

Animals

The table below list archetypical mundane beasts (and giant and swarming variants). Following the table is a section briefly noting how many are found together and simple advice for running them in combat.

Movement

Listed in the *move* column is an animal's average movement in feet. Some animals possess alternate forms of movement, to options of which are listed below. Unless noted with an asterisk, an animal's movement speed is the same for all environs and forms of movement.

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 spots to grip. What constitutes an adequate spot varies from creature to creature.

F: Flying, the creature can soar in the air. Most flying animals move at ~1/6 the speed on the ground.

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

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

Animal	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+
*Movement: 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+
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).										
Bear, Black	3	13	+3	1d6	1/3	30'	7	6	+1	14+
Hug: If a brown bear rolls an 18 or higher and hits it hugs for an additional 1d4 damage.										
Bear, Brown	5	14	+5	1d8	2/14	30'	8	6	+1	13+
Hug: If a brown bear rolls an 18 or higher and hits it hugs for an additional 2d6 damage. Relentless: Brown bears fight for 1d4 rounds after being reduced to 0 HP. At -9 or fewer HP they die instantly.										
Bear, Polar	6	13	+6 x2	1d8	2/13	40' [*]	8	6	+2	12+
* Movement: 30' Swim Speed Hug: If a polar bear rolls an 18 or higher and hits it hugs for an additional 1d12 damage. Relentless: Polar bears fight for 1d4 rounds after being reduced to 0 HP. At -13 or fewer HP they die instantly.										
Beaver	½	11	+0	1	-	30' ^S	7	6	+1	15+
Beetle, Giant	7	17	+3	4d4	-	30'	7	6	+1	12+
Beetle, Giant Fire	1	16	+1	1d4	-	30'	7	6	+1	15+

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Beetle, Swarm	4	10	+6 x3	1d6	1/-	30'	10	5	+1	13+
Burrow: The beetle swarm can chew through unmoving organic matter at a rate of 10' per turn as a main action 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).										
Bison	5	13	+5	1d8	1/13	40'	7	6	+1	13+
Charge: If the bison moves 30' in a straight line before attacking it rolls attack and damage twice, taking the better of the results.										
Blood Hawk	1	13	+1	1d4	-	40' ^F	7	6	+1	15+
Boar	2	13	+3	1d6	1/14	40'	8	6	+1	14+
Ram: 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+
Ram: 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	13	+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+
Poison: 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+
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). Poison: A bitten creature makes a physical save with a +2 bonus, becoming paralyzed for the rest of the scene on a failure.										
Cow	3	13	+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+
*Movement: The giant crayfish moves at 15' when on land.										
Crocodile	3	15	+3	2d4	2/15	20*	8	6	+1	14+
*Movement: 30' swim speed. Bite: A smaller creature bitten by a crocodile is grappled. Grappled creatures 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.										
Crocodile, Giant	7	16	+7 x2	3d6	3/15	20*	8	6	+2	12+
*Movement: 30' swim speed. Bite: A smaller creature bitten by a giant crocodile is grappled. Grappled creatures 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 giant crocodile.										
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+

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
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+
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.										
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+
Poisonous Bite: Creatures bitten by a weed eel can make a physical save to take half damage.										
Elephant	6	14	+7	2d8	-	40'	7	6	+1	12+
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.										
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+
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 they are swallowed. An escape can be made by succeeding on an Exert or Punch check versus the giant frog.										
Frog, Killer	1	12	+2	1d2	-	30' ^S	7	6	+1	15+
Frog, Poison	1 hp	11	+1	1d4	-	30'	7	6	+1	16+
Poison. This frog transfers poison to other creatures through bite or touch. No damage is taken on a successful physical saving throw.										
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+
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+

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
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 make a physical saving throw or else come down with a minor disease. While infected, the creature cannot lose system strain. The saving throw can be repeated at the end of each night's sleep, ending the disease on a success.										
Rat, Swarm	4	10	+6 x3	1d6	1/-	30'	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).										
Disease: A creature bitten by a rat swarm must make a physical saving throw or else come down with a minor disease. While infected, the creature cannot lose system strain. The saving throw can be repeated at the end of each night's sleep, ending the disease 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.										
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+
Blood Frenzy: 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+

