

ANIMALS

The table below lists archetypical mundane beasts, as well as the swarming and giant variants common in roleplaying games. Following the table is a section briefly noting group sizes, behavior, and behavior inside and outside of combat.

MOVEMENT

Listed in the *move* column is a creature's movement in feet. While most creatures use standard terrestrial movement, others have alternate forms of movement. Unless noted with an asterisk, a creature's movement speed is the same regardless of locomotion method.

B: Burrowing, the creature can tunnel through loose soil, earth, or other specified materials.

C: Climbing, the creature can move in all directions if there are adequate features for gripping. What constitutes an adequate spot varies from creature to creature.

F: Flying, the creature can soar through the air. Most flying creatures move at 1/6th their flying speed on the ground.

S: *Swimming*, the creature can easily move underwater. Most swimming animals are purely aquatic and can breathe underwater.

W: *Web*, the creature can traverse spiderwebs without becoming stuck. Creatures with web movement also have a climbing speed.

Animals										
Creature	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Ape	1	12	+1	1d4	1/13	30' ^{/C}	7	5	+1	15+
Ape, Carnivorous	2	13	+3	1d6	1/13	30' ^{/C}	8	6	+1	14+
Ape, Giant	10	15	+6 x2	2d10	2/-	40' ^{/C}	7	6	+2	12+
Baboon	1	12	+0	1d2	1/13	30' ^{/C}	6	5	+1	15+
Badger	1	16	+1 x2	1d2	1/13	30' ^{/B*}	5	6	+1	15+
<i>*Movement:</i> 15' burrow speed.										
Bat	1 hp	12	+0	1	-	30' ^{/F}	5	6	+0	16+
Bat, Large	1	12	+1	1d4	-	30' ^{/F}	7	6	+1	15+
Bat, Giant	4	13	+3	2d4	1/13	30' ^{/F}	7	6	+1	13+
Bat, Swarm	4	11	+6 x3	1d6	1/-	30' ^{/F}	10	5	+1	13+
<i>Swarm:</i> Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).										
Bear, Black	3	13	+3	1d6	1/3	30'	7	6	+1	14+
<i>Hug:</i> If a black bear rolls an 18 or higher and hits its target must make a physical saving throw or be knocked prone and pinned. Pinned creatures take 1d8 damage from the bear's attacks and can escape with a contested Str/Exert or Str/Punch check.										
Bear, Brown	5	14	+5	1d8	2/14	30'	8	6	+1	13+
<i>Hug:</i> If a brown bear rolls an 18 or higher and hits its target must make a physical saving throw or be knocked prone and pinned. Pinned creature take 1d10 damage from the bear's attacks and can escape with a contested Str/Exert or Str/Punch check.										
<i>Relentless:</i> When reduced to 0 hit points the bear makes a saving throw. On a success it fights for another 1d4 rounds.										

