



Bestiaries are a useful source of creatures to help or hinder player characters. The tables on *Bestiary XX* summarize common Hârníc creatures in two groups: magical and mundane. These tables are further organized into species categories, such as Gargun and Ivashu. Further information can be found in the appropriate articles.

BESTIARY STATS

Attributes

The statistics given are averages for healthy, mature creatures. The GM can vary them to account for the age, sex, and health of the creature.

The easiest method to handle variation is to reduce the attribute by 7 and add 2d6. Minimum attribute score is 1, maximum is double the number given. Skills, Impacts, and Armour are then modified at GM discretion.

Creatures that spend part of their lives in water may have two attributes given, one for land and the other for water.

Skills and Weapons

Natural weapon skills are listed in order of typical preference. That is, if “claws” are listed before “bite,” the creature is more likely to claw than bite. This does not apply to defense. All creatures use viable defensive options; an animal is likely to dodge or counterstrike rather than use a paw to block.

The numbers given for each combat skill are ML and Impact. Hence, “Bite 75/5P” indicates that the creature can Bite at ML75 with a point impact of 5. Natural combat skills are normally based on AGL AGL WIL (sometimes DEX DEX WIL), MLs are generally SB×5 for primary skills and SB×4 for secondary.

Impacts are a function of STR, generally STR÷4. Bite and Claw impacts may be rated higher for carnivores and lower for herbivores.

Flying creatures have their MOV expressed as Ground/Air. Extra impact has been added to their Talon attack to reflect airspeed. This is +1 per 10 points of movement. For example, a hawk (Talon 9P, FLY 80) only does 1P impact with its talons when not diving on prey; the extra 8P impact comes from airspeed.

Weapon aspects are: **Blunt**, **Edge**, **Point**, and **Fire/frost**.

Armour

Each creature has typical armour in standard format indicating protection against various kinds of strike. For example, a line reading B3 E4 P2 F4 means that the creature has a protection of 3 against blunt strikes, 4 against edge strikes, 2 against point strikes, and 4 against Fire/Frost attacks.

Ethereals

Naturally ethereal entities do not have physical stats or armour. Only enchanted weapons and spells can affect them. Other entities are able to dematerialize their physical bodies and become entirely ethereal by an act of will or by arcane means.

Psionic and Magic skills are AUR×5. Ethereal DODGE is AUR×5; INITIATIVE SB is AUR WIL WIL.

See *HârnMaster Religion* for more details about ethereals.

CREATURE SIZE

The *HârnMaster* combat system is detailed and realistic when dealing with human-sized combatants, but larger or smaller creatures can cause problems.

Creature size is a complex issue for melee combat. While it is true that larger creatures are bigger targets, they also have greater reach. The impact for some creatures can be much less significant than that indicated by the normal d6 strike dice.

□ Impact Dice

A simple solution is to assign different impact dice for the different size categories:

Size	Examples	Die
Insectile	Most insects	0 impact
Tiny	Small birds, mice	D2
Very Small	Most snakes, small mammals	D3
Small	Most dogs, Vlasta	D4
Medium	Most humanoids, large dogs	D6
Large	Most horses, bears, Aklash	D8
Very Large	Hru, Ilme, some cattle	D10
Huge	Mature dragons	D12
Gargantuan	Leviathans, colony creatures	D20

□ Size Modifiers

A slightly more complex, but more versatile, approach is to adjust according to the difference in sizes, with each “step” of difference in size category providing a modifier to the standard d6 impact dice. Thus, a Medium creature (such as most humans) attacking a Very Small creature would be two steps, or size categories, different.

Example: A human (Medium) makes an A*1 strike against a dog (Small). The roll is 1d6+1, plus weapon impact. An A*2 strike would be 2d6+2, plus weapon impact, and so on. If the same human (Medium) makes an A*1 strike against a dragon (Huge), the roll would be 1d6-3, plus weapon impact.

The same principle can be applied to EML size modifiers as well. For each difference in size, apply a +/-10 modifier. Other modifiers, such as target movement, still apply normally.

BESTIARY 2

SPECIAL CASES

Acid

Some creatures employ acid. Acid is treated as burn damage, and may continue to cause damage for several turns unless washed off or otherwise neutralized. In addition to the damage it causes to living creatures, acid may require quality (WQ or AQ) checks for weapons and armour it comes in contact with.

Attacks on Ships

Pilots' Almanac rates vessels for Hull (H), Tightness (T), Rigging (R), and Crew (C). Some creatures are capable of attacking ships. If this occurs, determine the result below. A result of "2H" means make two Hull Rolls (1d100 rolls against Hull Factor).

