

CREATURES OF CHAOS 1



**Scorpion Men
and
Broos**

RUNEQUEST! source pack beta

ray turney

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Scorpion Men and Broos

This is the second of a series of pre-rolled monster books, each monster different and each generated by computer to eliminate any conceivable bias. More such works, possibly presenting entire tribes of a specific monster, are planned. These books provide a quick way to use the variety inherent in the RUNEQUEST! system, in which each monster is an independent and unique individual, without the need for extensive preparation by the Referee.

Important: these monsters will be useless to you unless you have available a copy of the RUNEQUEST! rules.

A sample Scorpion Man is shown below, followed by a line-by-line explanation of the character.

SCORPION MAN NUMBER 0	
STR 17 INT 4 POW 9 CON 6 DEX 12 SIZ 20	Right Leg(01): 3/1
Sling(1D8) 20% Stings(1D6+1D6) 20%	Right Leg(02-03): 3/1
Club(1D10+1D6) 20% Club Parry 25%	Right Leg(04): 3/1
Sling SR: 3 Stings SR: 8 Club SR: 7	Left Leg(05): 3/1
Defence: 0% Move: 8 TF: 10	Left Leg(06-07): 3/1
No Chaotic Feature	Left Leg(08): 3/1
Climbing 30%	Tail(09-10): 3/3
Right Arm(15-16): 3/2	Thorax(11-12): 3/3
Left Arm(17-18): 3/2	Chest(13-14): 3/4
Head(19-20): 3/3	TOTAL HPS: 8

LEFT COLUMN

- Line 1 - Gives the type of monster, followed by an identification number. Referees may wish to substitute names.
- Line 2 - STR, INT, POW, CON, DEX, SIZ are explained in RUNEQUEST!
- Line 3, Line 4 - The Attack or Parry percentage which the monster has with the given weapon.
- Line 5 - The monster's Strike Rank with given weapons.
- Line 6 - The monster's Defence percentage, followed by its Movement class and Treasure Factor, respectively
- Line 7 - The monster's Chaotic Feature, if any.
- Line 8 - The monster's skills, if any, and their percentage of effectiveness.

RIGHT AND CENTER COLUMNS

A hit distribution table by body area, followed by the monster's total hit points. Note that the listing for Scorpion Men breaks at 14 on the right column and continues 15-20 in the center column, then concludes with the hit point total again on the right: this has no game significance, and was done strictly to save space.

NOTES ON SCORPION MEN

The Scorpion Men are foul, partially human creatures spawned during the malignancies of the Great Darkness, when Chaos oozed into the world and corrupted all that it touched. At that time many creatures elected to join with the evil: the taint of Chaos has lingered upon them long after the Chaos Gods were slain. The Scorpion Men are such a breed.

Scorpion Men are relatively unintelligent, their war-bands reflect a consequent lack of social organization, usually grouping a few followers around one superior individual. Often the grouping is no more than a dominant father and his children.

Reflecting the facts known about Scorpion Men, this book presents them as three sets of characters.

The Scorpion Men on pages 2-3 typify the single or small Scorpion Men groups found wandering far and wide for food. None of these characters has distinct superiority as leader. Use these characters when adventurers encounter small, young, or weak enemies. Individually, they are suitable against beginning player characters, but en masse they might even tackle a Rune Lord group.

The Scorpion Men on pages 4-8 have a noticable leader on each page, with better attack percentages and skills. There are at least four followers for each leader. I suggest you roll 1D4 to see how many of the group are accompanying the leader when encountered if you feel that five Scorpion Men will be too much.

The Scorpion Men on pages 9-10 are all "leader quality," with good attack percentages. Such individuals will be found in places where the food is plentiful, where someone has set them in ambush, or in whatever situation you may devise.

Remember: if these notes are of no use to you, throw them out! If the groups are too small, augment them with individuals from set one or three. If you want killers, add 20-30% to their attacks. This book is presented for your convenience, not ours!

POISON AND SCORPION MEN

All Scorpion Men inject a systemic poison equal to their CON if they strike with their tail sting and penetrate armor. If it does penetrate, then the poison will take effect two melee rounds following the injection.

Poison attacks a character's CON the same way a POW versus-POW takes effect in a magical attack. Compare the CON of the victim with the Potency level of the poison (in this case, equal to the CON of the Scorpion Man). Check the Resistancy Table to find the percentage (RUNEQUEST! pull-out D).

If the poison overcomes the victim (i.e., if the Scorpion Man makes a successful percentage roll for the poison attack), then the victim takes as many points of damage as the poison has potency, directly to his hit points. If the victim resists the poison, he takes one-half the damage to his CON.

Magic cannot heal these wounds. For details, see RUNEQUEST, p. 48.

