected to die. The Wolverines show no mercy to Derelicts and even the best Derelict fighter can expect no clemency from Meliadus when he presides over the games. The nickname for the Derelicts is 'Dead Men Walking'.

The games are straightforward combats. Meliadus has little appreciation for chariot races, mainly because this is a skill he is useless at. Hand to hand fighting is the order of the day, along with imaginative executions that test the ingenuity of Granbretan's Death Mechanics – inventors of all kinds of execution machine (which include the Head Mower, the Spine Lifter and the

underused but rather spectacular, Vertical Tunneller). Fights are brutal and protracted. Meliadus expects the gladiators to fight to exhaustion and the Wolverines are taught to draw-out contests. Those who last the longest earn Meliadus's approval and may find themselves elevated from the Wolverines and into Meliadus's elite wolf-mask units.

Meliadus does, however, like to re-enact battles from ancient history, tweaking historical fact to include the Order of the Wolf as the prime movers of the conflict. Favourite re-enactments are the Pole Tacks Riots, the Knot-In-Hell Karnival, the No-Man-Die Landings (a glorious victory for Churshil) and, of course, M'Gret the Thatcher's infamous victory in the Folkland isles. Curiously, Emperor Blare's Battles Against Terror are not re-enacted, mainly because the historical records are so unreliable. Despite claiming great victories, Blare is thought to have fabricated these triumphs in order to secure himself the somewhat dubious title of God Emperor of the Known Universe and Any Other I Happen to Discover. Since this directly challenges the modest claims of King Emperor Huon, Blare's victories are conveniently ignored.

Elric of Melniboné: The Jade Dragon Arena

When the Bright Empire was at its height and Empress Terhali occupied the Ruby Throne, many arenas were built in her name and dedicated to her patron, Xiombarg, Queen of the Swords. The Jade Dragon arena, on the outskirts of the Dharijorian city of Gromoorva, is one such edifice. It conforms to the oval design but the outer façade of the arena is made of greenish-blue stone and fashioned into the semblance of a curled dragon, the head and maw of the creature forming the ceremonial opening of the processional.

Now that the Bright Empire has waned and Dharijor is a vassal of Pan Tang, the Jade Dragon Arena is now heavily influenced by Pan Tangian culture. The upper walls of the arena are lined with silent statues that were once part of the screaming sculptures of Hwamgaarl but have now fallen quiet as their tormented souls have been consigned to oblivion. Likenesses of Pan Tangian theocrats are set beneath these grotesques, twice as tall, twice as elaborate, each theocrat bearing a sardonic smile and clad in the merman armour unique to that damned island nation.

The arena is controlled by Dharijor but Pan Tang commands its agenda. Pan Tang commands the fiercest, most bizarre gladiatorial contests known. Witness the Blind Massacre, in which prisoner gladiators have their eyes put-out in front of a baying crowd and are then forced into combat, sockets dripping, armed with vicious axes, hacking blindly until one warrior is left, unable to see what he has done or the extent of his victory. Witness the combats between things summoned from some vile pit of Hwamgaarl and turned loose upon a dozen gladiators, tearing them limb from limb until none remain alive. Witness too the relish with which the populace laps-up these gruesome spectacles, some even leaping into the arena to join-in the carnage.



Master of this dreadful place is Arena Mistress Ouranda: a beautiful woman known for her casual cruelty who was once a lover of Jagreen Lern. The arena was his gift to her and now she runs it in his name, devising the vile spectacles that entertain the twisted populace of Gromoorva and beyond, each spectacle styled to appeal to Jagreen Lern's own perversions – even though he has never set foot in the place. Ouranda knows the will of the populace; she senses it and panders to its cruelty. Gladiator schools across Dharijor feed doomed gladiators in a constant stream, caught, usually, in pirate raids in the Straits of Chaos and sometimes from waters further away. Once, a warrior of Imrryr – a man not unversed in casual cruelty – was captured and forced to fight in the Jade Dragon Arena. Witnesses say he wept as he watched the slaughter, unable to comprehend its barbarity and claiming, through his tears, that even Melniboné at its height would have staged such repellent spectacles. Lady Ouranda treasured this moment and ensured that the Imrryrian warrior partook in the fiercest, most extreme, of that session's contests.

Games are staged several times a year, whenever enough slaves have been assembled and enough creatures captured or summoned, to stage a contest lasting four days. The populace pays readily for a full day of carnage and the money flows through Ouranda's hands, then the Dharijorian Exchequer and thence to Pan Tang. Ouranda is wealthy and she makes the slave traders who supply her wealthier still. Occasionally some champion of the arena emerges and captures the mood of the populace. Ouranda allows this hero to prevail for a while but always engineers a suitably dramatic demise for the wretch. No one can be bigger than the arena: no one should control the crowd more than Ouranda herself.

As Ouranda says to all gladiators who enter the Jade Dragon Arena for the first time: 'See these marvels and despair, for your doom is assured'.

Arena Architecture

The arena is an ellipsis 140 metres in length and 85 metres wide. Internally the arena floor is 75 metres in length and 45 metres in width for a total arena floor area of 10,597.5 square metres

The auditorium has 45 stepped seating tiers with each step averaging 45cm in height. It can hold a maximum capacity of some 25,000. The entire building consists of 160 arches with two tiers of 80 arches. Public access to the arena is via any of 70 of the lower arches with 10 arches reserved for arena administration and VIP access to the most prestigious parts of the viewing area.

The arches at each end of the longest axis form the Processional. The Processional is effectively two corridors, 40 metres in length, separated by the arena floor. Leading off from each corridor are 20 further corridors (ten to a side) that lead into the restricted areas of the arena and down into the maze of passages that run beneath the arena floor itself.