CS: 2H, 3T, 2R, 4C

MS: 1H, 1T, 1R, 2C

MF: 1R, 1C

CF: No damage

Charging Attacks

Some horned creatures will employ a charging attack, striking their target at higher speed for additional damage. Such attacks add 1 point of horn damage (usually Blunt impact) for every 5 feet the creature runs before striking the target. Most such creatures will have a limit on the distance they will normally charge.

Crushing Attacks

Some creatures, such as constrictors, employ a crushing attack or squeeze. A squeeze is treated like a grapple attack and delivers Blunt impact to the location struck. When the location grappled is the neck, thorax, or abdomen, this can prevent breathing, force oxygen from the body, and restrict blood flow, all simulated by the resulting Shock Roll.

Tangle Attacks

Some creatures, such as dogs, may lock their jaws and shake their prey when they bite. Apply a Tangle special penalty of 10–20 for the victim until the hold is broken either by serious injury to the creature or when a CF is generated for the creature on future attack rolls. The victim is restricted to a Counterstrike or Ignore defense until the bite is broken.

Other creatures, such as cats, may use the hold to better employ another attack, such as raking with their claws.

Tossing

In addition to charging, some horned creatures can employ their horns to "hook" or toss their victim. This is resolved as a Grapple attack.

Venomous Bites or Stings

Many creatures employ venomous bites or stings. While the physical trauma of a bite or sting is often minor, the impact of the venom on the victim is not. When a venomous bite or sting occurs, note the location of the injury, the healing rate, and the recovery interval.

Immediately roll on the Infection Table (*HårnMaster* PHYSICIAN 4) against HR×END (e.g., an H3 poison rolls at 3×END). If the result reduces HR, the poison has spread to any adjacent body locations. At H0, the victim dies. At H6, the victim has metabolized the venom into something harmless.

Repeat the infection roll at each recovery interval until the patient dies or recovers. The recovery interval assumes the victim is at rest the entire time. If this is not the case, halve the recovery interval. If the victim engages in vigorous activity, quarter the recovery interval.

A minor bite or sting may not deliver venom. Increase the venom healing rate by one for each point by which the effective impact of the bite is less than 5. If the resulting HR exceeds 5, no venom is delivered.