--Greg Stafford

SCORPION MAN NUMBER 1

STR 20 INT 7 POW 9 CON 7 DEX 8 SIZ 17
 Stings(1D6+1D6) 20%
 Club(1D10+1D6) 20% Club Parry 20%
 Stings SR: 9 Club SR: 8
 Defence: 0% Move: 8 TF: 11
 Absorbs 1 Point Spells. Adding 1 Point to its POW
 Climbing 30%

Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03): 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 9

SCORPION MAN NUMBER 2

STR 22 INT 9 POW 4 CON 8 DEX 15 SIZ 23
 Slings(1D8) 35% Stings(1D6+2D6) 35%
 Club(1D10+2D6) 35% Club Parry 25%
 Slings SR: 2 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 50%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 10

SCORPION MAN NUMBER 3

STR 23 INT 6 POW 9 CON 11 DEX 13 SIZ 16
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 40%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 45%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 4

STR 16 INT 4 POW 7 CON 11 DEX 9 SIZ 19
 Stings(1D6+1D6) 15%
 Club(1D10+1D6) 20% Club Parry 20%
 Stings SR: 8 Club SR: 7
 Defence: 20% Move: 8 TF: 13
 Appearance Confusing. +20% to Defence
 Climbing 35%

Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 5

STR 19 INT 8 POW 7 CON 8 DEX 14 SIZ 21
 Slings(1D8) 35% Stings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 25%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 55%

Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 11

SCORPION MAN NUMBER 6

STR 21 INT 6 POW 8 CON 11 DEX 19 SIZ 21
 Sling(1D8) 70% Sting(1D6+2D6) 65%
 Club(1D10+2D6) 65% Club Parry 60%
 Sling SR: 0 Sting SR: 5 Club SR: 4
 Defence: 20% Move: 8 TF: 16
 Appearance Confusing, +20% to Defence
 Climbing 55% Tracking 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 7

STR 19 INT 8 POW 6 CON 13 DEX 17 SIZ 17
 Sling(1D8) 35% Sting(1D6+1D6) 40%
 Club(1D10+1D6) 40% Club Parry 35%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 8

STR 18 INT 3 POW 8 CON 10 DEX 16 SIZ 20
 Sling(1D8) 30% Sting(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 9

STR 19 INT 7 POW 4 CON 10 DEX 13 SIZ 16
 Sling(1D8) 25% Sting(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Sling SR: 2 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 10
 No Chaotic Feature
 Climbing 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03) 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 10

SCORPION MAN NUMBER 10

STR 23 INT 7 POW 5 CON 14 DEX 12 SIZ 23
 Sling(1D8) 30% Sting(1D6+2D6) 30%
 Club(1D10+2D6) 30% Club Parry 25%
 Sling SR: 3 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 17

SCORPION MAN NUMBER 11

STR 18 INT 5 POW 10 CON 13 DEX 15 SIZ 21
 Sling(1D8) 55% Stings(1D6+1D6) 55%
 Club(1D10+1D6) 55% Club Parry 50%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 17
 Reflects up to 3 Pt. Spells Back at Caster
 Climbing 55% Ambush 50%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03) 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 12

STR 17 INT 9 POW 2 CON 7 DEX 14 SIZ 18
 Sling(1D8) 30% Stings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 25%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 Reflects One Point Spells Back at Caster
 Climbing 50%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 8

SCORPION MAN NUMBER 13

STR 18 INT 4 POW 5 CON 12 DEX 16 SIZ 18
 Sling(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Sling SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 14

STR 19 INT 4 POW 10 CON 5 DEX 15 SIZ 17
 Sling(1D8) 30% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 30%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 20% Move: 8 TF: 11
 Appearance Confusing, +20% to Defence
 Climbing 65%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPS: 7

SCORPION MAN NUMBER 15

STR 17 INT 8 POW 6 CON 5 DEX 18 SIZ 18
 Sling(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 35%
 Sling SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 13
 6 Point Skin(treat as armour)
 Climbing 55%
 Right Arm(15-16): 6/2
 Left Arm(17-18): 6/2
 Head(19-20): 6/3

Right Leg(01): 6/1
 Right Leg(02-03) 6/1
 Right Leg(04): 6/1
 Left Leg(05): 6/1
 Left Leg(06-07): 6/1
 Left Leg(08): 6/1
 Tail(09-10): 6/3
 Thorax(11-12): 6/3
 Chest(13-14): 6/4
 TOTAL HPS: 7

SCORPION MAN NUMBER 16

STR 23 INT 8 POW 11 CON 14 DEX 10 SIZ 20
 Stings(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 55%
 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 18
 Reflects up to 3 Pt. Spells Back at Caster
 Climbing 75% Camouflage 75%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 17

STR 19 INT 6 POW 9 CON 12 DEX 16 SIZ 14
 Slings(1D8) 30% Stings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 35%
 Slings SR: 1 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 18

STR 24 INT 7 POW 6 CON 16 DEX 15 SIZ 20
 Slings(1D8) 35% Stings(1D6+2D6) 35%
 Club(1D10+2D6) 35% Club Parry 35%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 16
 No Chaotic Feature
 Climbing 60%
 Right Arm(15-16): 3/6
 Left Arm(17-18): 3/6
 Head(19-20): 3/7

Right Leg(01): 3/5
 Right Leg(02-03): 3/5
 Right Leg(04): 3/5
 Left Leg(05): 3/5
 Left Leg(06-07): 3/5
 Left Leg(08): 3/5
 Tail(09-10): 3/7
 Thorax(11-12): 3/7
 Chest(13-14): 3/8
 TOTAL HPS: 18