Animals

Creature	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Bear, Polar	6	13	+6 x2	1d8	2/13	40' [*]	8	6	+2	12+
<i>Hug:</i> If a polar bear rolls an 18 or higher and hits its target must make a physical saving throw or be knocked prone and pinned. Pinned creature take 1d12 damage from the bear's attacks and can escape with a contested Str/Exert or Str/Punch check. <i>Relentless:</i> When reduced to 0 hit points the bear makes a saving throw. On a success it fights for another 1d4 rounds.										
Beaver	½	11	+0	1	–	30' ^S	7	6	+1	15+
Beetle, Giant	7	17	+3	4d4	–	30'	7	6	+1	12+
Beetle, Giant Glowing	1	16	+1	1d4	–	30'	7	6	+1	15+
Beetle, Swarm	4	10	+6 x3	1d6	1/–	30'	10	5	+1	13+
<i>Burrow:</i> As a main action the beetle swarm can chew through unmoving organic matter at a rate of 10' per turn. <i>Swarm:</i> Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).										
Bison	5	13	+5	1d8	1/13	40'	7	6	+1	13+
<i>Charge:</i> If the bison moves 30' in a straight line before attacking it rolls attack and damage twice, taking the better of the results.										
Boar	2	13	+3	1d6	1/14	40'	8	6	+1	14+
<i>Ram:</i> If the boar moves 20 feet and hits with an attack man-sized or smaller targets must make a physical save or be knocked prone.										
Boar, Giant	5	14	+5	1d10	2/14	40'	8	6	+1	13+
<i>Ram:</i> If the boar moves 20 feet and hits with an attack man-sized or smaller targets must make a physical save with a –2 modifier or be knocked prone.										
Camel	2	11	+3	1d4	1/13	40'	7	6	+1	14+
Cat	2 hp	14	+0	1	–	30' ^{CL}	5	6	+1	15+
Centipede, Giant	2 hp	11	+0	–	–	30'	7	6	+1	15+
<i>Poison:</i> A bitten victim makes a physical save with a +4 bonus, becoming paralyzed for the rest of the scene on a failure.										
Centipede Swarm	4	10	+6 x3	1d6	1/–	30'	10	5	+1	13+
<i>Swarm:</i> Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one). <i>Poison:</i> A bitten creature makes a physical save with a +2 bonus, becoming paralyzed for the rest of the scene on a failure.										
Cow	3	11	+3	1d4	–	30'	7	6	+1	14+
Crab	1 hp	11	+0	1	–	20'	7	5	+0	16+
Crab, Giant	3	17	+3	2d4	2/13	20'	7	6	+1	14+
Crayfish, Giant	4+4	16	+5	2d6	2/13	30' ^{S*}	7	6	+1	13+
<i>*Movement:</i> The giant crayfish moves at 15' when on land.										

Animal	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Crocodile	3	15	+3	2d4	2/15	20*	8	6	+1	14+
<p>*Movement: 30' swim speed.</p> <p>Bite: A smaller creature bitten by a crocodile is grappled. Grappled creatures cannot move and make attack and damage rolls twice, taking the worse of each result. An escape can be made by succeeding on an Exert or Punch check versus the crocodile.</p>										
Crocodile, Giant	7	16	+7 x2	3d6	3/15	20*	8	6	+2	12+
<p>*Movement: 30' swim speed.</p> <p>Bite: A smaller creature bitten by a crocodile is grappled. Grappled creatures cannot move and make attack and damage rolls twice, taking the worse of each result. An escape can be made by succeeding on an Exert or Punch check versus the crocodile.</p>										
Deer	1	13	+1	1d4	-	40'	5	6	+1	15+
Dog	½	13	+0	1d2	-	40'	6	6	+1	16+
Dog, Large	2	13	+1	1d6	1/13	30'	7	6	+1	14+
Dog, War	1+2	14	+1	2d4	2/13	40'	8	5	+1	15+
Dog, Wild	1	13	+1	1d4	1/13	40'	7	6	+1	15+
Eagle	1	14	+1	1d2	-	60' ^F	7	6	+1	15+
Eagle, Giant	4	13	+3 x2	1d6	1/13	60' ^F	8	5	+1	13+
Eel, Electric	2	11	+4	1d2	-	30' ^S	7	6	+1	14+
<p>Electric Shock: Once per scene, an electric eel can shock all creatures within 15 feet. The damage starts at 3d6 within 5 feet and decreases by 1 dice for every additional 5 feet.</p>										
Eel, Giant	5	14	+5	3d6	3/13	30' ^S	7	6	+1	13+
Eel, Weed	1	12	+0	3d6	-	30' ^S	7	6	+1	15+
<p>Poisonous Bite: Creatures bitten by a weed eel can make a physical save to take half damage.</p>										
Elephant	6	14	+7	2d8	-	40'	7	6	+1	12+
<p>Trample: On a roll of 18 or higher the elephant knocks their target prone. The target must make a dexterity saving throw or be attacked again.</p>										
Elk	2	11	+2	1d4	-	40'	7	6	+1	14+
Emu	2	13	+1	1d6	1/13	30'	7	6	+1	14+
Fox	1	13	+1	1d4-1	-	30'	7	6	+1	15+
Frog	1 hp	11	-	-	-	20' ^S	7	6	+1	16+
Frog, Giant	2	13	+4	1d6	-	30' ^S	7	6	+1	14+
<p>Swallow: On a successful attack, the frog can choose to swallow its target instead of dealing damage. The target is blind, deaf and makes attack and damage rolls twice, taking the worse result. Swallowed creatures take 1d4 damage each round. An escape can be made by succeeding on an Exert or Punch check versus the giant frog.</p>										
Frog, Killer	1	12	+2	1d2	-	30' ^S	7	6	+1	15+
Frog, Poison	1 hp	11	+1	1d4	-	30'	7	6	+1	16+
<p>Poison. This frog transfers poison to other creatures through bite or touch. No damage is taken on a successful physical saving throw.</p>										
Goat	1	13	+1	1d3	-	40'	7	6	+1	15+
Hawk	1	14	+1	1d2	-	60' ^F	7	6	+1	15+
Horse, Draft	4	11	+1	1d6	2/13	30'	7	6	+1	13+
Horse, Riding	3	11	+1	1d4	-	40'	7	6	+1	14+
Horse, War, Heavy	4	11	+3	1d8	2/15	40'	9	6	+1	13+
Horse, War, Light	3	12	+3	1d6	1/15	50'	9	6	+1	14+
Hyena	1	13	+1	1d4	1/13	50'	7	6	+1	15+
Jackal	1-2	13	+1	1d2	-	40'	7	6	+1	15+