AQUATICS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR			GAC	SKILLS			
Vorang		72	65	8	9	16	12	12	2	6	10	50	49	0/15	45	B7	E8	P6	F5	2	Awareness/52, Swimming/95, Tentacle 45/18b, Beak 36/12p		
Wreacan		81	80	•	6	6	10	11	3	7	13	55	58	0/7	30	B14	E8	P8	F5	3	Awareness/36, Swimming/95, Gore/Bite 40/27p, Tail 32/20b		
Daranog		47	21	•	16	14	8	15	8	13	11	65	26	10/16	80	B12	E10	P8	F8	3	Awareness/48, Stealth/55, Swimming/80, Bite 70/16p, Squeeze 56/24b		
Sperm Whale		90	80	•	8	8	12	8	13	9	12	55	61	0/10	40	B8	E6	P4	F5	2	Awareness/52, Swimming/95, Bite 45/30p		
Killer Whale		65	50	•	13	12	14	12	14	10	14	70	43	0/13	65	B6	E6	P4	F2	2	Awareness/52, Swimming/95, Bite 65/22p		
Right Whale		95	30	•	6	7	9	12	8	7	9	40	40	0/6	30	B8	E5	P4	F6	2	Awareness/36, Swimming/95, Fins 28/15b		
BATS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR			GAC	SKILLS			
Bat		03	08	•	10	05	30	22	08	04	08	45	06	05	05	B1	E1	P0	F0	0	Awareness/95, Stealth/48, Bite 45/1p		
BEARS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR			GAC	SKILLS			
Black		16	13	•	13	15	13	24	5	9	13	65	14	28	65	B5	E2	P2	F4	1	Awareness/68, Stealth/52, Tracking/75, Claw 65/4e, Bite 52/4p		
Brown		28	15	•	12	14	12	24	4	10	12	60	18	30	60	B6	E4	P3	F5	1	Awareness/68, Stealth/48, Tracking/75, Intimidate (roar)/75, Claw 60/7e, Bite 48/7p, Hug 48/7b		
Snow		33	18	•	11	16	12	26	5	11	15	70	22	32	55	B7	E5	P3	F6	2	Awareness/72, Stealth/52, Tracking/75, Swimming/90, Claw 60/8e, Bite 48/8p		
BIRDS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR			GAC	SKILLS			
Northern Eagle		14	12	•	9	33	23	19	10	12	11	50	12	10/50	45	B4	E3	P1	F2	1	Awareness/99, Stealth/56, Talon 50/10p, Beak 40/5p		
Eagle		6	10	•	10	30	22	18	8	12	10	50	9	10/50	50	B3	E2	P1	F2	1	Awareness/92, Stealth/56, Talon 50/7p, Beak 40/2p		
Falcon		4	8	•	12	28	20	18	7	10	8	45	7	12/96	60	B1	E1	P1	F1	1	Awareness/88, Stealth/52, Talon 55/10p, Beak 44/1p		
Hawk		4	7	•	14	28	20	18	8	11	8	50	6	12/80	70	B1	E1	P1	F1	1	Awareness/88, Stealth/56, Talon 60/9p, Beak 48/1p		
Owl		5	8	•	9	26	24	18	9	11	12	55	8	8/40	45	B1	E1	P1	F1	1	Awareness/92, Stealth/60, Talon 50/5p, Beak 40/1p		
Dreadwalker		20	18	•	11	19	12	21	8	8	12	60	17	21	55	B4	E2	P1	F2	1	Awareness/68, Stealth/48, Tracking/85, Kick 55/7p, Beak 44/9e, Talon 35/3p		
Large Scavenger		5	9	•	10	28	22	19	7	11	8	45	7	10/60	50	B3	E2	P1	F2	1	Awareness/92, Stealth/52, Talon 45/8p, Beak 36/2p		
Small Scavenger		4	8	•	10	24	20	18	8	13	10	50	7	10/50	50	B1	E1	P1	F1	1	Awareness/84, Stealth/52, Talon 50/6p, Beak 40/1p		
Auk		5	13	•	9	12	16	13	6	9	9	45	9	6/40	45	B1	E1	P1	F1	0	Awareness/56, Stealth/44, Beak 45/1p		
Gull		4	14	•	13	16	17	14	6	10	10	55	9	10/50	65	B1	E1	P1	F1	0	Awareness/64, Stealth/52, Beak 60/1p		
Wader		4	12	•	11	14	18	15	5	9	7	40	8	9/45	55	B1	E1	P1	F1	0	Awareness/64, Stealth/58, Beak 50/1p		
Waterfowl		5	11	•	10	13	18	16	5	9	8	45	8	8/45	50	B1	E1	P1	F1	0	Awareness/64, Stealth/48, Beak 45/1p		
Stalker		4	12	•	11	14	18	15	5	9	7	40	8	9/45	55	B1	E1	P1	F1	0	Awareness/64, Stealth/58, Beak 50/1p		
Large Fishing		5	14	•	11	14	17	14	5	10	8	45	9	9/55	55	B1	E1	P1	F1	0	Awareness/60, Stealth/48, Bite 50/1p		
Bustard		5	13	•	11	14	18	14	5	10	9	50	9	32/45	55	B1	E1	P1	F1	0	Awareness/60, Stealth/50, Beak 50/1p, Kick 45/2b		
Gamebird		4	7	•	12	15	21	17	4	8	6	40	6	10/55	50	B1	E1	P1	F1	0	Awareness/72, Stealth/52, Beak 50/1p		
Songbird		2	8	•	16	19	22	16	4	9	6	45	5	10/60	80	B0	E0	P0	F0	0	Awareness/76, Stealth/60, Beak 65/0p		
Pigeon		3	14	•	13	13	17	16	4	8	8	50	8	9/40	56	B1	E1	P1	F1	0	Awareness/64, Stealth/52, Homing/64, Beak 55/1p		
Domesticated		5	13	•	9	12	16	13	6	9	9	45	6	9/30	45	B1	E1	P1	F1	0	Awareness/56, Stealth/44, Beak 45/1p		