SCORPION MAN NUMBER 19

STR 22 INT 9 POW 11 CON 11 DEX 15 SIZ 23
 Slings(1D8) 65% Stings(1D6+2D6) 70%
 Club(1D10+2D6) 65% Club Parry 55%
 Slings SR: 2 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 17
 Can Go Invisible at Will
 Climbing 55% Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 20

STR 19 INT 4 POW 8 CON 11 DEX 18 SIZ 17
 Slings(1D8) 30% Stings(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 35%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 45%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 21

STR 22 INT 8 POW 12 CON 13 DEX 14 SIZ 16
 Slings(1D8) 60% Stings(1D6+1D6) 60%
 Club(1D10+1D6) 60% Club Parry 65%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 16
 Spits Potency 16 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Tracking 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 22

STR 20 INT 2 POW 2 CON 12 DEX 14 SIZ 17
 Slings(1D8) 25% Stings(1D6+1D6) 20%
 Club(1D10+1D6) 20% Club Parry 25%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 20% Move: 8 TF: 13
 Appearance Confusing, +20% to Defence
 Climbing 65%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 23

STR 17 INT 5 POW 7 CON 11 DEX 17 SIZ 21
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 30%
 Slings SR: 1 Stings SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 14
 Reflects One Point Spells Back at Caster
 Climbing 30%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 24

STR 20 INT 7 POW 8 CON 14 DEX 12 SIZ 19
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 25%
 Slings SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 25

STR 20 INT 7 POW 7 CON 10 DEX 10 SIZ 21
 Stings(1D6+2D6) 25%
 Club(1D10+2D6) 25% Club Parry 20%
 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 Absorbs 1 Point Spells, Adding 1 Point to its POW
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 26

STR 20 INT 7 POW 8 CON 9 DEX 15 SIZ 23
 Sling(1D8) 60% Sting(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 50%
 Sling SR: 2 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 15
 Spits Potency 12 Acid 3 Times/Day, 3 Meters Range
 Climbing 55% Evaluate Treasure 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 27

STR 17 INT 6 POW 6 CON 12 DEX 12 SIZ 21
 Sling(1D8) 25% Sting(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 20%
 Sling SR: 3 Sting SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 13
 Reflects One Point Spells Back at Caster
 Climbing 50% Ambush 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 28

STR 19 INT 9 POW 10 CON 14 DEX 16 SIZ 19
 Sling(1D8) 40% Sting(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 30%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 15
 Absorbs 1 Point Spells, Adds 1 Point to its POW
 Climbing 45%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 16

SCORPION MAN NUMBER 29

STR 23 INT 3 POW 3 CON 11 DEX 8 SIZ 18
 Sting(1D6+2D6) 15%
 Club(1D10+2D6) 15% Club Parry 20%
 Sting SR: 9 Club SR: 8
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 30

STR 18 INT 6 POW 7 CON 12 DEX 16 SIZ 19
 Sling(1D8) 30% Sting(1D6+1D6) 30%
 Club(1D10+1D6) 30% Club Parry 30%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 0% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 60%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 31

STR 16 INT 6 POW 10 CON 10 DEX 11 SIZ 22
 Slings(1D8) 45% Stings(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 40%
 Slings SR: 3 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Regenerates 3 HPs per melee round, until dead
 Climbing 75% Evaluate Treasure 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPs: 13

SCORPION MAN NUMBER 32

STR 23 INT 7 POW 3 CON 8 DEX 14 SIZ 20
 Slings(1D8) 35% Stings(1D6+2D6) 30%
 Club(1D10+2D6) 30% Club Parry 30%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 30%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPs: 9

SCORPION MAN NUMBER 33

STR 19 INT 5 POW 8 CON 13 DEX 12 SIZ 17
 Slings(1D8) 25% Stings(1D6+1D6) 25%
 Club(1D10+1D6) 25% Club Parry 25%
 Slings SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 12
 No Chaotic Feature
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPs: 15

SCORPION MAN NUMBER 34

STR 21 INT 6 POW 5 CON 7 DEX 13 SIZ 19
 Slings(1D8) 35% Stings(1D6+1D6) 35%
 Club(1D10+1D6) 35% Club Parry 35%
 Slings SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 11
 No Chaotic Feature
 Climbing 55%
 Right Arm(15-16): 3/2
 Left Arm(17-18): 3/2
 Head(19-20): 3/3

Right Leg(01): 3/1
 Right Leg(02-03) 3/1
 Right Leg(04): 3/1
 Left Leg(05): 3/1
 Left Leg(06-07): 3/1
 Left Leg(08): 3/1
 Tail(09-10): 3/3
 Thorax(11-12): 3/3
 Chest(13-14): 3/4
 TOTAL HPs: 9

SCORPION MAN NUMBER 35

STR 20 INT 9 POW 8 CON 13 DEX 20 SIZ 18
 Slings(1D8) 40% Stings(1D6+1D6) 40%
 Club(1D10+1D6) 40% Club Parry 35%
 Slings SR: 0 Stings SR: 5 Club SR: 4
 Defence: 5% Move: 8 TF: 13
 No Chaotic Feature
 Climbing 35%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03) 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPs: 15

SCORPION MAN NUMBER 36

STR 19 INT 7 POW 7 CON 10 DEX 13 SIZ 18
 Sling(1D8) 55% Stings(1D6+1D6) 55%
 Club(1D10+1D6) 55% Club Parry 55%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Spot Hidden 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 37