Animal	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Killer Whale	6	13	+6 x2	1d8	2/13	60' ^S	8	6	+2	12+
Lion	5	15	+3 x2	1d4	2/13	40'	7	6	+1	13+
Lizard	1 hp	11	+0	–	–	20' ^C	7	6	+0	16+
Lizard, Cave	6	15	+5	2d6	2/13	30' ^C	7	6	+1	12+
Lizard, Giant	3	15	+3	1d8	1/13	30'	7	6	+1	14+
Lizard, Monitor	2	13	+3 x2	1d6	2/15	30'	8	5	+1	14+
Mammoth	7	15	+9	3d6	–	30'	8	6	+1	12+
Monkey	1	12	+1	1	–	30' ^C	7	6	+1	15+
Mule	2	11	+3	1d6	1/13	40'	7	6	+1	14+
Octopus	½	11	+1	1	–	30' ^S	7	6	+1	16+
Octopus, Giant	8	13	+7 x6	1d4	–	60' ^S	8	6	+2	11+
Ostrich	3	13	+7	1d8	1/13	40'	7	6	+1	14+
Owl	1	15	+1	1d2	–	40' ^F	7	6	+1	15+
Owl, Giant	4	14	+3	2d4	–	60' ^F	7	6	+2	13+
Panther	3	14	+3 x2	1d3	1/13	40'	7	6	+1	14+
Pig	2	10	+1	1d4	–	40'	7	6	+1	14+
Piranha	½	12	+0	1d2	–	30' ^S	5	6	+1	16+
Piranha, Swarm	4	10	+6 x4	1d6	1/–	30' ^S	10	5	+1	13+
	Swarm: Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).									
Pony	1	11	+1	1d2	–	40'	6	5	+1	15+
Rabbit	½	14	–	–	–	30'	5	6	+1	16+
Rat	1 hp	13	+0	1	–	30'	7	6	+1	16+
Rat, Giant	½	13	+0	1d4	–	30'	7	6	+1	15+
	Disease: A creature bitten by a giant rat must succeed on a physical saving throw or else contract a minor disease. While infected, the creature cannot lose system strain. The saving throw is repeated at the end of a full night's sleep, with the disease ending on a success.									
Raven	1 hp	13	+0	1	–	40' ^F	7	6	+1	16+
Raven, Giant	3	16	+3	1d4+2	–	50' ^F	7	6	+2	14+
Raven, Swarm	4	10	+6 x3	1d6	1/–	40' ^F	10		+1	13+
	Swarm: Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).									
Rhinoceros	4	13	+5	1d10	1/13	40'	9	6	+1	13+
	Charge: If the rhinoceros moves at least 30' and makes an attack it rolls attack and damage twice and takes the better results.									
Saber-Toothed Tiger	6	14	+6	1d8	2/13	40'	8	6	+2	12+
Scorpion	1 hp	10	+1	1d8	–	20'	7	6	+1	16+
	Poisonous Stinger: Stung creatures can make a physical save for half damage.									
Scorpion, Giant	5	17	+5 x2	1d4	1/13	30'	7	6	+1	13+
	Poisonous Stinger: Stung creatures take an additional 1d10 damage, with a physical save for half damage.									