BESTIARY 4

CATS	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Cheetah	9	9	•	19	13	18	15	5	9	13	75	10	60	95	B3 E2 P1 F3	1 Awareness/60, Stealth/68, Tracking/60, Intimidate/50, Jumping/75, Bite 85/2p, Claw 68/2e
Cougar (Mtn. Lion)	10	11	•	18	16	18	20	5	10	18	90	13	50	90	B4 E3 P1 F3	1 Awareness/72, Stealth/72, Tracking/72, Intimidate/60, Jumping/65, Swimming/20, Claw 90/3e, Bite 72/3p
Dejekra	9	12	•	19	10	18	16	6	11	15	80	12	28	95	B3 E3 P1 F3	1 Awareness/68, Stealth/76, Tracking/60, Intimidate/70, Jumping/80, Bite 90/3p, Claw 72/4e
Domestic	5	8	•	18	11	16	16	5	8	18	90	10	20	90	B2 E2 P1 F3	1 Awareness/56, Stealth/68, Tracking/56, Intimidate/40, Jumping/80, Bite 90/2p, Claw 72/2e
Dracofelas	25	13	•	19	11	20	20	7	12	18	90	19	40	95	B5 E3 P2 F3	1 Awareness/68, Stealth/76, Tracking/68, Intimidate/80, Jumping/80, Swimming/20, Bite 95/10p, Claw 76/8e
Lynx	8	10	•	18	13	18	16	4	9	16	85	11	24	90	B3 E3 P1 F3	1 Awareness/64, Stealth/68, Tracking/64, Intimidate/40, Jumping/65, Swimming/20, Bite 85/3p, Claw 68/4e
Lion	20	13	•	18	13	17	18	6	10	16	85	16	36	90	B4 E4 P1 F3	1 Awareness/64, Stealth/68, Tracking/64, Intimidate/85, Jumping/70, Swimming/20, Bite 85/6p, Claw 68/5e
Tiger	26	14	•	18	13	17	18	6	11	15	80	18	30	90	B4 E3 P1 F3	1 Awareness/64, Stealth/68, Tracking/64, Intimidate/80, Jumping/80, Swimming/70, Bite 85/8p, Claw 68/6e
CATTLE	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Bull	35	13	•	11	10	18	16	4	5	10	50	19	28	55	B4 E3 P1 F3	1 Awareness/60, Stealth/52, Horn 55/9p, Trample 44/9b
Cow	25	13	•	11	10	18	16	4	5	8	27	15	9	33	B4 E3 P1 F3	1 Awareness/60, Stealth/48, Horn 50/6p, Trample 40/6b
Ox	38	20	•	8	10	18	16	4	5	12	33	23	8	24	B4 E3 P1 F3	1 Awareness/60, Stealth/52, Horn 45/10p, Trample 36/10b
Aurochs	40	13	•	15	10	18	16	4	5	10	50	21	28	75	B4 E3 P1 F3	1 Awareness/60, Stealth/52, Horn 55/11p, Trample 44/10b
Wisent	35	13	•	11	10	18	16	4	5	10	50	19	28	55	B4 E3 P1 F3	1 Awareness/60, Stealth/52, Horn 55/9p, Trample 44/9b
CHIMERA	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Centaur	25	10	11	13	11	11	12	13	15	70	17	20	65	B4 E3 P1 F3	1 Awareness/44, Stealth/52, Unarmed/64, Trample 56/6b, Shortbow/80, Spear/64, Shield/64, Sling/66, Handaxe/60, Jumping/68, Throwing/64	
Griffin	16	20	•	15	19	15	15	8	12	16	80	17	12/36	75	B3 E4 P2 F4	1 Awareness/64, Stealth/60, Talon 75/8p, Beak 60/4p, Claw 60/4e
Hirenu	20	10	•	12	28	20	16	6	15	14	65	15	14/42	60	B4 E3 P1 F3	1 Awareness/84, Stealth/60, Talon 65/9p, Beak 52/5p, Trample 52/5b
DEER	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Forest	6	13	•	16	14	22	18	6	11	8	55	9	48	80	B4 E3 P1 F3	1 Awareness/72, Stealth/60, Jumping/52, Antlers 65/2p, Bite 52/1p
Great	29	13	•	14	14	22	18	5	11	8	50	17	42	70	B4 E3 P1 F3	1 Awareness/72, Stealth/60, Jumping/64, Antlers 60/7p, Trample 48/7b
Northern	35	13	•	13	14	20	19	5	11	8	50	19	40	65	B5 E4 P1 F3	1 Awareness/72, Stealth/56, Jumping/80, Antlers 55/10p, Trample 44/9b
DOGS	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Mastiff	9	8	•	14	18	16	25	6	9	13	65	10	1/31	70	B4 E3 P1 F3	1 Awareness/80, Stealth/56, Tracking/80, Bite 70/5p
Wolfhound (Ivian)	11	10	•	13	18	16	24	6	9	14	70	12	36	65	B4 E3 P1 F3	1 Awareness/76, Stealth/56, Tracking/76, Bite 65/6p
BloodHound	8	9	•	13	16	15	30	6	8	11	60	9	32	65	B4 E3 P1 F3	1 Awareness/80, Stealth/52, Tracking/80, Bite 60/4p
Sheepdog	8	10	•	14	18	18	26	7	10	15	75	11	34	70	B4 E3 P1 F3	1 Awareness/84, Stealth/64, Tracking/84, Herding/75, Bite 70/4p
Terrier	6	7	•	13	18	17	24	6	9	13	65	9	26	65	B3 E2 P1 F2	1 Awareness/80, Stealth/56, Tracking/80, Bite 65/3p
Fox	5	10	•	15	13	18	21	7	8	14	70	10	30	75	B3 E2 P1 F2	1 Awareness/68, Stealth/64, Tracking/68, Bite 75/3p
Black Wolf	12	10	•	14	18	16	26	5	9	16	75	13	38	70	B4 E3 P1 F3	1 Awareness/80, Stealth/60, Tracking/80, Bite 75/6p
White Wolf	14	10	•	13	20	16	24	5	10	16	75	13	40	65	B4 E3 P1 F3	1 Awareness/80, Stealth/60, Tracking/80, Bite 70/7p