The auditorium forms the bulk of the ellipse and is divided into upper and lower galleries. The upper galleries are for the general public and consist of cheaper seats with more restricted views, whilst the lower gallery is the province of VIPs and more expensive seats with the best views. The Imperial Box is located directly above the north entrance of the Processional and offers the best view of the arena. The box is reserved for high-ranking nobility and officials, and can seat up to 50 in some comfort. The seating is a mixture of comfortable chairs and padded benches rather than the stone steps of the rest of the auditorium.

The nearby illustration shows a cross section of the arena taken through the northern Processional.

As is common with all such arenas, the actual structure beneath the auditorium seating is a maze of passageways, corridors and stairways but arranged in a series of three concentric ovals.

Outer Ring

The outer ring forms the entrance to the arena. Public access is via the 70 arches of the lower tier and within the columns of the building one finds market stalls, small tavernas, places to sit and places to socialise. The intention of the outer ring is to encourage entrance and to heighten the sense of anticipation through a carnival atmosphere; thus, street entertainers offer an incessant pre-game show with juggling, singing, musical recitals and storytellers who loudly recite the historical deeds and battles that are likely to form the basis for that day's games.

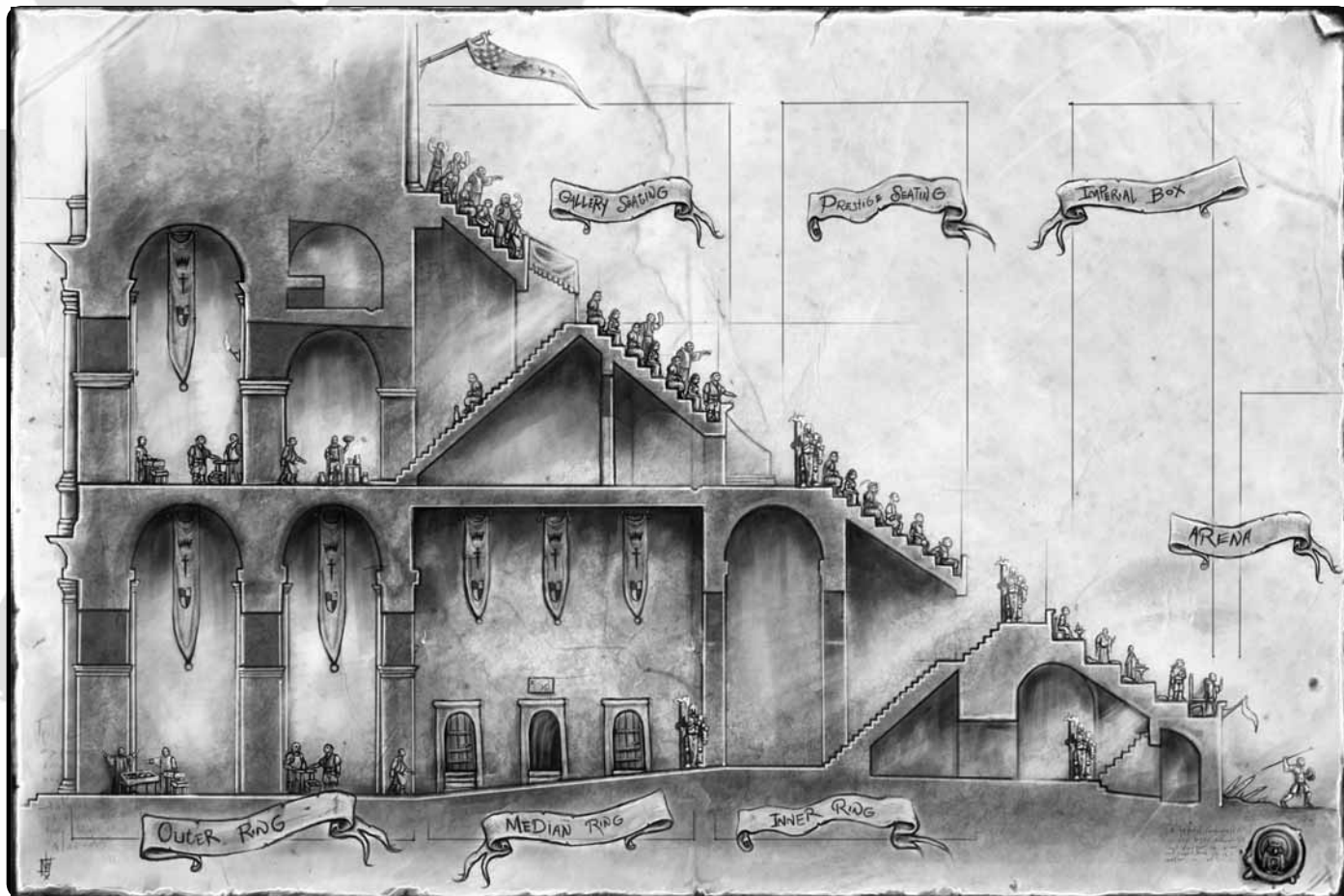
The different social ranks mingle quite easily in the Outer Ring, although different areas cater for different social ranks and thus some class divisions perpetuate. In the proximity of the Processionals, for instance, the quality and price of goods for sale, food and entertainment is much higher, pandering to a wealthier clientele. Further away from the Processionals, the cheaper and (generally) lower in quality the goods and services become.

Median Ring

The Median Ring is the main thoroughfare for the audience, with staircases leading up to the seating tiers. Many smaller rooms, used for private meetings, line the space between the Outer and Median Rings and these can be hired, according to their privacy, for between 1 and 10 Silvers per day. Such rooms are frequently used for private parties and gatherings before and after games and as retiring areas between bouts. Servants/slaves, employed or owned by the arena, can also be hired at additional cost (typically doubling the private room's cost).

Inner Ring

Access to the prestige seats is via the Inner Ring and further meeting rooms are also available here. However the Inner Ring is patrolled by arena staff who make sure that only those of sufficient status have access to the Inner Ring and they sullenly eject anyone who tries to sneak through in the hope of gaining a better seat or view.



