

Bestiary

bes-ti-ar-y: A descriptive or anecdotal treatise on various real or mythical kinds of animals, especially a medieval work with a moralizing tone.

Bestiaries were the name given to a popular type of book in the middle ages, often written by Christian scholars who had little actual experience of the animals they were writing about. Instead, each animal was often used as an example of some moral strength or weakness.



This bestiary for **YAGS** aims to be slightly more practical, being a guide to describing and using animals and monsters within the game. It does not content itself with just basic (real or fantastic) animals though, but also covers undead, constructs and alien terrors as well.

Defining Creatures

For the most part, creatures use the same rules as characters do, the difference is often merely in their behaviour and abilities. Some of the more fantastical creatures do have some special rules applied to them however, and to simplify this creatures are defined according to a couple of special criteria - *type* and *demeanour*.

Creature Type

The creature type defines the broad class of creature, which gives some indication to its form and properties. In a realistic modern setting, pretty much everything that you will meet will be either *Humanoids* (people) or *Animals*.

Animal: Animals are non-sapient natural creatures.

Construct: Constructs are non living, artificially created. They do not require sleep or food (at least not in the way it is normally needed by living creatures). They are often mindless, and have no vital organs.

Demon: A demon is an outer planer creature, magical in nature. Demons are not necessarily evil, though will generally have a mindset and goals quite different from that of humanity.

Elemental: Elementals are magical constructs inhabited by a spirit, clothed in material such as rock,

earth, water or air. They have no need of food or sleep, and have no vital organs. They do however have free will. They suffer fatigue, but have twice the normal number of wound and stun levels.

Ethereal: Ethereals have no physical body, and cannot be harmed by physical weapons. Likewise, they cannot affect the physical world, but may be able to strike at the spirit or soul of living creatures.

Humanoid: A human, or human like creature. A natural, bipedal creature with some degree of sapience.

Monster: A generic term for an unnatural, possibly magical, creature which does not fit into the natural ecology.

Plant: Plant based creatures may be natural or magical, and may have unique properties.

Undead: Undead are the walking dead. They have no vital organs, and have no need of food or sleep. They ignore fatigue, and have double the normal number of wound and stun levels for their size.

Vermin: Vermin are natural creatures with a tendency to swarm. They are small and numerous.

Demeanour

A beast's demeanour is a rough guide to its behaviour. Mostly, the descriptions given below deal with how a creature will act if it is threatened, hungry or just surprised. Intelligent beasts have far more complex behaviour patterns than animals, so really this applies to animals only. Intelligent creatures will nearly always have a demeanour of *Selfish*.

Aggressive: Aggressive creatures are prone to violence, though are not as extreme as *violent* creatures are. They are easily provoked, but unless they are hunting food, they will not bother giving chase to those that flee.

Herd: Herd animals are generally passive, but can get aggressive if threatened. Normal reaction to danger is for the herd to run, though animals with suitable defensive abilities may turn and fight if running is not seen as a viable option. Herd does not necessarily mean herd in the zoological sense.

Passive: Passive creatures have a poor sense of danger, and are unable to defend themselves. They may run from danger, but danger is often not noticed until something is actually attacking them. It is possible to walk up to such beasts, without scaring them.

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Predator: A predator is a carnivorous hunter, who will stalk and kill prey for food. Creatures it does not consider prey it will generally ignore, unless it feels threatened. If the prey it attacks puts up a good fight, then it will generally retreat before it can be seriously injured, unless it is already very hungry.

Scavenger: A scavenger seeks food that is either already dead, or looks like it is about to become dead. It will avoid healthy food, and patiently wait for injured food to weaken rather than risk injury by attacking something still able to put up an effective defence.

Selfish: Sapient creatures are often selfish. They will act in their own best interest (though what their best interest is will not always be obvious, or simple). They will generally be suspicious of things they do not know, but only attack if they feel threatened or they think they will get something from it.

Unintelligent: Unintelligent beasts are generally constructs. They have no free will, and no sense of self preservation. Depending on their programming, they may defend themselves if attacked, and will always fight to the death unless specifically programmed not to. Some plants may be unintelligent - they may have the ability to grab and hold prey, but will have no concept of fleeing.

Violent: Violent beasts are very rare, and are generally unnatural, magical or insane types. A violent beast will attack for no reason other than because it enjoys killing. It will often fight until heavily injured, and pursue prey that flees.

Size

The size rating of a creature gives a rough indication of how big it is. An average adult human is considered to be size five - and very few adult humans will differ from this norm. Every +5 increase in *Size* roughly represents a ten fold increase in body mass.