DRAGONS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Hatchling		6	5	3	6	15	14	13	4	13	10	45	7	12/36	30	B5 E6 P5 F5	2	Awareness/56, Charm/85, Breath/65, Bite 35/6p, Tail 35/2b, Claw 28/4e	
Young		24	18	4	7	16	15	14	9	13	13	55	18	13/39	35	B7 E9 P7 F8	3	Awareness/60, Flying/40, Charm/85, Breath/65, Bite 45/10p, Tail 45/6b, Claw 36/8e	
Adolescent		36	27	4	8	17	15	14	11	13	16	65	26	14/42	40	B10 E12 P10 F11	4	Awareness/60, Flying/60, Magic/38, Charm/85, Breath/65, Bite 55/13p, Tail 55/9b, Claw 44/11e	
Mature		48	36	5	8	17	15	14	13	13	19	75	34	14/42	40	B12 E15 P12 F14	4	Awareness/60, Flying/80, Magic/60, Charm/85, Breath/65, Bite 60/16p, Tail 60/12b, Claw 48/14e	
Old		54	41	5	7	17	15	14	15	13	20	80	38	13/39	35	B14 E18 P14 F17	5	Awareness/60, Flying/80, Magic/111, Charm/85, Breath/65, Bite 55/18p, Tail 55/14b, Claw 44/16e	
Very Old		60	45	5	6	16	15	14	17	13	21	80	42	12/36	30	B17 E21 P17 F20	6	Awareness/60, Flying/60, Magic 111, Charm/85, Breath/65, Bite 55/19p, Tail 55/15b, Claw 44/17e	
Ancient		72	54	4	5	15	14	13	19	13	22	80	49	11/33	25	B19 E24 P19 F22	7	Awareness/56, Flying/40, Magic/111, Charm/85, Breath/65, Bite 55/22p, Tail 55/18b, Claw 44/20e	
Amphitere		6	10	•	14	19	10	15	7	18	12	65	9	14/42	70	B2 E2 P1 F2	1	Awareness/60, Climbing/44, Stealth/84, Mental Conflict/56, Disembodiment/80, Medium/80, Sensitivity/80, Tail 65/6p, Bite 52/2p	
Basilisk		16	13	•	14	14	6	15	8	13	10	55	13	14	70	B6 E6 P4 F4	2	Awareness/48, Climbing/80, Stealth/70, Tracking/60, Petrify/75, Bite 65/5p	
Lindworm		22	18	4	18	20	26	19	6	10	16	85	19	18/9	90	B5 E9 P4 F5	2	Awareness/80, Climbing/60, Stealth/60, Swimming/72, Claw 85/7e, Bite 68/7p, Squeeze 68/7b	
Drake		25	17	9	18	12	18	17	8	8	15	80	19	36	90	B7 E8 P7 F6	2	Awareness/64, Climbing/68, Stealth/51, Swimming/72, Jumping/80, Spitting/75, Claw 85/8e, Bite 68/8p, Tail 68/8b	
Wyvern		18	20	•	11	19	15	17	4	3	16	70	18	10/40	55	B8 E5 P8 F7	2	Awareness/68, Stealth/56, Flying/90, Bite 65/6p, Talon 65/9p, Tail 52/5p	
ETHEREALS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Asiri		•	•	•	•	•	•	•	•	10	13	10	55	•	16	65	Ethereal		Charm/65, Sensitivity/65, Telepathy/65
Dryad		•	•	•	•	•	•	•	•	12	18	12	70	•	14	90	Ethereal		Charm/90, Sensitivity/90, Telepathy/90, Fyvria/90
Elmithri		•	•	•	•	•	•	•	•	9	11	8	45	•	10	55	Ethereal		Charm/55, Sensitivity/55, Telepathy/55
V'hir		•	•	•	•	•	•	•	•	15	21	21	105	•	16	105	Ethereal		Telepathy/105, Sensitivity/105, Peleahn 105, Whip 84/5f
GARGUN		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Arak		7	10	13	10	9	16	13	10	9	10	50	9	10	50				
Hyeka		8	11	12	9	9	13	11	9	7	11	50	10	9	45				
Khanu		10	13	12	9	9	13	11	10	9	13	60	12	9	45				See Gargun article for armour & skills.
Kyani		8	11	12	10	9	13	11	11	10	12	55	10	10	50				
Viasal		9	12	12	9	9	13	11	9	8	13	60	11	9	45				
GHOSTS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Damned Soul		•	•	•	•	•	•	•	•	13	15	12	•	•	14	•	Ethereal		Telepathy/75, Sensitivity/75, Manifestation/65, Mental Conflict/65
Revenant		•	•	•	•	•	•	•	•	14	14	17	•	•	14	•	Ethereal		Telepathy/70, Sensitivity/70, Manifestation/75, Mental Conflict/80