Animal	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Sea Horse	1 hp	11	-	-	-	30' ^S	7	6	+1	16+
Sea Horse, Giant	2	13	+1	1	-	30' ^S	7	6	+1	14+
Shark, Giant	10	15	+9	4d4	4/15	40' ^S	7	6	+1	10+
Shark, Hunter	6	14	+5 x2	1d8	2/13	40' ^S	8	6	+2	12+
<i>Blood Frenzy:</i> Against creatures missing hit points the shark makes their attack and damage rolls twice and takes the better results.										
Shark, Reef	3	13	+4	1d6	1/13	40' ^S	7	6	+1	14+
Sheep	1	13	+3	1d4	-	30'	6	7	+1	15+
Snake, Constrictor	3	14	+3	1d4	1/-	30'	7	6	+1	14+
<i>Constrict:</i> Targets hit by this snake are constricted. When attacking, constricted targets make attack and damage rolls twice and take the lower of each. An escape can be made by succeeding on an Exert or Punch check versus the snake.										
Snake, Constrictor, Giant	6	15	+5	2d4	2/-	30'	7	6	+2	12+
<i>Constrict:</i> Targets hit by this snake are constricted. When attacking, constricted targets make attack and damage rolls twice and take the lower of each. An escape can be made by succeeding on an Exert or Punch check versus the snake.										
Snake, Flying	1	15	+5	1	-	60' ^{F*}	7	6	+1	15+
<i>*Flying:</i> 30' normal movement and swim speed. <i>Poisonous Bite:</i> Creatures bitten by a fling snake take 1d8 damage with a physical save for half.										
Snake, Poisonous	1	14	+3	1d4	-	30'	7	6	+1	15+
<i>Poisonous Bite:</i> Roll randomly or choose options from the Poisonous Snake table (TODO) to determine the type of snake and its effect.										
Snake, Poisonous, Swarm	4	10	+6 x3	1d4	1/-	30'	10	5	+1	13+
<i>Swarm:</i> Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one). <i>Poisonous Bites:</i> Roll randomly or choose options from the Poisonous Snake table (TODO) to determine the type of snake and its effect.										
Spider	1 hp	10	+0	1d6	-	15' ^W	7	6	+1	16+
Spider, Hairy	½	12	+0	1	-	15' ^W	7	6	+1	15+
<i>Slowing Poison:</i> Creatures bitten by hairy spiders must make a physical saving throw or become poisoned. Poisoned creatures have their AC reduced by 2 and make attack rolls twice, taking the worse result.										
Spider, Giant	4	16	+5	1d8	1/13	30' ^W	7	6	+1	13+
<i>Paralyzing Poison:</i> Creatures reduced to 0 hit points by this spider's poison are paralyzed for the remainder of the scene, awakening with 1 hp at the beginning of the next scene.										
Spider, Swarm	4	10	+6 x3	1d6	1/-	30' ^W	10	5	+1	13+
<i>Swarm:</i> Piercing and slashing weapons only deal shock damage to the swarm. Every 5 points of damage dealt to the swarm reduces its effective size by 1 hit die and reduces its number of attacks by one (to a minimum of one).										
Spider, Sword	5	17	+5 x2	2d12	2/15	40'	6	6	+1	13+
Tiger	5	14	+5 x2	1d4+1	1/13	40'	7	6	+1	13+

Animal	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Vulture	1	14	+1	1d2	-	30' ^F	5	6	+1	15+
Vulture, Giant	2	13	+2	1d4	1/13	30' ^F	6	6	+1	14+
Weasel	1 hp	11	+1	1	-	30'	7	6	+1	16+
Wolf	1	12	+2	1d4	1/13	40'	7	6	+1	15+
Wolf, Dire	4	14	+5	2d4	2/13	40'	7	6	+1	13+

ANIMAL BEHAVIOR

APES

Apes appear in troops of 2d4 creatures and are usually harmless unless defending their young or home.