STR 21 INT 8 POW 7 CON 10 DEX 13 SIZ 20
 Sling(1D8) 60% Stings(1D6+2D6) 60%
 Club(1D10+2D6) 60% Club Parry 60%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 17
 Regenerates 3 HPS per melee round, until dead
 Climbing 55% Tracking 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 12

SCORPION MAN NUMBER 38

STR 16 INT 6 POW 7 CON 11 DEX 12 SIZ 17
 Sling(1D8) 45% Stings(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 45%
 Sling SR: 3 Stings SR: 8 Club SR: 7
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 13

SCORPION MAN NUMBER 39

STR 19 INT 7 POW 10 CON 12 DEX 14 SIZ 20
 Sling(1D8) 55% Stings(1D6+1D6) 60%
 Club(1D10+1D6) 55% Club Parry 55%
 Sling SR: 2 Stings SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Reflects One Point Spells Back at Caster
 Climbing 75% Tracking 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 40

STR 19 INT 6 POW 8 CON 9 DEX 20 SIZ 20
 Sling(1D8) 60% Stings(1D6+1D6) 65%
 Club(1D10+1D6) 65% Club Parry 60%
 Sling SR: 0 Stings SR: 5 Club SR: 4
 Defence: 0% Move: 12 TF: 13
 Movement Class 12
 Climbing 55% Evaluate Treasure 50%
 Right Arm(15-16): 3/3
 Left Arm(17-18): 3/3
 Head(19-20): 3/4

Right Leg(01): 3/2
 Right Leg(02-03): 3/2
 Right Leg(04): 3/2
 Left Leg(05): 3/2
 Left Leg(06-07): 3/2
 Left Leg(08): 3/2
 Tail(09-10): 3/4
 Thorax(11-12): 3/4
 Chest(13-14): 3/5
 TOTAL HPS: 11

SCORPION MAN NUMBER 41

STR 20 INT 5 POW 7 CON 12 DEX 12 SIZ 24
 Sling(1D8) 50% Sting(1D6+2D6) 50%
 Club(1D10+2D6) 50% Club Parry 45%
 Sling SR: 3 Sting SR: 7 Club SR: 6
 Defence: 0% Move: 8 TF: 15
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 55%, Camouflage 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 42

STR 17 INT 6 POW 9 CON 12 DEX 9 SIZ 19
 Sling(1D6+1D6) 50%
 Club(1D10+1D6) 50% Club Parry 50%
 Sling SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 14
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Evaluate Treasure 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 43

STR 22 INT 7 POW 7 CON 12 DEX 11 SIZ 19
 Sling(1D8) 55% Sting(1D6+2D6) 55%
 Club(1D10+2D6) 55% Club Parry 55%
 Sling SR: 3 Sting SR: 8 Club SR: 7
 Defence: 0% Move: 8 TF: 16
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Climbing 75%, Ambush 75%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 14

SCORPION MAN NUMBER 44

STR 19 INT 8 POW 7 CON 13 DEX 8 SIZ 20
 Sling(1D6+1D6) 45%
 Club(1D10+1D6) 45% Club Parry 45%
 Sling SR: 9 Club SR: 8
 Defence: 20% Move: 8 TF: 14
 Appearance Confusing, +20% to Defence
 Climbing 55%, Ambush 50%
 Right Arm(15-16): 3/4
 Left Arm(17-18): 3/4
 Head(19-20): 3/5

Right Leg(01): 3/3
 Right Leg(02-03): 3/3
 Right Leg(04): 3/3
 Left Leg(05): 3/3
 Left Leg(06-07): 3/3
 Left Leg(08): 3/3
 Tail(09-10): 3/5
 Thorax(11-12): 3/5
 Chest(13-14): 3/6
 TOTAL HPS: 15

SCORPION MAN NUMBER 45

STR 19 INT 9 POW 7 CON 15 DEX 17 SIZ 18
 Sling(1D8) 65% Sting(1D6+1D6) 70%
 Club(1D10+1D6) 65% Club Parry 60%
 Sling SR: 1 Sting SR: 6 Club SR: 5
 Defence: 5% Move: 8 TF: 17
 Reflects up to 3 Ft. Spells Back at Caster
 Climbing 75%, Evaluate Treasure 75%
 Right Arm(15-16): 3/5
 Left Arm(17-18): 3/5
 Head(19-20): 3/6

Right Leg(01): 3/4
 Right Leg(02-03): 3/4
 Right Leg(04): 3/4
 Left Leg(05): 3/4
 Left Leg(06-07): 3/4
 Left Leg(08): 3/4
 Tail(09-10): 3/6
 Thorax(11-12): 3/6
 Chest(13-14): 3/7
 TOTAL HPS: 17

ABOUT BROOS

The Broos are a scar upon the face of the cosmos, a bruise upon the body of the world. They were born when their mother goddess consorted with the Devil, chief among the Chaos Gods, to further her vengeance against the world. The spawn of their union littered the world during the war with chaos, and after a millenia of fighting the Broos still scourge the earth with their miserable lives.