BESTIARY 6

GOATS	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Domestic	10	14	•	15	15	16	20	6	6	14	42	13	35	45	B5 E4 P1 F3	1 Awareness/68, Stealth/60, Climbing/72, Jumping/52, Horn 75/3b, Bite 60/1b, Kick 40/1b	
Mountain	10	15	•	16	15	16	20	5	6	15	75	13	35	80	B5 E4 P1 F3	1 Awareness/68, Stealth/64, Jumping/48, Horn 80/3b, Bite 56/2p	
GRAVE-WIGHTS	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Male	20	15	13	13	14	12	20	07	12	16	60	18	07	65	B6 E4 P3 F5	2 Awareness/60, Stealth/48, Tracking/57, Bite 48/7p, Claw 60/7e	
Female	13	15	13	13	14	12	24	09	13	16	60	18	07	60	B6 E4 P3 F5	2 Awareness/68, Stealth/48, Tracking/60, Bite 48/4p, Claw 60/3e	
HORSES	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Chelni	27	10	•	13	16	18	18	4	8	10	55	16	40	65	B4 E3 P1 F3	1 Trample 60/7b, Awareness 68	
Hodiri	28	10	•	12	16	18	19	4	7	11	55	16	42	60	B4 E3 P1 F3	1 Trample 60/7b, Awareness 72	
Khanset	30	9	•	13	17	19	19	5	9	12	60	17	45	65	B4 E3 P1 F3	1 Trample 65/8b, Awareness 72	
Lankum	32	10	•	12	16	18	20	4	7	11	55	18	40	60	B4 E3 P1 F3	1 Trample 60/8b, Awareness 72	
Hacherdad	36	11	•	11	15	20	18	4	8	10	50	19	38	55	B4 E3 P1 F3	1 Trample 55/9b, Awareness 72	
Reksyni	40	12	•	11	16	17	20	5	8	12	60	21	36	55	B4 E3 P1 F3	1 Trample 55/10b, Awareness 72	
Donkey	29	13	•	12	16	20	18	6	8	12	60	18	40	60	B4 E3 P1 F3	1 Awareness/72, Stealth/60, Jumping/72, Swimming/48, Trample 60/7b, Bite 48/2p	
Unicorn	28	9	•	13	16	18	16	8	15	14	60	16	45	65	B4 E3 P1 F3	1 Awareness/68, Stealth/56, Jumping/78, Swimming/48, Fyvria/75, Horn 65/8p, Trample 65/9b, Bite 48/3p	
ILME	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Male	36	30	7	6	12	14	14	13	8	6	30	24	11/7	30	B10 E8 P7 F9	3 See Ilme article for details of skills.	
Female	45	37	7	6	12	14	14	9	8	12	50	31	12/8	30	B10 E8 P7 F9	3 See Ilme article for details of skills.	
IVA SHU	STR	STA	DEX	AGL	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS	
Adwelna	45	20	17	2	9	•	16	7	14	13	45	26	1	10	B11 E9 P8 F6	Hex 70, Tentacle 80/12b, Awareness 32, Stealth 20	
Aklash	19	18	10	8	4	10	6	4	8	14	60	17	1/9	40	B10 E8 P7 F7	Breath 60, Claw 50/5e, Awareness 28, Stealth 44	
Ergath	15	18	10	8	16	18	17	6	7	12	55	15	8/12	40	B7 E5 P4 F6	Claw 45/4e, Awareness 68, Stealth 52, Tracking 60	
Hru	57	40	8	6	7	7	7	11	10	13	55	37	7	30	B12 E11 P10 F10	Trample 40/14b, Awareness 28, Stealth 36	
Hygith	4	12	•	15	9	10	18	2	8	14	70	10	10	75	B4 E3 P2 F6	Bite 75/1p	
Mituruca	13	12	12	16	13	9	12	10	15	11	65	12	10/14	80	B6 E5 P4 F5	Bite 70/3p, Claw 56/3e, Awareness 44, Stealth 48, Tracking 48	
Nolah	14	19	12	17	11	15	15	12	15	11	65	15	13	85	B9 E7 P5 F6	Charm 75, Unarmed 70/4b, Awareness 56, Stealth 56	
Ogarna	32	25	10	2	•	1	18	19	18	65	25	2	10	B12 E10 P9 F3	Telepathy 95, Sensitivity 95, Mental Bolt 95, Tentacle 65/8b		
Polan-Tekek	16	18	12	11	15	11	11	18	16	12	60	15	12	55	B4 E3 P3 F4	Unarmed 55/4b, Dagger 56/5p, Pyrokinesis 80, Awareness 48, Stealth 44	
Scurgah	5	14	17	11	14	24	16	3	6	13	60	11	8/24	55	B2 E4 P3 F2	Membrane Hug 60*, Talon 48/3p, Bite 48/1p, Awareness 72, Stealth 64, Gliding 70	
Tave (human)	13	15	9	11	16	14	9	15	15	16	70	15	10	55	B1 E10 P1 F1	Unarmed 52/3b, Ritual (Ilvir) 95, Awareness 52, Stealth 56	
Tave (serpent)	19	18	•	15	20	11	20	15	15	16	80	18	15	75	B6 E8 P5 F5	Squeeze 75/10b, Bite 60/5p, Awareness 68, Stealth 56	
Umbath	•	•	•	•	•	•	•	•	13	19	12	70	•	40	95	Ethereal	Telepathy 95, Sensitivity 95
Vlasta	6	10	17	19	17	15	19	2	5	10	65	9	25	95	B2 E1 P1 F2	Claw 80/2e, Bite 64/2p, Awareness 68, Stealth 60	