Nick Egberts

At key points in the Inner Ring are viewing grids that look down into the preparation areas below the arena floor. This is where gladiators exercise and where creatures are penned. This affords those who intend to wager large sums on gladiatorial outcomes to view the combatants, weigh the odds and make a decision on bets. Servant/slave runners go between the Inner Ring and the betting stalls in the both the Median and Outer rings taking wagers and promissory notes and bringing back receipts. Hiring a runner costs a silver per day.

Processional

The two Processionals bifurcate the lower level of the arena. Each has twenty corridors, ten to a side, which lead down into the bowels of the arena. Only authorised personnel are allowed into the Processional, as the various corridors and passageways give access to the gladiatorial rest and training areas, creature compounds and so forth. The main Processional corridors are seven metres wide and nine metres high – large enough to accommodate chariots and other vessels and, of course, large creatures which are then led down into the maze of preparation areas underneath the arena floor.

Each Processional is gated at both ends. The gates are made of metal and wood, stand nine metres by seven and are lockable

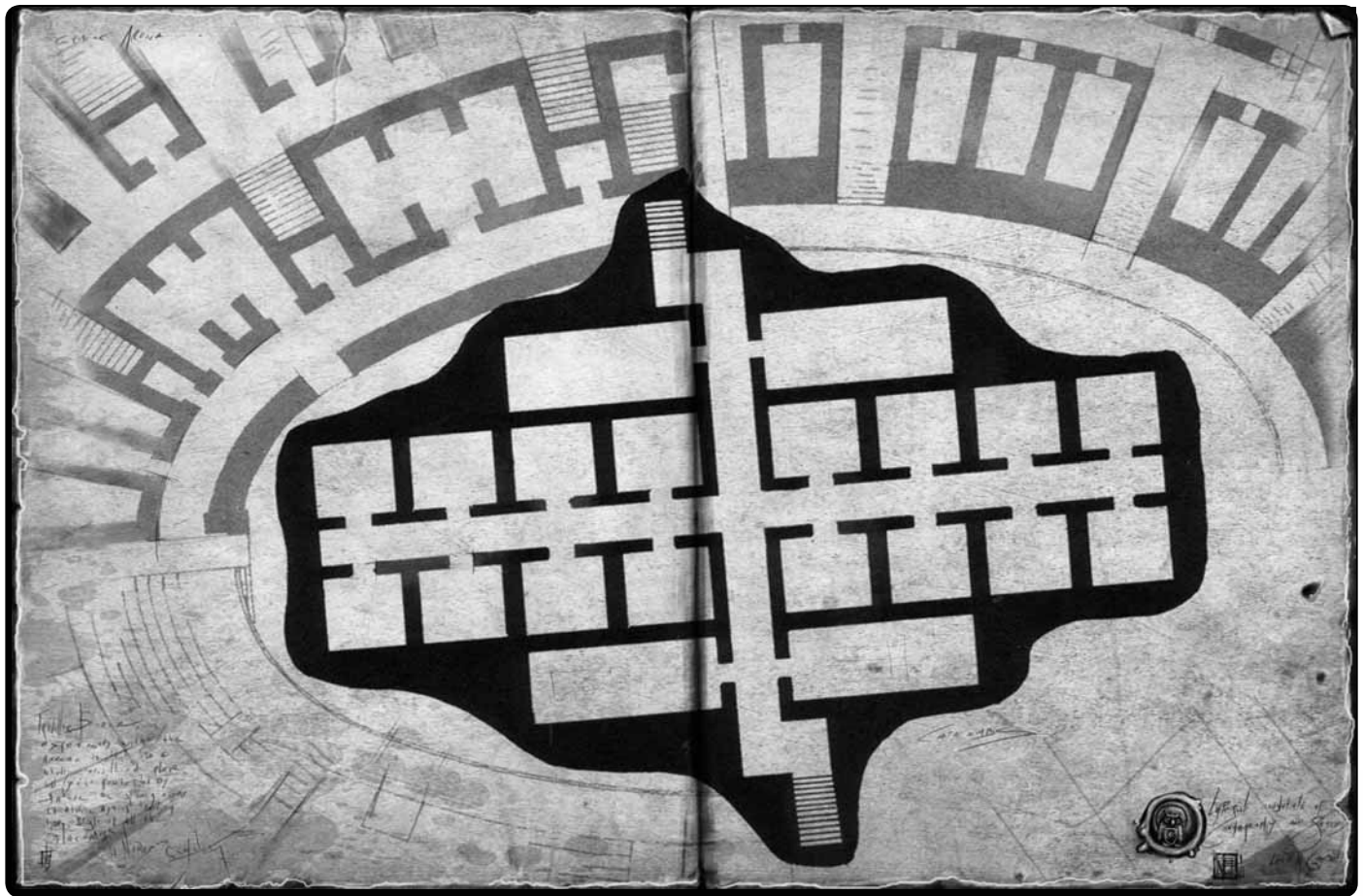
from either side. It takes a team of three men per gate to swing the things open or shut, requiring a Combat Round to complete. Guards, usually two per gate, stand watch, armed with halberds and wearing hardened leather armour and ornate plate helms. Their job is to watch for and prevent interlopers and to sound the alarm if anyone – or thing – escapes from the lower floors.

Lower Levels

Beneath the auditorium and arena floor is a complex maze of corridors, cells, preparation rooms, training rooms, armouries, blacksmith forges and cages. The area extends across the full width of the arena floor and the Inner Ring. The nearby diagram shows a portion of the lower levels with the focus on the areas directly below the arena floor.

Each of the cells is 16 metres square and five metres deep. Every cell has a trapdoor in the ceiling giving direct access to the arena floor, with each trapdoor being made of solid wood and metal. Platforms in the cell below are attached to winching equipment so that gladiators, creatures and scenery can be raised and lowered. If a contest includes animal combatants, then cages containing the creature can be easily installed and sprung upon at the appropriate time or when signalled to do so. Teams of servants or slaves tend to all the underfloor operations, running between cells and





performing the orders of the animal trainers, fight directors or scenery masters as needed.