They are intelligent creatures which, in combination with other predilections, only makes them more loathsome. Unlike some other Chaotic creatures, they gladly work together, even though they respect only strength. They have no magic, nor is anyone willing to teach it to them. Like all true followers of chaos, they do have Chaotic Features (for details, see page 115 of RUNEQUEST!).

The following war-bands allow a Referee to set down one or another group as an encounter, though Referees are urged to tailor the band to suit the needs of the scenario, perhaps by rolling 1D6 for each group of Broos encountered.

As an aid in such tailoring, the pages which follow have been divided into groupings of variable strength. Broos from pages 12-13 are random, created for those times when one, two, or three individuals are met. They can also be used to fill in holes left by casualties in bands which might survive one encounter with adventurers.

On pages 14-18 are common bands of Broos with varying individual and band characteristics.

Pages 19-20 all consist of very tough members, with good fighting skills. These should be used for Rune Lord expeditions, or to allow the Broos to mount a strong raid.

--Greg Stafford

BROOD NUMBER 1
 STR 13 INT 11 POW 13 CON 16 DEX 11 SIZ 15
 Javelin(1D10) 30% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 7 Butt STR 8
 Defence 000% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 Tracking 40%

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:17

BROOD NUMBER 2
 STR 15 INT 8 POW 12 CON 17 DEX 11 SIZ 12
 Javelin(1D10) 20% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 30% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 Tracking 40%

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:17

BROOD NUMBER 3
 STR 16 INT 9 POW 11 CON 16 DEX 9 SIZ 8
 Large Club(1D12----) 25%
 Butt(1D6----) 35% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 8
 Capable of Leaping Up to 10 Meters
 Tracking 40%

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS:15

BROOD NUMBER 4
 STR 12 INT 14 POW 13 CON 17 DEX 12 SIZ 9
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 50%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 5% Move: 9 T. F. 12
 Spits Potentcy 16 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 50% Tracking 50%

Right Leg(01-04): 2/ 6
 Left Leg(05-08): 2/ 6
 Abdomen(09-11): 3/ 6
 Chest(12): 3/ 7
 Right Arm(13-15): 2/ 5
 Left Arm(16-18): 2/ 5
 Head(19-20): 3/ 6

TOTAL HIT POINTS:17

BROOD NUMBER 5
 STR 12 INT 13 POW 11 CON 17 DEX 11 SIZ 15
 Javelin(1D10) 30% Large Club(1D12+1D4) 35%
 Butt(1D6+1D4) 40% Club Parry(20) 25%
 Javelin STR 3 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 9
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS:18

BROOD NUMBER 6
 STR 10 INT 9 POW 12 CON 15 DEX 14 SIZ 10
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 10
 Can Go Invisible at Will
 Spot Hidden 80% Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS:15

BROO NUMBER 7

STR 15 INT 11 POW 12 CON 17 DEX 14 SIZ 12
Javelin(1D10) 55% Large Club(1D12+1D4) 60%
Butt(1D6+1D4) 60% Club Parry(20) 55%
Javelin STR 2 Mace STR 7 Butt STR 8
Defence 5% Move: 9 T. F. 11
Capable of Leaping Up to 10 Meters
Spot Hidden 80% Tracking 80%

Right Leg(01-04): 2/ 6
Left Leg(05-08): 2/ 6
Abdomen(09-11): 3/ 6
Chest(12): 3/ 7
Right Arm(13-15): 2/ 5
Left Arm(16-18): 2/ 5
Head(19-20): 3/ 6

TOTAL HIT POINTS:17

BROO NUMBER 8

STR 14 INT 11 POW 12 CON 14 DEX 9 SIZ 13
Large Club(1D12+1D4) 50%
Butt(1D6+1D4) 55% L. Club Parry(20) 50%
Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 13
6 Point Skin(treat as armour)
Spot Hidden 50%

Right Leg(01-04): 8/ 5
Left Leg(05-08): 8/ 5
Abdomen(09-11): 9/ 5
Chest(12): 9/ 6
Right Arm(13-15): 8/ 4
Left Arm(16-18): 8/ 4
Head(19-20): 6/ 5

TOTAL HIT POINTS:15

BROO NUMBER 9

STR 16 INT 11 POW 15 CON 15 DEX 17 SIZ 14
Javelin(1D10) 40% Large Club(1D12+1D4) 35%
Butt(1D6+1D4) 45% Club Parry(20) 35%
Javelin STR 1 Mace STR 6 Butt STR 7
Defence 10% Move: 9 T. F. 11
Can Go Invisible at Will
Tracking 40%

Right Leg(01-04): 2/6
Left Leg(05-08): 2/6
Abdomen(09-11): 3/6
Chest(12): 3/7
Right Arm(13-15): 2/5
Left Arm(16-18): 2/5
Head(19-20): 3/6

TOTAL HIT POINTS:16

BROO NUMBER 10

STR 17 INT 11 POW 13 CON 13 DEX 10 SIZ 16
Large Club(1D12+1D6) 30%
Butt(1D6+1D6) 40% L. Club Parry(20) 30%
Mace STR 7 Butt STR 8
Defence 0% Move: 9 T. F. 14
8 Point Skin(treat as armor)
Tracking 50% Sense Ambush 50%