Carnivorous apes are vicious beasts that eat whatever they can catch. They hunt in troops of 2d4 and never attack alone. Trained carnivorous apes are sometimes used by cults as guard and attack creatures.

Giant apes are massive and much more intelligent than their smaller cousins. They are almost always solitary, as each requires massive amounts of food to sustain themselves.

Baboons are mean-spirited pack animals. They travel in bands of 4d10 creatures. In combat they typically *make swarm attacks*.

Badgers live in family groups of 1d4+1. Badgers are territorial, but only a few subspecies are outright aggressive.

BATS

Bats live in large colonies of 3d100 but travel alone to feed. Bats never attack and always flee violence, but may carry diseases.

Large bats can be predatory and will attack weak or solitary prey in groups of 3d6. Unless compelled these groups do not attack creatures with collective hit dice than them.

Huge bats live in family groups of 1d8. They are omnivorous, and may be trained and ridden by man-sized or smaller creatures.

Bat swarms are always magically compelled.

BEARS

Black bears come in a variety of colors. They live in family groups of 1d3 bears, 1d2 of which are noncombatant cubs with 1 hit dice. Black bears are rarely aggressive unless their cubs are threatened. Unless fighting to defend cubs black bears make morale checks every round in combat.

Brown bears are larger and much more aggressive than black bears. They are found in groups of 1d6-, where 1d4-1 are noncombatant cubs with 1 hit dice.

Polar bears are always solitary as adults, with a 10% chance of having 1d2 noncombatant cubs with 1 hit dice tagging along. They are aggressive carnivores.

Beavers are dam-building mammals that live in groups of 4d10 and only fight in defense of their young. Intact beaver pelts are worth around 10 sp.

BEETLES

Giant beetles are large jungle insects large enough to serve as beasts of burden. Herbivorous beetles live in groups of 2d6, and solitary predator beetles have iridescent shells that can fetch a high price from the right buyer.

Giant glowing beetles congregate in swarms of 3d4 in dark forests. These dog-sized insects have light-producing abdominal glands that illuminate a 10-foot radius. These glands glow for 1d6 days after

removal. Mages and alchemists pay 10 sp per gland, and even more for live beetles.

Beetle swarms can occur naturally when a beetle nest is broken or the beetles are in a mating or feeding frenzy.

Bison live in temperate and subarctic plains and forests in herds of 4d100. They always charge if their reaction roll is below a 7.

Boars live in packs of 1d12 creatures and are easily provoked, having a -1 modifier to their reaction rolls. **Giant boars** are even more dangerous, but if raised from birth can be trained as mounts.

Camels have a nasty disposition and live in herds of 1d12 in the wild. Domesticated camels are more relaxed.

Cats represent household pets and only fight if cornered.

CENTIPEDES

Giant centipedes are foot-long insects that congregate in nests of 2d12 creatures. They are a nuisance to large animals, but are a threat to smaller creatures and children. Centipede poison can be milked from captured centipedes with a DC 9 Dex/Work check.

Cows are found on farms or in wild herds of 2d100 adults. Bulls make up 25% of this number and will always attack if their reaction roll is 4 or below.

Crabs are omnivorous marine crustaceans. **Giant crabs** live in groups of 2d6 and avoid humanoids unless starving.

Giant Crayfish live in groups of 1d4 and behave similarly to giant crabs. They rarely surface.

Crocodiles are cold-blooded predators that live in groups of 3d8. They are lazy and usually sunning; unless hungry or attacked they have a +2 to their reaction rolls. **Giant Crocodiles** live in smaller groups (1d12) and are much more violent than their smaller kin (-1 to their reaction rolls).

Deer live in herds of 2d8 animals and never fight unless cornered.

DOGS

Dogs are common house pets. The common variety is friendly (+2 to reaction rolls) unless they, a family member, or a charge is attacked.

Large Dogs represents and other sizeable breeds.

War Dogs are dogs bred and trained for as guardians, fighters, or hunters. Guard dogs have a -1 to their reaction rolls begin to bark if their territory is intruded upon.