The rooms surrounding the cells fulfil many functions but are broadly as follows:

Holding Cells

These are for slaves or prisoners destined to fight. Similar in size to the under floor cells they can hold two dozen whimpering, terrified combatants and each is equipped with floor and wall shackles to prevent escape. Each cell has a single door made of oak and metal bindings, lockable from the outside and guarded either by an arena guard or a trusted gladiator (who, typically, whispers through the door, telling of the carnage to come or describing the roars, cries and screams that echo through the dismal chambers of the lower levels).

Preparation Cells

Professional gladiators are segregated from prisoners and slaves and given their own preparation cells. Typically each cell – of similar size to the Holding Cells – houses six gladiators and their armour (but no weapons). Depending on the temperament and attitude of the gladiators, they may or may not be shackled and guarded. Loyal gladiators who stand no chance of trying to escape or cause an uproar have no guards and the most comfortable cells,

with chairs, bunks, fresh water and so on. More troublesome gladiators may be shackled or simply locked into their cells to await their turn.

Both the Holding and Preparation Cells lead directly out to the lateral corridors that slope upwards to the entrances feeding the arena floor. As the time to fight approaches, the combatants are led out and equipped with the weapons chosen for their fight. Loyal, seasoned gladiators are given equipment they are trained to use but prisoners, slaves or troublesome warriors make do with what they are given – and this might be nothing at all. The Master At Arms, Inseverus, is in charge of distributing weaponry and if a gladiator has made a favourable impression on him, he gives them better quality equipment and, perhaps, even some tips on what is to be faced or how other combatants have fared.

Single Cells

Elite gladiators are given the privilege of a single cell. Half the size of one of the Holding Cells, Single Cells are comfortable with washing and sleeping facilities, training equipment and a place for the gladiator's belongings. Here, a star gladiator can prepare for the trials ahead in whatever way he chooses. If religious, priests of his cult can visit to perform blessings and so forth, although guards and the Master of Gladiators keeps a careful watch for any forbidden magic, information and so on.



Although the elite gladiators have earned a degree of trust and admiration, they are still watched carefully and opportunities for troublemaking are few. The Single Cells are kept distanced from each other so that their occupants cannot collude. These privileged fighters can call upon slaves and runners to bring food, water and so forth, as long as requests are reasonable and fit with a particular gladiator's regime. The Master of Gladiators, Vikourus, vets all such requests and keeps a personal watch on each of the elite gladiators accorded Single Cell privilege.

Armoury

The armoury is large and spacious but kept secure with a pair of large, stout, metal and wooden doors that are kept padlocked from the outside when the arena is not in use: only Inseverus and Vikourus have keys and the armoury is part of Inseverus's domain, so he is the one most frequently found here.

The armoury is 18 metres by 12 metres with a 12 metre ceiling. Weapons are stored neatly in racks, with each type of weapon racked together. Hundreds of weapons are held here, of just about every conceivable type. Nets are stored, folded, in a chest close to the trident rack; bows are stored close to strong boxes containing brightly fletched arrows.

Armour is stored in both racks and on mannequins. The mannequins are reserved for the elite gladiators; everyone else is equipped from the general armour racks, and the armour pieces they are allotted are not always a guaranteed fit. This is partly a matter of expedience and cost but also a deliberate tactic – ill-fitting armour adds to the challenges faced by the wearer. Only the elite warriors have the luxury of armour tailored to their physique – a reward for performing well in the games.

The weapons and armour are kept in good repair by servants working directly for Inseverus. Teams of polishers, waxers and sharpeners inspect and maintain equipment on a weekly basis with the most intense activity in the two days leading up to a major staging. Weapons are tested for balance and sharpness. Some are destabilised deliberately and some weapons are kept blunt, again, to add to the challenge. However the arms of the elite gladiators remain in tip-top condition: another reward for excellence in the arena.

Garage

Twice the size of the armoury this is where chariots are stored. The Master of Chariots is Noventius; it is his job to ensure that chariots are fit for the games and outfitted to whatever standard a particular contest requires. This does not always mean that the vehicles are in the finest condition. Wheels, straps, stays and axles are frequently loosened or weakened to add spice to contests where fast-moving chariots circle the arena in staged battles. For a wheel to come loose, an axle to fail or horses to break free of their tack adds interest to combats and so the small team Noventius employs is engaged to repair and destabilise vehicles according to specific needs.

The chariots are made for the arena. These are sometimes custom models built to Noventius's own designs but are, more often than not, replicas of chariots used by real armies. A few of the chariots are the real thing, rescued from battlefields and then adapted to arena use.

The garage holds twenty chariots of various types with all the essential equipment necessary for modification and maintenance stored neatly in racks around the walls of the room. Tubs of animal grease are kept for lubrication along with plant oils for keeping straps and harnesses moist and supple.

Stable

Next to the Garage is the stable. This is used only for those occasions where steeds are needed; otherwise horses and other beasts capable of hauling chariots are kept in proper stables away from the arena. The stable is half as large again as the garage and has bays for up to thirty horses, along with grooming equipment, barding and livery for decoration. The stable is part of Noventius's responsibility although he devolves much of it to Brant, the horse master. Brant is a crusty old curmudgeon who prefers animals to people and feels deeply for the creatures that are thrown into the arena – even though he loves and respects the traditions of the coliseum. His empathy is for any creature, mammal or monster, that would rather be out in the wild than fighting for its life for a baying crowd. His empathy does not extend greatly to humans, even though they are often treated worse than the creatures.

Forge

A full working blacksmith's forge used for crafting new weapons and armour and repairing damaged items. It works in between arena shows and is tended by Bulus and his twin sons, Bulo and Bolu. All three are master craftsmen, with the twins displaying every inch their father's skill. All three have served the arena all their lives and are completely at one with its traditions. No weapon is too difficult for them make and no piece of armour too ornate to craft. The three smiths are great bears of men: large, hirsute and gruff, rarely speaking to each other unless it is to issue or acknowledge instructions. The only man they fully respect is Inseverus, to whom they report; everyone else is treated with indifference. The three are devoted to their craft first and foremost; nothing else matters to them.