Right Leg(01-04):10/5
Left Leg(05-08):10/5
Abdomen(09-11):11/5
Chest(12):11/6
Right Arm(13-15):10/4
Left Arm(16-18):10/4
Head(19-20): 8/5

TOTAL HIT POINTS:14

BROO NUMBER 11

STR 11 INT 10 POW 14 CON 17 DEX 12 SIZ 15
Javelin(1D10) 50% Large Club(1D12+1D4) 50%
Butt(1D6+1D4) 55% Club Parry(20) 50%
Javelin STR 3 Mace STR 7 Butt STR 8
Defence 0% Move: 9 T. F. 14
6 Point Skin(treat as armour)
Spot Hidden 80%

Right Leg(01-04): 8/ 7
Left Leg(05-08): 8/ 7
Abdomen(09-11): 9/ 7
Chest(12): 9/ 8
Right Arm(13-15): 8/ 6
Left Arm(16-18): 8/ 6
Head(19-20): 6/ 7

TOTAL HIT POINTS:18

BROO NUMBER 12

STR 11 INT 10 POW 12 CON 14 DEX 12 SIZ 13
Javelin(1D10) 25% Large Club(1D12+----) 25%
Butt(1D6+----) 35% Club Parry(20) 25%
Javelin STR 3 Mace STR 8 Butt STR 9
Defence 0% Move: 9 T. F. 11
6 Point Skin(treat as armour)
Tracking 40%

Right Leg(01-04): 8/5
Left Leg(05-08): 8/5
Abdomen(09-11): 9/5
Chest(12): 9/6
Right Arm(13-15): 8/4
Left Arm(16-18): 8/4
Head(19-20): 6/5

TOTAL HIT POINTS:15

BROOD NUMBER 13
 STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

TOTAL HIT POINTS:14

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

BROOD NUMBER 14
 STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potentoy 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80% Ambush 65%

TOTAL HIT POINTS:18

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

BROOD NUMBER 15
 STR 12 INT 9 POW 8 CON 16 DEX 13 SIZ 14
 Javelin(1D10) 35% Large Club(1D12+1D4) 35%
 Butt(1D6+1D4) 40% Club Parry(20) 30%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 9
 No Chaotic Feature
 No Relevant Skills

TOTAL HIT POINTS:17

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

BROOD NUMBER 16
 STR 16 INT 11 POW 14 CON 17 DEX 6 SIZ 15
 Large Club(1D12+1D4) 20%
 Butt(1D6+1D4) 30% L. Club Parry(20) 20%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 9
 No Chaotic Feature
 Tracking 40%

TOTAL HIT POINTS:18

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

BROOD NUMBER 17
 STR 14 INT 13 POW 10 CON 17 DEX 8 SIZ 13
 Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% L. Club Parry(20) 20%
 Mace STR 9 Butt STR 10
 Defence 0% Move: 9 T. F. 10
 Capable of Leaping Up to 10 Meters
 Tracking 40% Hide in Cover 50% Move Silently 50%

TOTAL HIT POINTS:18

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

BROOD NUMBER 18
 STR 15 INT 9 POW 8 CON 16 DEX 6 SIZ 11
 Large Club(1D12+1D4) 20%
 Butt(1D6+1D4) 30% L. Club Parry(20) 20%
 Mace STR 9 Butt STR 10
 Defence 0% Move: 9 T. F. 9
 No Chaotic Feature
 No Relevant Skills

TOTAL HIT POINTS:16

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

BROO NUMBER 19

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 20

STR 13 INT 8 POW 8 CON 14 DEX 9 SIZ 8
 Large Club(1D12----) 20%
 Butt(1D6----) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 8 T. F. 8
 Absorbs 1 Pt. Spells, Adding 1 Pt. to Its Power
 No Relevant Skills

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS:13

BROO NUMBER 21

STR 14 INT 12 POW 10 CON 15 DEX 16 SIZ 10
 Javelin(1D10) 30% Large Club(1D12----) 30%
 Butt(1D6----) 40% Club Parry(20) 30%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 7
 No Chaotic Feature
 Tracking 40%

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

TOTAL HIT POINTS:15

BROO NUMBER 22

STR 9 INT 4 POW 13 CON 17 DEX 14 SIZ 11
 Javelin(1D10) 20% Large Club(1D12----) 20%
 Butt(1D6----) 30% Club Parry(20) 30%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 No Relevant Skills

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

TOTAL HIT POINTS:17

BROO NUMBER 23

STR 14 INT 7 POW 7 CON 15 DEX 4 SIZ 13
 Large Club(1D12+1D4) 10%
 Butt(1D6+1D4) 20% L. Club Parry(20) 15%
 Mace STR 10 Butt STR 11
 Defence 0% Move: 9 T. F. 14
 8 Point Skin(treat as armor).
 Tracking 40%

Right Leg(01-04):10/6
 Left Leg(05-08):10/6
 Abdomen(09-11):11/6
 Chest(12):11/7
 Right Arm(13-15):10/5
 Left Arm(16-18):10/5
 Head(19-20): 8/6

TOTAL HIT POINTS:16

BROO NUMBER 24

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

TOTAL HIT POINTS:18

BROO NUMBER 25

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80% Tracking 80%

TOTAL HIT POINTS: 19

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

BROO NUMBER 26

STR 12 INT 11 POW 10 CON 13 DEX 11 SIZ 10
 Javelin(1D10) 25% Large Club(1D12----) 25%
 Butt(1D6----) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 8 T. F. 7
 No Chaotic Feature
 No Relevant Skills