Wild Dogs are savage cousins of the domesticated breeds. They live in packs of 4d4 and *make swarm attacks* in combat.

Eagles are large birds of prey. Unless hunting they live in groups of 1d8+4. **Giant Eagles** are smarter and live in larger flocks (1d20), but are far rarer.

EELS

Electric Eels live in rivers. 1d4 can be found in an area large enough for feeding.

Giant Eels are marine predators. They live in groups of 1d4.

Weed Eels are highly poisonous cave-and-reef creatures. They live in schools of 10d6. They are shy outside of their lair, but will defend their lair to the death.

Elephants are normally friendly unless attacked. They live in herds of 1d12 with 1d4 calves, though males live in smaller groups of 1d4.

Elk are large mammals that live in herds of 4d10.

Emu are flightless birds that live in flocks of 2d10.

Foxes are no danger to humans, but are a nuisance that raid henhouses.

FROGS

Frogs represent the common, harmless variety found in wetlands and forests the world over.

Giant Frogs are significantly more dangerous, but rarely live outside of large swamps. A group of 5d8 giant frogs makes a deafening racket at night.

Killer Frogs are carnivorous amphibians that hunt in packs of 3d6 creatures.

Poisonous frogs are rare and normally harmless jungle creatures. 2d6 inhabit appropriate plants.

Goats live in family groups of 5d4 whether wild or domesticated.

Hawks are raptors with excellent eyesight. In the wild they live in pairs and will attack anything that approaches their nest. Hawks are trainable; fledglings fetch 600 sp on the market, adults 200.

HORSES

Draft Horses are ponderous and docile. They always attack when surprised. A good draft horse costs 150 sp.

Riding Horses is the most common variety of horse encountered. They are trained to handle riders, but take morale checks every round in combat. Prices for riding horses vary based on their lineages, but 200 sp is common. **Wild Horses** use riding horse statistics.

War Horses are mounts trained for combat. They move as directed by fight as independent combatants. Heavy war horses are massive animals. They can wear plate and carry armored knights easily. Heavy war horses cost 4000 sp at a minimum. Light war horses are used by archers and raiders and rarely wear any armor. A light war horse costs at least 2000 sp.

Hyenas are dog-like pack creatures. They live in groups of 2d6 and *make swarm attacks* in combat.

Jackals are pack predators that live in groups of 1d6 and *make swarm attacks* in combat.

Killer Whales, or orcas, are oceanic apex predators. They always attack sharks, but rarely attack humans unless provoked or hungry. They travel in pods of 5d8, 1d10 of which are noncombatants.

Lions live in savannahs in groups of 2d6, one of which is a male with 1 additional hit die. Lions are lazy when fed (>9 on their reaction roll) and won't attack unless provoked in this state.

LIZARDS

Lizards is a stat block for all manner of nonaggressive reptiles.

Cave Lizards are large carnivorous reptiles that inhabit subterranean caverns. They live in groups of 1d6. Some are albino, all types make morale checks each round bright light is present.

Giant Lizards are large enough to be domesticated and used as pack beasts. 2d6 lizards live together whether wild or domesticated.

Monitor Lizards are large, vicious lizards that can grow to be 10 feet long. They live in packs of 2d4 but only 1d8 of these will enter combat unless attacked.

Mammoths are cousins of elephants that live in cold environments. They live in herds of 1d12 creatures, 1d4 of which are children.

Monkeys are nuisances to farmers but never attack humans unless compelled. Monkeys live in troops of 1d50 animals.

Mules are stubborn crossbreeds of horses and donkeys. They are sterile and worth 30 sp.

Octopi are solitary cephalopods. They are smart but usually harmless, though some may be poisonous (1d10 damage). **Giant Octopi** are rarer and present a threat to humans.

Ostriches are large and aggressive (-1 to reaction rolls) flightless birds. They live in flocks of 2d10.

Owls are solitary birds of prey that can see in the dark. For this reason, they are a favored familiar and servant of wizards whose work occurs at all hours. **Giant Owls** live in groups of 1d4+1 and are smarter than they appear.