Infirmary

The infirmary is less a hospital and more a butcher's shop. Operating only when the games are staged, this low-ceilinged room is where Aulach the Surgeon plies his craft. Aulach uses healing magic when an elite or valued gladiator is brought in for treatment; otherwise he deals in more conventional treatment: stitching, bandaging and amputating. Of course, many combatants die on the arena floor but those who survive are frequently injured and are then brought down to Aulach for assessment and treatment. Aulach is assisted by Grans and Voranus, trainee healers who have managed to stomach the dreadful things they must deal with during the games. Aulach has managed to suppress his emotions to the point



that he seems like an automaton. No wound or injury fazes him although he sometimes shakes his head at the extent of certain injuries or remarks on the skill with which they have been inflicted. Otherwise he performs his work and later blots out the horror with the strongest drink he can come by.

When the games are in full session, the infirmary is a place of screams, cries, moans and spluttered prayers. The stench is difficult to bear and the room is always hot as Aulach keeps braziers burning and stocked with cauterizing irons for quickly sealing stumps. A steady flow of the injured, the dying and the dead keeps her, Grans and Voranus busy from dawn until dusk, with barely a time for a break.

The Shrine

The shrine is a place of worship. It is not dedicated to any one god or pantheon but is a multi-purpose shrine

Auditorium

Capable of seating 25,000, the auditorium comprises of rows of step seats arranged into two main tiers. The lower tier gives the best views of the arena floor and thus the charges for this tier are higher than elsewhere. As well as offering excellent views of the games, the seats closest to the barrier separating them from the arena offer a certain element of risk. It is not unknown for combatants to lash-out at jeering spectators, for stray missiles to plough into the crowd or for creatures to break free of bindings and launch frenzied attacks at the masses. Taking a seat close to the barrier can be a considerable risk but is seen as something of a rite of passage, certainly amongst the wealthy youths who revel in the blood sports.

Scattered around the lower tier are private boxes, raised-up from the step seats around them and shielded from danger but still providing the very best views. The most prestigious boxes are at the upper end of the lower tier, where the wide colonnade separates the lower and upper tiers. These boxes are owned by nobles and wealthy merchants who like to flaunt their wealth and status by hosting day-long parties in their boxes and in rented private rooms in the Inner Ring. Most boxes are plain affairs that, on the day, are draped with ribbons, silks and furs to lend an atmosphere of comfort. However some, like the Imperial Box, are heavily and ornately decorated and equipped with padded seats, tables and even couches, depending on the preferences of the owner.

The upper tier has more restricted views, especially those seats high-up, but the views still tend to be reasonable and the natural acoustics of the arena excellent. The highest seats are known as the 'Murky Heavens' because here, away from public view and in relative seclusion, certain undesirables are able to meet to discuss clandestine affairs whilst offering the pretence of watching the games below.

Administration

The arena is run by the formidable Lady Ouranda. She is the chief co-ordinator between the state, the various suppliers to the arena

(gladiatorial schools, animal catchers and trainers, and so on) and the functionaries of the arena. She is highly capable, highly intelligent and utterly dedicated to what the arena stands for. Of noble stock she is distinguished by two things: an intuitive ability to understand what the populace wants and needs in terms of games and spectacles, and a creative ability to formulate and design games that meet those needs. Her father administrated the arena before her and she learned from him; but her capabilities far exceed what her father achieved. Through her work in the past decade or so, the arena has become a potent force and symbol; a tool of the state to control and mollify its people. Ouranda commands the ear and attention of the ruling class, including the king, emperor or whoever rules in these parts. A council appointed by the state may determine policy and she either sits on that council or controls it but most defer to her judgement and skill. As a result she commands a budget worth millions of silver each year and is able to bring-in the very best gladiators and most exotic creatures to satiate the public desire for more games.

All the functionaries present in the arena report to Ouranda. Day to day administration is performed by Craessis, her father's son by another liaison. Craessis is as logical as Ouranda, is creative and he runs the books, organises rotas and work plans and ensures that Ouranda's will is translated into action. He is characterised by a lack of cruelty: on game days he remains in his offices situated in the Median Ring, preferring not to watch the spectacle beyond the office walls. Ouranda, on the other hand, occupies the Imperial Box, sitting with the attendant noble and gently guiding the way he presides over the games, balancing merciful decisions with fatal ones.

Gladiator Academy

The arena is served by several gladiator schools. The official school, attached to the arena and under Ouranda's overall control, is the main supplier of gladiators. Others beyond the city's walls also serve the arena but these are smaller affairs and not within Ouranda's remit – although her considerable influence means that they tend to follow any commands or suggestions she issues.

The official gladiatorial school is located in its own grounds about a half kilometre from the arena and in its ever-present shadow. It is run by Mernaues Vex; a grizzled ex-gladiator who was, in his day, a superb arena fighter. He was not necessarily the best but he was able to play the crowd and, more importantly, play Ouranda. When he gained his freedom he was fortuitous enough to do so at a time when the previous principal of the gladiatorial academy was gravely ill; on his death, Mernaues was the natural choice to take over. Skilled in most of the gladiatorial styles used in the arena, Mernaues was able to institute a new regime based on direct experience, creating in the process a cadre of excellent fighters in a programme designed to both promote excellence but also balance it with those whose real destiny was to perish sooner rather than later. Mernaues knows that any good gladiatorial academy must be prepared to readily sacrifice some of its students to please both the crowd and the council – especially Ouranda.