The smallest possible *Size* is zero - a small cat or something similar with a mass around 7-8kg. Anything smaller than this is still considered size zero, but will be marked as *Tiny* (starting at 300g-3kg). Each level of *Tiny* gives a mass reduction of about 10 compared to the next 'larger' level. A grey squirrel would be *Tiny-1*, at around 500g. A small rat (200g) would be *Tiny-2*, and a field mouse (25g) *Tiny-3*.

In game terms, a creature's size directly affects how many body levels it has, and also affects some combat statistics.

For any creature smaller than *Size* 5, damage types are shifted down slightly quicker. Normally if the target of an

attack is more than 10 size points larger than the damage is shifted down one category, and if more than 15 points larger shifted down two categories.

For small creatures, this becomes more than three times the size and more than four times the size. So a *Size* 4 animal is only fully effective against targets up to *Size* 12. A size 0 creature (that isn't *Tiny*) is shifted down one damage type against size 1 targets, and two types against size 2 or larger targets.

Tiny creatures shift damage type for each level they are smaller. However, it will be rare that combat between creatures of these sizes will need to be worried out. They are ineffectual against human sized targets, unless fighting as a *swarm*.

Strength

Like characters, all creatures have a *Strength* attribute. This is often related to the *Size* of the creature, though there can be a wide variety of strengths for creatures of a similar size.

Though large creatures tend to have a very high capability to carry or pull weight, this does not always transfer to an ability to cause damage. In these cases, a creature will also have a *half strength* (which may not be exactly half of their full strength). This is denoted in their statistics as a two-part *Strength* of "X / Y". The second, lower, number is their half strength, and it is this which is used to calculate damage.

When calculating *Strength* for an animal, assume that each +2 *Size* increases *Strength* by +1. Add a further +2 if they are a quadruped, or +3 if they have six or more legs. Animals noted for being particularly strong or weak may then modify this base either way (normally by one or two points).

Weak Creatures

Some animals are classed as being *Weak*. These always have a *Strength* of zero. Any *Strength* rolls that they make against another creature that isn't either *Weak* or *Tiny* is halved (round down). This includes damage rolls (and includes any damage bonuses).

Intelligence

Many beasts lack the higher reasoning abilities of humans, and as such their *Intelligence* is on a completely different scale. Any beast with the *Animal* disadvantage is of this type (this will also be denoted with an asterisk next to their *Intelligence* score).

A creature with *Animal* intelligence may have cunning, and possibly even problem solving skills, but not

advanced reasoning. Most animals will have an intelligence score of 1 (for herbivores or other passive creatures) or 2 (many predators or otherwise clever animals). Particularly clever animals (such as crows or dolphins) will have an intelligence of 3+. Regardless of their intelligence though, if they are marked as being an *Animal* then they are incapable of advanced reasoning.

Empathy

A creature's *Empathy* to some extent represents its social nature. Solitary animals will tend to have low scores, highly social animals (such as wolves) will tend to have a high score. Animals with high empathy are more likely to respond to human attempts at friendship.

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Combat

Beasts tend to have a wide variety of ways in which to defend themselves. Most forms of attack are actually less dangerous than martial weapons, so most damage will be of type *Mixed* or even *Stun*. Even large creatures will have poor damage types, but it may be shifted up due to size.

Combat Modifiers

Creatures of a certain size will tend to have similar modifiers to their basic combat scores - things such as initiative, attack and defence. Damage is never modified upwards by size, since it comes straight off strength, which goes up with size anyway.

Large creatures get bonuses in combat simply because their attacks have greater reach, are harder to parry, and are dangerous enough to keep attackers at bay.

Every two points of size larger a creature is, gives them a +1 bonus to attack and defence against a smaller target when in melee.

Damage

There are three types of damage in YAGS - stun, wounds and mixed. Wound damage is the most deadly, and is caused by weapons capable of penetrating deep into a target (such as swords and spears). Claws and bites from animals are rarely this deadly, and as such most animals will do either stun or mixed (a mixture of stuns and wounds) damage.

However, whilst the blow from a whale's tail may be considered stun damage by other whales, to a small human, such damage *can* be deadly. Likewise, whilst a sword blow can kill a human, it's going to be little more than a surface wound to the whale. For this reason, large differences in size can modify the type of damage done.

If the attacking creature is ten size points larger than the target, then any damage they do is shifted up one category (stuns to mixed, mixed to wounds). If they are fifteen points larger, then the damage type is shifted two categories.

Similarly, if the defender is at least ten size points larger, then shift damage down one category, or two categories if the defender is fifteen points larger.



Example

Large Creatures

You (a *Size 5* human) are being trampled by a *Size 15* elephant. An elephant only does *stun* damage when

trampling, but because it has a size 10 points larger than you, it instead does *mixed* damage.