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Snake, Constrictor	3	14	+3	1d4	1/-	30'	7	6	+1	14+
Constrict: 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+
Constrict: 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+
*Flying: 30' normal movement and swim speed.										
Poisonous Bite: 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+
Poisonous Bite: 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+
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).										
Poisonous Bites: 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+
Slowing Poison: Creatures bitten by hairy spiders must make a physical saving throw or become poisoned. Poisoned creatures have their AC reduced by 1 and make attack rolls twice, taking the worse result.										
Spider, Giant	4	16	+5	1d8	1/13	30' ^W	7	6	+1	13+
Paralyzing Poison: 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, Giant Trapper	2	14	+1	1d6		40' ^W	6	6	+1	14+
Paralyzing Poison: 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+
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).										
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+
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.

Carnivorous Apes are vicious beasts that eat whatever they can kill. They appear in troops of 2-8 and never attack alone. Sometimes cults use them as guard and attack creatures.

Giant Apes are massive and more intelligent than their smaller cousins. They are almost always solitary.

Baboons are mean spirited pack animals. They travel in bands of 4d10 creatures. They typically *make a swarm attack* in combat.

Badgers live in family groups of 1d4+1.

Bats

Bats live in large colonies but will travel alone to feed (1d100 appearing). They do not attack but may carry diseases.

Large Bats are predatory and will attack weaker prey in groups of 3d6.

Huge Bats live in family groups of 1d8 and are omnivorous.

Bat Swarms are always magically compelled.

Bears

All bears are omnivores and try to avoid humans. Variants can be found in all climates. Bears are rarely aggressive unless they or their cubs are threatened.

Black Bears come in a variety of colors. They live in family groups of 1d3 bears, 1d2 of which are cubs.

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

Polar Bears are almost always solitary animals. They are aggressive carnivores. Polar bear stats can be used for subterranean **cave bears**.

Beavers are dam-builders. A typical dam has 4d10 beavers residing within. Intact pelts are worth 10 sp.

Beetles

Giant Beetles are large jungle omnivores that live in groups of 2d6. Their iridescent exoskeletons are pricey to the right buyer.

Giant Fire Beetles congregate in groups of 3d4. They live in dark forests and produce their own illumination from glands on their abdomen. These glands shed light in a 10-foot radius and continue to glow for 1d6 days after removal. Mages and alchemists pay handsomely for the glands, and even more for live specimens.

Beetle swarms are naturally caused by breaking into a beetle nest or during mating or feeding frenzies.

Bison are large animals living on temperate plains in herds of 4d100. They are unpredictable always charge if their reaction roll is below 7.

Blood Hawks are birds of prey that attack in swarms of 1d12+3. They typically *make a swarm attack* in combat.

Boars live in packs of 1d12 creatures and are easily provoked. Their reaction roles have a -1. **Giant Boars** are massive and even more dangerous.

Camels have a nasty disposition and have a -1 to their reaction rolls. Wild camels are found in herds of 1d12. Domesticated camels are more relaxed.

Cats represent typical household animals. They only fight if cornered.

Centipedes

Giant Centipedes are foot-long vermin that congregate in nests of 2d12 creatures. They are a nuisance to large animals, but a danger to smaller creatures and children.

Centipede Swarms are large nests of these creatures in a feeding frenzy. The frenzy may have been magically induced.

Cows are found on farms or in the wild in herds of 2d100 adults. There is a 50% chance that bulls (1/4 of the total number) will attack if the reaction roll is below a 4.

Crabs are normal omnivorous marine crustaceans. **Giant Crabs** live in groups of 2d6, and normally avoid humans unless starving or attacked.

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 400 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 600 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 1500 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 100-200 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 500 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, they *make a swarm attack*.

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 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 a swarm attack*.

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

Snakes

Constrictor Snakes live in groups of 1d4 and attempt to crush their prey to death.

Giant Constrictor Snakes are solitary creatures that do the same.

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.

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

Spider

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.

Giant Trapper Spiders do not spin webs but wait in concealed pits to ambush their prey. They prefer to ambush lone targets. 1d12 of these creatures inhabit the same tunnel network. Sometimes these creatures are trained as guard animals.

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

Sword Spiders are man-sided 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.