TOTAL HIT POINTS: 13

Right Leg(01-04): 2/5
 Left Leg(05-08): 2/5
 Abdomen(09-11): 3/5
 Chest(12): 3/6
 Right Arm(13-15): 2/4
 Left Arm(16-18): 2/4
 Head(19-20): 3/5

BROO NUMBER 27

STR 14 INT 8 POW 11 CON 18 DEX 10 SIZ 12
 Large Club(1D12+1D4) 20%
 Butt(1D6+1D4) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 13
 6 Point Skin(treat as armour)
 No Relevant Skills

TOTAL HIT POINTS: 18

Right Leg(01-04): 8/7
 Left Leg(05-08): 8/7
 Abdomen(09-11): 9/7
 Chest(12): 9/8
 Right Arm(13-15): 8/6
 Left Arm(16-18): 8/6
 Head(19-20): 6/7

BROO NUMBER 28

STR 12 INT 12 POW 13 CON 16 DEX 12 SIZ 10
 Javelin(1D10) 25% Large Club(1D12----) 30%
 Butt(1D6----) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 No Relevant Skills

TOTAL HIT POINTS: 16

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

BROO NUMBER 29

STR 14 INT 11 POW 4 CON 13 DEX 11 SIZ 10
 Javelin(1D10) 20% Large Club(1D12----) 20%
 Butt(1D6----) 30% Club Parry(20) 20%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 7
 No Chaotic Feature
 No Relevant Skills

TOTAL HIT POINTS: 12

Right Leg(01-04): 2/4
 Left Leg(05-08): 2/4
 Abdomen(09-11): 3/4
 Chest(12): 3/5
 Right Arm(13-15): 2/3
 Left Arm(16-18): 2/3
 Head(19-20): 3/4

BROO NUMBER 30

STR 17 INT 12 POW 10 CON 18 DEX 11 SIZ 14
 Javelin(1D10) 35% Large Club(1D12+1D4) 35%
 Butt(1D6+1D4) 40% Club Parry(20) 30%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 No Relevant Skills

TOTAL HIT POINTS: 19

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

BROO NUMBER 31

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Trackings 80%

TOTAL HIT POINTS: 15

Right Leg(01-04): 12/ 5
 Left Leg(05-08): 12/ 5
 Abdomen(09-11): 13/ 5
 Chest(12): 13/ 6
 Right Arm(13-15): 12/ 4
 Left Arm(16-18): 12/ 4
 Head(19-20): 10/ 5

BROO NUMBER 32

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12+---) 55%
 Butt(1D6+---) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80% Hide in Cover 65%

TOTAL HIT POINTS: 14

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

BROO NUMBER 33

STR 16 INT 8 POW 13 CON 14 DEX 15 SIZ 9
 Javelin(1D10) 25% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% Club Parry(20) 30%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 12
 6 Point Skin(treat as armour)
 No Relevant Skills

TOTAL HIT POINTS: 14

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

BROO NUMBER 34

STR 14 INT 8 POW 11 CON 18 DEX 10 SIZ 10
 Large Club(1D12+---) 20%
 Butt(1D6+---) 30% L. Club Parry(20) 25%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 8
 No Chaotic Feature
 Trackings 50% Ambush 50%

TOTAL HIT POINTS: 18

Right Leg(01-04): 2/7
 Left Leg(05-08): 2/7
 Abdomen(09-11): 3/7
 Chest(12): 3/8
 Right Arm(13-15): 2/6
 Left Arm(16-18): 2/6
 Head(19-20): 3/7

BROO NUMBER 35

STR 11 INT 11 POW 14 CON 15 DEX 12 SIZ 11
 Javelin(1D10) 30% Large Club(1D12+---) 25%
 Butt(1D6+---) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 11
 6 Point Skin(treat as armour)
 No Relevant Skills

TOTAL HIT POINTS: 15

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

BROO NUMBER 36

STR 15 INT 9 POW 9 CON 16 DEX 9 SIZ 16
 Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% L. Club Parry(20) 25%
 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 13
 6 Point Skin(treat as armour)
 No Relevant Skills

TOTAL HIT POINTS: 17

Right Leg(01-04): 8/6
 Left Leg(05-08): 8/6
 Abdomen(09-11): 9/6
 Chest(12): 9/7
 Right Arm(13-15): 8/5
 Left Arm(16-18): 8/5
 Head(19-20): 6/6

BROO NUMBER 37
 STR 11 INT 9 POW 12 CON 14 DEX 16 SI2 11
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80% Hide in Cover 65%

TOTAL HIT POINTS:14

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

BROO NUMBER 38
 STR 15 INT 9 POW 13 CON 14 DEX 10 SI2 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

TOTAL HIT POINTS:14

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

BROO NUMBER 39
 STR 14 INT 7 POW 14 CON 13 DEX 5 SI2 18
 Large Club(1D12+1D4) 15%
 Butt(1D6+1D4) 25% L. Club Parry(20) 15%
 Mace STR 9 Butt STR 10
 Defence 0% Move: 9 T. F. 11
 6 Point Skin(treat as armour)
 Tracking 40%