Panthers are predatory big cats found in jungles. They are solitary hunters and pick at stragglers. Mountain Lions use panther statistics.

Pigs are domesticated animals raised for food. Piranhas live in swarms of 5d10 fish and will attack anything.

Ponies are related to horses. Bred for farm work and riding, ponies are gentler but more excitable than their larger cousins. A good pony fetches 150 sp.

Rabbits are small and skittish. They live in families of 1d12 and always flee.

RATS

Rats are only dangerous in groups.

Giant Rats live in groups of giant 1d100 and are genuine threats. A swarm of rats will eat anything, and they carry all manner of diseases. Lone giant rats flee unless cornered, but they attack if they outnumber their foes. When attacking in groups they *make swarm attacks*.

Swarms of Rats may be magically compelled but can also occur when a rat nest is breached.

RAVENS

Ravens and **crows** are large birds with a considerable intellect. They only attack if threatened. They flock in groups of 4d8.

Giant Ravens are larger cousins that live in groups of 2d8.

Swarms of Ravens are always summoned by sorcery.

Rhinoceroses are horned plains mammals that will charge anything they see as a threat. They are commonly encountered alone.

Sabre-Toothed Tigers are related to other big cats, but have distinctive incisors. They attack lone creatures.

Scorpions come in all varieties, but the stats here are for ones with dangerous poisons.

Giant Scorpions are much more dangerous. Thankfully, these beasts are rare, only congregating in groups of 1d4.

Sea Horses and **Giant Sea Horses** are harmless.

SHARKS

Giant Sharks tend to swallow their prey whole and never go into blood frenzies.

Hunter Sharks are large apex predators that attack when hungry. Underwater combat has a 10% chance of drawing in a hunter shark each round. The shark arrives 1d10 rounds later.

Reef Sharks hunt in schools of 2d6 creatures. Underwater combat near reefs has a 10% chance of drawing in a school of reef sharks, which arrive after 1d4 rounds. In combat, reef sharks *make swarm attacks*.

Sheep live in flocks of 1d100. Female sheep never attack but rams will when cornered or their reaction roll is less than 5.

SNAKES

Constrictor Snakes live in groups of 1d4 and attempt to crush their prey to death. **Giant Constrictor Snakes** are solitary creatures with similar behavior.

Flying Snakes are poisonous gliding creatures. They flee after biting a target once, but will attack again if it appears significantly weakened.

Poisonous Snakes come in many varieties. Most are solitary, but some live in **swarms**. Use the table below to determine the type of poison.

Snake Poisons

d6	Saving Throw	Effect
1	+2	1d8 damage
2	+1	1d4 system strain gained
3	+0	2d12 damage
		Slowed. Make attack and damage rolls twice, taking the worse results.
4	+0	Paralyzed for remainder of scene.
5	-1	Cannot naturally regain hit points for 1d6 Days.
6	-2	

SPIDERS

Spiders are small insectivores that are usually harmless. The statline given here is for one with poisons capable of harming humans.

Hairy Spiders are larger spiders like tarantulas that hunt birds. They are solitary creatures.

Giant Spiders are web-spinning creatures that live in dark forests and underground. A cluster of 1d giant spiders can spin webs that stretch for miles. Some giant spiders spurn webs, instead living in hidden pits and ambushing their prey.

Swarms of Spiders can occur naturally when nests of normal spiders or the egg sacks of giant spiders are breached.

Sword Spiders are man-sized jungle spiders with hard, bladed shells on their legs.

Tigers are large cats that hunt at night. They live in groups of 1d4 but mostly hunt alone.

Vultures are carrion eaters that do not attack unless threatened. 4d6 vultures can be found feeding on large carcasses. **Giant Vultures** are larger variants with wicked dispositions. Groups of 2d6 will attack other creatures that approach them while feeding.

Weasels are nasty burrowing animals that live in nests of 2d4 beasts. They are a nuisance.

Wolves are pack predators in forests, plains, and mountains. They prefer to eat weak or sickly herd animals but will attack parties of humans if they outnumber them and are starving. Wolves travel in packs of 2d6 animals and tend to *make swarm attacks* in combat. **Dire Wolves** are larger than normal wolves but behave similarly.