The gladiatorial academy occupies a purpose built compound close to the main stables that serve the arena outside of the event calendar. The buildings form a quadrangle and include dormitories, an armoury, offices, indoor training rooms and baths. The open area of the quadrangle is the training arena and, every day, from dawn to dusk, gladiators perfect their skills. The halls echo to ringing swords, shouts and group chants as the gladiators are put through their paces. Mernaues has a staff of 20 ex-gladiators and ex-military personnel who school the 100 or so gladiators in their combat styles and tactics. They constantly monitor and report to Mernaues on the condition and skill of the trainees. Mernaues then uses his own skill and instinct to allot roles, styles, combat orders, combat pairings and special challenges in preparation for the game days. He keeps Ouranda (who visits regularly) informed of who can do what and, together, they form the games' agenda.

New recruits – slaves and prisoners, usually – come through the academy gates every week. Mernaues expects between five and ten of the existing trainees to be maimed or killed during training and so he always looking for that number to replenish the stocks. New additions are housed in a dormitory of their own, shackled at night and watched by vigilant guards, until such time that they show compliance and can be migrated into the main dormitory where the conditions are a little more relaxed. Mernaues sets-down a hard discipline: do not expect mercy; expect the conditions to be as tough in the academy as they will be in the arena. Those who fight well, however, and comply (the academy staff punish through floggings and beatings those who do not) will earn privileges – better food, more unshackled time, better challenges. The staff spare no opportunity for making examples of those who think they can outwit the arena and have a free hand in doing so. Many of the deaths and maimings do not occur through training but through the setting of such examples.

On games days, the gladiators selected for combat (about 60% of the academy's populace) are taken to the arena where they then come under the control of Vikourus, Master of Gladiators. He and Mernaues do not see eye-to-eye but Lady Ouranda likes that frisson between them, as it keeps the competition fresh. It is Vikourus who then administrates arena proceedings, according to Ouranda's plans and Mernaues's instructions and recommendations. However, favourites of Mernaues may not be favourites of Vikourus (and vice versa) – meaning that the final outcome on the arena floor is not governed by the direction of a sole individual.

Training

Every recruit to the academy is assessed as to his combat skill and style. He must engage in a fight with another inductee – not to the death but to a point where the opponent is subdued – with Mernaues and his staff watching. Based on this, they determine what style he will be trained in and how he will fight: as a sole



combatant or as part of a troop; with a shield or without; against humans or against creatures. The training programme before a gladiator is ready for his first arena fight takes six weeks. In this time he will gain the Combat Style selected for him (Spear and Net, for instance) at its base value plus 10 and then a further six training rolls as described in the *RuneQuest* rules for training (pages 51 to 53, *RuneQuest Core Rulebook*). His trainers have a Teaching skill of 40+2D10%.

Every week, if Games Masters wish, Adventurer gladiators can make a Resilience roll. If successful, they survive that week unscathed. If the roll fails, one Hit Location suffers 1D8 damage but is tended by healing. If the roll fumbles, then 1D3 Hit Locations sustain 1D8+2 damage – a combination of combat wounds and example setting. If the Resilience roll critically succeeds, then the gladiatorial Combat Style chosen for them gains an automatic Improvement Roll of 1D4+1.



Notables of the Mean Arena

These Non-Player Characters are offered for use with the Mean Arena in whatever setting it used.

Glorantha: Common Magic, where noted, is available.

Elric/Hawkmoon: Common Magic should be ignored. Magic appropriate to these settings is given in a character's description.

Elvaraz 'Windpipe' Drabble, Street Food Seller (Outer Ring)

Purveyor of dubious street snacks, Windpipe is so known because of his haggling technique: 'A solitary silver? For food of this quality and aromatic goodness? It's a bleeding bargain – that's what it is – and letting you have it at this price is like slicing me own bleeding windpipe.'

Drabble parades around the Outer Ring with a wooden tray slung over his chest on a pair of leather straps, declaiming the quality of his wares loudly. A spindly figure, he wears a broad-brimmed hat, grimy robes and sandals that have seen better centuries. His beard grows in wispy tufts and his beady eyes, never missing a trick, sparkle out from the shadows cast by the hat brim. His teeth barely scrape double digits and lice are a distinct possibility but somehow the aroma of what he sells is nothing short of delicious. Drabble's snacks range from the exotic through to the nauseating, depending

on what is available in the city at the time and what Drabble has been able to catch. A list of menu items follows, with prices. Roll 1D12 three times to determine what delicacies or atrocities he has on offer.

Windpipe's Delicacies

1D12	Item	Cost
1	Aardvark Liver Pate (with toast)	3 SP
2	Bat Wing Pakoras	8 CP for two
3	Cat Kebabs	4 CP for two
4	Crunchy-Frog Surprise	8 CP for two. Surprise is, it's <i>not</i> frog
5	Deep-Fried Badger Claws	1 SP (cone of 10)
6	Dog Burger	4 CP; 5 CP if you want 'Special Sauce'
7	Jaguar Earlobes	2 SP (cone of 5)
8	Ocelot Spleen	1 SP and 5 CP (single spleen, in a bun)
9	Rat Pasties	2 CP – a best-seller with the 'Cheap Seat' crew
10	Squirrel On a Stick	5 CP (65% chance that squirrel is actually rat)
11	Sweet and Sour Gerbil	1 SP for two. More sour than sweet
12	Wolf Nipple Chips	2 SP (cone of 10)

	Score	1D20	Hit Location	AP/HP
STR	9	1-3	Right Leg	-/5
CON	14	4-6	Left Leg	-/5
SIZ	11	7-10	Abdomen	1/6
INT	15	11-12	Chest	1/7
POW	12	13-15	Right Arm	-/4
DEX	14	16-18	Left Arm	-/4
CHA	15	19-20	Head	-/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+15 (+14)

Typical Armour: Leather apron, -1 Armour Penalty

Skills: Athletics 35%, Commerce 85%, Evade 60%, Influence 65%, Insight 60%, Lore (Cookery) 70%, Perception 75%, Persistence 46%, Resilience 52%, Unarmed 30%

Common Magic 45%: Bearing Witness 2, Glamour 2, Golden Tongue 2

Combat Styles

Unarmed 30%. Windpipe's usually technique is to aim a kick at the groin and then run like crazy.

Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	M	S	1D3-1D2	-/5
Kick	M	M	1D4-1D2	-/6



Mistress Skarlatina, Fortune Teller and Courtesan (Outer Ring/Median Ring)

A tall and willowy fortune teller who also supplements her trade with a little prostitution, Mistress Skarlatina claims to have revealed the fortunes of kings and emperors and to have been romanced by some of the most dashing nobles on the continent. Her imagination and silver tongue are matched only by the impressive length of her legs and she shows them off with pride through a silk skirt slashed to the thigh. Mistress Skarlatina seems to know who everyone is, especially those who are highly placed in society; but, strangely, few choose to acknowledge her greetings or salutations.

She works from a small booth as close to the passages leading down to the Imperial Box as she can. She sits, wafting herself with a delicate fan of lace and bone, with her incredible legs on full display, smiling at any males who look like they have a silver piece to spare for a palm reading, or a few more for a reading of a more intimate nature. She rents a small, secluded room within the Median Ring that is equipped with a couch, candles and comfortable cushions for those who prefer a private session.

Inseverus – Master at Arms (Lower Levels)

A huge, pot-bellied, ex-gadiator, Inseverus gained his freedom over a decade ago but chose to continue serving in the arena. His swarthy, scarred skin is covered in thick, black hair. His head is clean shaven although he wears a full beard, knotted and waxed. Inseverus is hardhearted but not insensitive. He watches the form of the gladiators and makes an attempt to get to know them. Those who treat him with respect are rewarded with good quality armour and weapons whilst those who disrespect him or anger him are given either the poorest or nothing at all. Inseverus is in charge of both the armoury and the forge; working for him are the slaves who fetch and carry weapons and armour and the team of smiths who maintain the arena's hardware. Inseverus is a hard taskmaster, continually barking orders and commands and admonishing slackers with a flick of his whip, which hangs on his massive leather belt. He has been known to take a servant who has displeased him and toss him into the arena to do battle with the other wretches; he has also been known to whip and kick men to death if they display laziness or cowardice.

Vikourus, Master of Gladiators (Lower Levels)

A champion gladiator in his time, Vikourus won his freedom twenty years ago. He formed his own gladiatorial academy, traded in slaves and warriors and ten years ago accepted the position of Master of Gladiators as a result of his academy's success in the arena. Vikourus is responsible for the welfare of all the gladiators in the arena. He plans the contests, chooses the participants, coaches those who catch his eye and monitors the pre and post contest welfare of the very best fighters. Vikourus is not sentimental about any one gladiator – although he has his favourites. He long ago learned that this is a business like any other and the clever ones who earn their freedom



can make a great deal of money through contributing to the arena's success. Plus, Vikourus knows no other way. He was trained as a gladiator from an early age and his experiences of the outside world are limited to what he has learned in the years since he gained his freedom; but the conditioning of a gladiator still runs through his blood. Vikourus is on good terms with many of the nobles who frequent the games and who come for his advice on a decent wager. He also sees Lady Skarlatina on a regular basis, taking the more personal of her services. In this way he also learns of the wider business outside the arena – the wants and mores of the nobles who say only so much to him directly. As a result he has a reputation for being completely in tune with the city's needs as far as the arena is concerned, and he puts his knowledge to excellent use.

Arena Mistress Ouranda, Administrator of the Arena

Ouranda is a middle-aged woman of startling beauty. Her bone structure is as well defined as the stones of the arena she serves and her long, wave-like hair falls to her waist, a resplendent green in colour. She wears light robes of black and gold that cling to her svelte figure but few men desire her: her cruelty wraps her like a cloak. This a woman of murder, not of love.



Inseverus

	Score	1D20	Hit Location	AP/HP
STR	15	1-3	Right Leg	2/6
CON	12	4-6	Left Leg	2/6
SIZ	15	7-10	Abdomen	2/7
INT	11	11-12	Chest	1/8
POW	11	13-15	Right Arm	-/5
DEX	14	16-18	Left Arm	-/5
CHA	9	19-20	Head	-/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+13 (+11)

Typical Armour: Leather trousers and belt; soft leather jerkin. -2 Armour Penalty

Skills: Athletics 48%, Brawn 67%, Craft (Weaponsmith) 59%, Evade 70%, Evaluate 55%, Influence 68%, Insight 49%, Lore (The Arena) 77%, Perception 56%, Persistence 66%, Resilience 69%, Unarmed 79%

Common Magic 39%: Bludgeon 3

Combat Styles

Any Weapon and Shield 74%, Whip 70%, Unarmed 79%

Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	M	S	1D3+1D2	-/5
Kick	M	M	1D4+1D2	-/6
Whip	M	VL	1D2	3/6

Vikourus

	Score	1D20	Hit Location	AP/HP
STR	12	1-3	Right Leg	2/6
CON	13	4-6	Left Leg	2/6
SIZ	17	7-10	Abdomen	2/7
INT	16	11-12	Chest	2/8
POW	7	13-15	Right Arm	2/5
DEX	13	16-18	Left Arm	2/5
CHA	12	19-20	Head	-/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	7
<i>Movement</i>	8m
<i>Strike Rank</i>	+15 (+12)

Typical Armour: Hardened leather armour. -3 Armour Penalty

Skills: Athletics 34%, Brawn 70%, Commerce 59%, Courtesy 49%, Evade 69%, Evaluate 71%, Influence 74%, Insight 63%, Lore (The Arena) 81%, Lore (Tactics) 79%, Perception 66%, Persistence 53%, Resilience 74%, Unarmed 74%

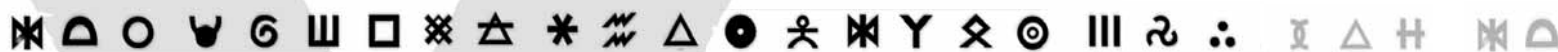
Common Magic 56%: Bladesharp 2, Bludgeon 2