TOTAL HIT POINTS:15

Right Leg(01-04): 8/5
 Left Leg(05-08): 8/5
 Abdomen(09-11): 9/5
 Chest(12): 9/6
 Right Arm(13-15): 8/4
 Left Arm(16-18): 8/4
 Head(19-20): 6/5

BROO NUMBER 40
 STR 12 INT 13 POW 8 CON 15 DEX 11 SI2 14
 Javelin(1D10) 30% Large Club(1D12+1D4) 30%
 Butt(1D6+1D4) 40% Club Parry(20) 25%
 Javelin STR 3 Mace STR 8 Butt STR 9
 Defence 5% Move: 9 T. F. 10
 Reflects One Point Spells Back at Caster
 Tracking 40% Hide in Cover 50% Move Silently 50%

TOTAL HIT POINTS:16

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

BROO NUMBER 41
 STR 12 INT 9 POW 12 CON 18 DEX 13 SI2 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80% Tracking 80%

TOTAL HIT POINTS:19

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

BROO NUMBER 42
 STR 15 INT 12 POW 15 CON 15 DEX 11 SI2 16
 Javelin(1D10) 25% Large Club(1D12+1D4) 25%
 Butt(1D6+1D4) 35% Club Parry(20) 25%
 Javelin STR 3 Mace STR 7 Butt STR 8
 Defence 0% Move: 9 T. F. 11
 Can Go Invisible at Will
 Tracking 40%

TOTAL HIT POINTS:16

Right Leg(01-04): 2/6
 Left Leg(05-08): 2/6
 Abdomen(09-11): 3/6
 Chest(12): 3/7
 Right Arm(13-15): 2/5
 Left Arm(16-18): 2/5
 Head(19-20): 3/6

BROOD NUMBER 43

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROOD NUMBER 44

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80% Ambush 65%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:18

BROOD NUMBER 45

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80% Tracking 80%

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

TOTAL HIT POINTS:19

BROOD NUMBER 46

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:15

BROOD NUMBER 47

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12----) 55%
 Butt(1D6----) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80% Hide in Cover 65%

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

TOTAL HIT POINTS:14

BROOD NUMBER 48

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80% Tracking 80%

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

TOTAL HIT POINTS:14

BROO NUMBER 49

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

TOTAL HIT POINTS:18

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

BROO NUMBER 50

STR 12 INT 9 POW 12 CON 18 DEX 13 SIZ 14
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 5% Move: 9 T. F. 12
 Reflects 3 Point Spells back at Caster
 Spot Hidden 80%, Tracking 80%

TOTAL HIT POINTS:19

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

BROO NUMBER 51

STR 17 INT 9 POW 12 CON 15 DEX 10 SIZ 9
 Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% L. Club Parry(20) 55%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

TOTAL HIT POINTS:15

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

BROO NUMBER 52

STR 11 INT 9 POW 12 CON 14 DEX 16 SIZ 11
 Javelin(1D10) 55% Large Club(1D12+1D4) 55%
 Butt(1D6+1D4) 60% Club Parry(20) 55%
 Javelin STR 1 Mace STR 6 Butt STR 7
 Defence 5% Move: 9 T. F. 11
 Reflects 5 Point Spells Back at Caster
 Spot Hidden 80%, Hide in Cover 65%

TOTAL HIT POINTS:14

Right Leg(01-04): 2/ 5
 Left Leg(05-08): 2/ 5
 Abdomen(09-11): 3/ 5
 Chest(12): 3/ 6
 Right Arm(13-15): 2/ 4
 Left Arm(16-18): 2/ 4
 Head(19-20): 3/ 5

BROO NUMBER 53

STR 15 INT 9 POW 13 CON 14 DEX 10 SIZ 11
 Large Club(1D12+1D4) 50%
 Butt(1D6+1D4) 55% L. Club Parry(20) 50%
 Mace STR 8 Butt STR 9
 Defence 0% Move: 9 T. F. 17
 10 Point Skin(treat as armour)
 Spot Hidden 80%, Tracking 80%

TOTAL HIT POINTS:14

Right Leg(01-04):12/ 5
 Left Leg(05-08):12/ 5
 Abdomen(09-11):13/ 5
 Chest(12):13/ 6
 Right Arm(13-15):12/ 4
 Left Arm(16-18):12/ 4
 Head(19-20):10/ 5

BROO NUMBER 54

STR 16 INT 13 POW 12 CON 17 DEX 14 SIZ 13
 Javelin(1D10) 60% Large Club(1D12+1D4) 60%
 Butt(1D6+1D4) 65% Club Parry(20) 55%
 Javelin STR 2 Mace STR 7 Butt STR 8
 Defence 10% Move: 9 T. F. 12
 Spits Potency 12 Acid, 3 Times/Day, 3 Meters Range
 Spot Hidden 80%, Ambush 65%

TOTAL HIT POINTS:18

Right Leg(01-04): 2/ 7
 Left Leg(05-08): 2/ 7
 Abdomen(09-11): 3/ 7
 Chest(12): 3/ 8
 Right Arm(13-15): 2/ 6
 Left Arm(16-18): 2/ 6
 Head(19-20): 3/ 7

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