In defence, you poke it with a sword, which will normally *wound*, but because of the elephant's size, any damage you cause is instead *mixed*.

If you had a long spear, then you'd be in a better situation because large weapons give a bonus to your effective size, allowing you to do full *wounding* damage.

There is an exception to this, in that some very large creatures might have attacks which aren't considered quite so large. A huge bulbous beast with lots of writhing tentacles might be colossal in total proportions, but each tentacle might only count as a large attack. If this is the case, then this will be mentioned in the creature description.

Typical Damage

Animals will generally cause damage based on their strength, modified by the type of 'weapons' they have. Such weapons are normally limited to claws, tusks or teeth.

Damage	Natural weapon
0-2	Small predator (wildcat/dog).
3-5	Large predator (lion/tiger/shark)
6-8	Giant predator (dinosaur)
9+	Huge fantasy animals

If the animal is particularly noted for having very large, sharp or powerful natural weapons (such as a sabre toothed tiger), then use the next higher range.

Generally, a creature with natural weapons which do +6 damage or more will be causing wounding damage rather than mixed damage.

The attack bonus will be about equivalent to the damage bonus, though may be larger if the animal has particularly good reach. Defensive bonus will be around half the attack bonus.

Base Soak

A creature's base soak isn't just based on their size, but a guideline for a typical creature is *Size + 7*. Note that this doesn't mean that a particular animal that is larger or smaller than the norm has a different Soak - a human with the *Large* advantage doesn't get a Soak bonus.

Natural Armour

Some creatures, especially the larger ones, will have natural armour which helps them soak damage. Natural armour ranges in protection from +0 up to +9, though a creature may have more than one type of natural armour,

all of which will stack. For example, a bear has both thick fur and a tough hide.

Soak	Hide Thickness
0-2	Thin
3-5	Medium
6-7	Thick
8-9	Very thick

Soak	Fur Thickness
0-2	Thin
3-5	Medium
6-7	Thick
8-9	Very thick

Multiple Attacks

It is normal in **YAGS** for creatures to be only able to make a single attack in a round. In most cases this holds true, and all attacks are collapsed into a single attack and damage roll. A wolf may attack with its teeth and claws, but these are counted as a single attack, directed at a single target.

Some creatures may have several options open to them. An eagle could bite someone annoying it. It could also swoop down and rake with its claws. However, it cannot do both at the same time.

For some things though, this breaks down, especially where fantasy beasts are concerned. A large dragon could bite someone in front of them, knock others down with its tail, and maybe stun those around it with its wings. Subsuming all of these into a single attack wouldn't work, and yet all should be possible each round.

To this end, some creatures are capable of attacking multiple creatures simultaneously. There are two methods this can be done - area attacks, and independent attacks. Independent attacks simply allow the beast to attack two or more times with different types of attack (a bite and a tail bash for instance). Area attacks are a single attack which threatens everyone in an area - a single tail swipe may knock over several people if the beast is huge.

Area attacks

An area attack is directed at a single area, and any targets within that area are affected. Tail swipes, tramples and pounce attacks are all examples of possible area attacks from a large creature. Generally, only very large creatures (size 15+) can make an area attack.

When a beast makes an area attack, all people in the area are potential targets. The beast makes a single attack roll, which everyone gets to defend against. Those that succeed fend off, or dodge, the attack. Anyone who

is hit takes damage - in each case a separate damage roll is made.

Hordes

Occasionally you may find yourself facing a large number of creatures which are individually weak but which tend to overwhelm with their large numbers. In **YAGS** these are known as *Hordes*.

Hordes generally consist of small (but not *Tiny*) creatures, which have the two features of being treated as individuals but being stoppable with a single strike. The purpose of a *Horde* is to simplify combat, so there's nothing particularly inherent about a creature that makes it part of a *Horde* - it is instead a decision by the GM to simplify things in order to speed up a particular combat.

Though members of a *Horde* are tracked individually, they do not have individual wound levels. Instead, if an attack causes at least one wound, then that individual is considered to have been taken out of the fight.

As such, it is best to use *Hordes* when a creature is *Size* 3 or smaller. A single blow will cause a -15 penalty immediately, which will probably effectively take them out of the fight. If it doesn't, then you probably shouldn't be treating them as a *Horde*.

Swarms

Unlike *Hordes*, creatures which make up *Swarms* have this listed as an ability. *Swarms* are not treated as individuals, but as a single unit which just happens to be made up of many independent parts. Rats or insects are the most common creatures to be found in *Swarms*.

A *swarm* has a number of body levels itself, and causing damage is assumed to kill one or more members. For rats, each body level could represent a few individual creatures. For insects, it could be hundreds or thousands.