Combat Styles

Any Weapon and Shield 95%, Unarmed 74%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Fist	M	S	1D3+1D2	-/5	
Kick	M	M	1D4+1D2	-/6	



Mistress Skarlatina

	Score	1D20	Hit Location	AP/HP
STR	9	1-3	Right Leg	-/5
CON	8	4-6	Left Leg	-/5
SIZ	13	7-10	Abdomen	-/6
INT	12	11-12	Chest	-/7
POW	11	13-15	Right Arm	-/4
DEX	14	16-18	Left Arm	-/4
CHA	17	19-20	Head	-/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+0
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	+13

Typical Armour: None

Skills: Courtesy 70%, Commerce 40%, Culture (Own) 75%, Evade 20%, Evaluate 60%, Influence 70%, Insight 75%, Lore (Fortune Telling) 70%, Lore (Regional) 60%, Perception 55%, Persistence 43%, Resilience 34%, Seduction 75%, Streetwise 50%

Common Magic 45%: Glamour 2, Golden Tongue 2, Lucky 2

Combat Styles

Dagger 25%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1	6/8	

Arena Mistress Ouranda

	Score	1D20	Hit Location	AP/HP
STR	9	1-3	Right Leg	-/4
CON	9	4-6	Left Leg	-/4
SIZ	11	7-10	Abdomen	-/5
INT	17	11-12	Chest	-/6
POW	13 (8 dedicated)	13-15	Right Arm	-/3
DEX	12	16-18	Left Arm	-/3
CHA	15	19-20	Head	-/4

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	-1D2
<i>Magic Points</i>	5
<i>Movement</i>	8m
<i>Strike Rank</i>	+15

Typical Armour: None

Skills: Athletics 54%, Brawn 21%, Commerce 79%, Courtesy 89%, Culture (Own) 90%, Evade 32%, Evaluate 83%, Influence 113%, Insight 85%, Lore (The Arena) 118%, Lore (Regional) 90%, Perception 78%, Persistence 49%, Resilience 37%, Unarmed 44%

Elric: Language (High Speech) 52%, Lore (Sword Rulers) 75%, Pact (Xiombarg – Sword Blesser) 75% (8 dedicated POW);

Common Magic 68%: Bealm, Glamour 2, Second Sight.

Gifts: *Abstinence (Sleep)*, *Sanctuary (The Arena)*, *Sense Million Spheres*, *Divine Training*.
Compulsions: *Never Wear Armour*; *Obsessed with the Arena*; *Obsessed with Combat*; *Empire Builder*.

Glorantha: Lore (Malkioni True Church) 75%, Pact (Malkion) 75%. *Sorcery (True Malkioni Grimoire) 78% :* Cast Back, Damage Resistance, Mystic Vision, Neutralise magic, Spell Resistance, Spirit Resistance

Combat Styles

Scimitar 60%, Unarmed 44%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Scimitar	M	M	1D8-1D2	6/10	



Ouranda controls the arena on behalf of whichever setting uses it. If Glorantha, she is a Jrusteli noblewoman whose passion for the arena is matched only by her passion for the Abiding Book. She is a servant of the council and is dedicated to what the coliseum teaches those who pass through its arches.

If *Hawkmoon*, she wears a half-mask fashioned in the shape of a dragon but serves no order. She is a lover of Baron Meliadus on occasion and she administers the arena on his behalf. In reality she despises the Order of the Wolf but Meliadus is the only man with a thirst for blood that matches her own.

If *Elric of Melniboné*, Ouranda is a noblewoman of Dharijor but half Pan Tangian on her father's side. She lives for the Jade Dragon Arena and is pacted with Xiombarg – although her worship practices are a private affair: every warrior killed in the arena is a dedication to Xiombarg and it is Ouranda's compulsion to serve the arena incessantly, devising ever-greater atrocities until, on the day her inventiveness fails her, she will have no choice but to enter the arena herself and perish at the hands of her own, evil mind.

Mernaesus, Principal of the Gladiator Academy

A stern, scarred man in his late 40s. His head is shaved but he wears a moustache-less beard that is straggly and knotted. His eyes

are a deep blue with a penetrating intensity few can tolerate when his gaze is fixed upon them. His smiles are few and far between and when they occur are private affairs. Well-muscled and toned, Mernaesus sometimes practices in the training quadrangle of the gladiator academy, demonstrating particular techniques and strategies.

Mernaesus never talks of the men and beast he has killed but he has never lost count. His scars (across every location) are a map of his record in the arena. He both loves and loathes what the coliseum represents but he is what he is because of it; and so he is loyal to its ways. Lady Ouranda he likes, because, although she is not an arena gladiator, as a political gladiator she is without equal. Vikouros he tolerates. The two men never faced each other in the arena but their records are similar. Vikouros does things differently and Mernaesus is suspicious of that. He is certain his ways are the best ways.

Making a friend of Mernaesus is difficult but not impossible. Brave, loyal gladiators earn his respect. Recalcitrant ones are made an example of. He is unsentimental about any fighter's fate but prudent enough to know that good training and good morale makes for a gladiator who can survive what is thrown at him. Much is about playing the game – because this is all one violent, lethal game. Know the rules and one can survive; not through being the most popular or deadly but through playing the game *well*.

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

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	+14 (+11)

Typical Armour: Hardened leather armour. –3 Armour Penalty

Skills: Athletics 64%, Brawn 72%, Commerce 63%, Courtesy 58%, Culture (Own) 54%, Evade 72%, Evaluate 61%, Influence 85%, Insight 54%, Lore (The Arena) 90%, Lore (The Crowd) 80%, Lore (Tactics) 92%, Perception 74%, Persistence 68%, Resilience 79%, Unarmed 85%

Common Magic 41%: Bladesharp 3, Bludgeon 3

Combat Styles
Any Weapon and Shield 124%, Unarmed 85%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Fist	M	S	1D3+1D2	–/5	
Kick	M	M	1D4+1D2	–/6	

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