LYCANTHROPES		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Werewolf		14	13	07	14	16	19	20	11	11	13	65	13	14	70	B4 E3 P1 F3	1	Awareness/90, Stealth/75, Tracking/80, Bite 80/7p, Paw 60/5b
Wèrebear		20	18	09	12	10	12	17	11	11	13	65	17	12	60	B5 E3 P2 F4	1	Awareness/65, Stealth/60, Tracking/65, Bite 45/7p, Claw 65/8e, Paw 60/8e, Hug 30/10b
Wèrecat		17	13	10	18	16	17	18	11	11	10	65	13	18	90	B4 E3 P1 F3	1	Awareness/85, Stealth/75, Tracking/75, Jumping/90, Bite 75/10p, Claw 70/8e, Paw 70/8e
MORVRIN		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Amorvrin		Note: All attributes are based on those in life; there are no average morvrin stats.																
Gulmorvrin																		
Dalkeshi Gulmora																		
RABBITS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Rabbit		4	7	•	15	14	25	20	2	7	6	45	6	30	75	B4 E3 P1 F3	1	Awareness/80, Stealth/60, Jumping/66, Kick 65/1b, Bite 52/1b
Hare, Hárnic		5	7	•	16	14	25	20	2	7	6	45	6	40	80	B4 E3 P1 F3	1	Awareness/80, Stealth/64, Jumping/72, Bite 65/1p, Kick 52/1b
RODENTS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Rat		3	8	•	18	5	25	26	8	2	9	60	7	18	90	B2 E2 P1 F3	1	Awareness/76, Stealth/68, Swimming/77, Jumping/52, Climbing/28, Bite 75/1p (Black Rat has Climbing/56 and Swimming/30)
Beaver		6	8	•	4*	9	20	20	5	9	11	45*	8	8/16	20	B4 E3 P2 F3	1	Awareness/64, Stealth/52*, Swimming/80, Tracking/64, Bite 30/2p*, AGL is 8 in water; +25 to Dodge, +5 to Initiative, +10 to Stealth, and +20 to Bite while swimming.
Squirrel, Hárnic		2	8	14	16	14	18	15	6	7	8	55	6	32	80	B1 E1 P0 F1	0	Awareness/64, Stealth/70, Jumping/77, Climbing/77, Foraging/60, Bite 65/1p
SEALS		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Chubby		16	14	•	6	15	9	16	5	10	14	55	15	4/22	30	B5 E3 P2 F4	1	Awareness/53, Stealth/29, Bite 51/5p, Trample 41/6p
Lute		23	16	•	7	15	11	16	5	10	15	62	18	4/24	35	B7 E5 P3 F6	2	Awareness/56, Stealth/33, Bite 69/8p, Trample 51/7b
Mammoth		46	14	•	6	14	9	15	4	9	13	48	26	2/20	15	B12 E10 P9 F5	3	Awareness/51, Stealth/25, Bite 76/15p, Trample 44/11b
Sea Lion		22	15	•	8	15	12	16	6	10	16	63	17	5/25	40	B6 E4 P4 F5	2	Awareness/57, Stealth/35, Bite 60/7p, Trample 55/7b
Tiger		31	18	•	10	16	10	18	6	10	16	70	22	7/28	50	B10 E8 P7 F6	3	Awareness/59, Stealth/36, Bite 73/10p, Trample 66/8b
Walrus		44	19	•	4	12	11	14	4	11	18	67	27	3/20	20	B14 E11 P10 F6	4	Awareness/49, Stealth/33, Bite 78/17p, Trample 49/11b
SHEEP		STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Domestic		13	14	•	11	15	16	19	3	4	7	24	11	25	33	B5* E4* P1* F3*	1*	Awareness/68, Stealth/44, Jumping/48, Horn 50/3b (ram), Bite 40/2p, Kick 32/3b (Note: armour values are for a shorn sheep. Add 1-3 for all armour values as wool grows.)
Mountain		13	14	•	14	15	16	20	3	4	15	75	14	32	70	B5 E4 P1 F3	1	Awareness/68, Stealth/60, Jumping/56, Horn 70/3b (ram), Bite 56/2p

BESTIARY 8

SNAKES	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Adder	4	10	•	12	16	10	16	2	1	8	45	7	12	60	B1 E1 P0	F1 0	Awareness/56, Stealth/70, Climbing/40, Tracking/50, Intimidate/40, Bite 55/3p
Asp	4	8	•	11	16	8	16	2	1	6	40	6	11	55	B1 E1 P0	F1 0	Awareness/52, Stealth/56, Tracking/50, Swimming/75, Spitting/45, Bite 45/3p
Constrictor	16	13	•	10	13	3	18	2	1	8	45	12	10	50	B1 E1 P0	F1 0	Awareness/44, Stealth/49, Climbing/60, Tracking/75, Swimming/35, Intimidate/45, Squeeze 45/12b, Bite 36/4p
Myenae	4	8	•	15	16	4	15	3	1	8	50	7	15	75	B1 E1 P0	F1 0	Awareness/48, Stealth/63, Tracking/35, Swimming/90, Intimidate/50, Bite 65/1p
Myenae (Gargantuan)	34	38	•	15	16	4	15	3	1	8	50	27	15	75	B12 E10 P12	F8 4	Awareness/48, Stealth/63, Tracking/35, Swimming/90, Intimidate/50, Bite 65/8p
SWINE	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Domestic	14	14	•	9	8	12	20	5	4	10	30	13	25	27	B3 E2 P1	F1 1	Awareness/52, Stealth/40, Bite 36/1p
Razorback	18	16	•	9	8	12	20	6	9	12	55	15	30	45	B4 E3 P1	F3 1	Awareness/52, Stealth/44, Gore 50/5p, Trample 50/6b
TAWEDOG	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Tawedog	25	10	11	13	11	11	12	13	15	56	17	20	65	B4 E3 P1	F3 1	Awareness/44, Stealth/52, Jumping/85, Claws 70/8e	
YELGRI	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Yelgri	8	7	8	10	17	15	15	6	10	10	50	8	10/30	B3 E3 P1	F4 1	Awareness/64, Flying/85, Throwing/55, Weaponcraft/45, Spear 40/7p, Claw 50/2e, Talon 40/5p	
WEASELS	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	GAC	SKILLS
Badger	6	11	•	13	9	10	24	4	7	13	65	10	13	65	B4 E3 P2	F3 1	Awareness/56, Stealth/48, Climbing/30, Bite 65/2p, Claw 52/2e
Otter	5	7	•	5*	14	18	20	3	8	9	40*	7	10/20	B4 E3 P2	F3 1	Awareness/64, Stealth/36*, Swimming/90, Tracking/64, Bite 30/1p*, AGL is 10 in water; +25 to Dodge, +5 to Initiative, +10 to Stealth, and +20 to Bite while swimming	
Sea Otter	8	8	•	5*	14	18	20	3	8	9	40*	8	10/20	B4 E3 P2	F3 1	Awareness/64, Stealth/36*, Swimming/90, Tracking/64, Bite 30/2p*, AGL is 10 in water; +25 to Dodge, +5 to Initiative, +10 to Stealth, and +20 to Bite while swimming	
Weasel	5	7	•	17	14	18	18	5	6	10	60	7	25	85	B4 E3 P1	F3 1	Awareness/68, Stealth/60, Swimming/84, Tracking/68, Bite 75/1p
Wolverine	13	16	•	14	13	18	19	5	9	20	90	16	28	70	B5 E3 P2	F3 1	Awareness/68, Stealth/68, Jumping/56, Tracking/68, Bite 80/4p, Claw 64/4e (Note: Always Berserk in combat, see HM3, Combat 18)