Damaging a swarm does not cause it to suffer a penalty - the surviving individuals are unaffected by anything that has happened to those that you have killed.

When Swarms Attack

A swarm makes a single attack against each target within its area. Each attack is however a combination of many smaller attacks, making defending against it difficult.

Any defence against a swarm uses a straight *Agility* x *Brawl* check, which is halved due to the difficulty in fending off multiple creatures coming from all directions.

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- ▶ If you have a burning weapon (such as a torch) then your *Brawl* defence is not halved. At least, not until the fire goes out.
- ▶ If you are defending against a swarm, then you may not make any other defences that round, nor can you attack anything other than the swarm.
- ▶ Weapons with reach do not gain any special bonus.
- ▶ Any weapon that causes damage over an area, such as a grenade or flask of burning oil, causes twice as many wound levels to a swarm.

Damage from a Swarm

A swarm is made up of many creatures each of which is individually unable to cause serious harm to larger creatures. The bite from a rat can hurt, but it's not going to rate as a level of damage against an adult human.

Swarms though rely on the fact that there are so many bites being made, that the cumulative damage adds up to something a lot more serious. The density of a swarm provides a bonus to damage and attack

Venomous Beasts

You generally don't need to worry about whether a creature is poisonous or not unless you intend to eat it - a poisonous creature is one which has poisons in its body which prevent it from being eaten. A *venomous* creature however is one that injects nasty chemicals into its prey in order to kill or immobilise it.

If a creature has a venomous attack, then any attack that causes damage has a chance of affecting the target with venom. However, many venomous animals are small, and will rarely 'damage' a human sized target with an attack.

- ▶ If you are bitten by a creature that only damages through venom, then your normal soak roll is ignored. You get a bonus from armour (which represents how much of your body is covered) which adds to a d20 roll for your soak. The creature rolls a straight 1d20 for 'damage'. If their roll equals or exceeds yours, then they penetrate your skin.
- ▶ If you have soak bonuses from tough hide, fur or other factors, then you can add this in.
- ▶ If you are successfully bitten, then you take no damage, but must checks for the effects of the venom.

Venom

Venomous attacks have a *potency* which is resisted with a Health x Size check. If you beat the potency difficulty, then you are unaffected by the attack. Most venoms have very high potencies however, and they are unlikely to be fully resisted.

Though venoms can be fatal, it is rare that they are immediately fatal, and even the most deadly animals can take several minutes to kill a human through a venomous sting or bite. Each type of venom has a duration, which will normally be hours, minutes or rounds. Whether you fail or pass the health check, another one needs to be made every duration, though the potency drops each time by a set amount. The potency is listed as the initial potency plus the drop rate, e.g. 40/-5 means that the initial health check is difficulty 40, the next is 35, then 30 etc.

A venom has a list of effects which are applied each time that a health check is failed. A particularly lethal venom might have the following effects:

Shock / -3 A,D / Coma / Death

The first failure results in *shock*, dropping your initiative to zero. The second results in a -3 penalty to both agility and dexterity. The third drops you into a coma, and the fourth results in death.



Example

Alice and the Snake

Alice is bitten by a venomous snake, and has a health of 4, an agility of 4 and a dexterity of 3. The snake venom has a potency of 40/-5 and a duration of 1 minute, plus the effects of Shock / -3 A,D / Coma / Death.

When it bites, she makes her health check against the target of 40 and rolls 20 (Health x 5) + 1d20, resulting in 27. She suffers shock, and her initiative drops to zero.

A minute later, she makes a second roll against a target of 35 and gets 24. She suffers -3 to both her agility and dexterity. Her agility is now 1, so she can just about move, but her dexterity is zero, so she is suffering complete loss of fine motor control, so can't do much.

After the second minute, the potency has dropped to 30, and she manages to roll 35. She resists dropping into a coma, but is still suffering the previous effects.

Her fourth roll has a target of 25, but she is back to her bad rolls and gets 22, finally slipping into a coma. Not able to do much more, she makes her next roll and gets 38, easily beating the target of 20. From this point on, unless she fumbles her health checks her condition

will not worsen, and assuming nothing eats her in the interim, she will eventually recover consciousness and gain back her agility and dexterity.

As shown in the example, you are unlikely to resist all the effects of a venom, but a healthy person can avoid the worst effects.

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Abilities

Beasts have a number of advantages available to them.

Advantages

Animal ():

An *Animal* is not capable of sapient thought in the same way that humans are. Their intelligence rating is used instead to represent animal cunning. They may have a high intelligence, but aren't capable of abstract thought.

Animals with an intelligence of 3+ may be capable of using tools (e.g., crows or chimpanzees). Most herd animals will tend to have an intelligence of 1, predators about 2.

Blessed ():

A blessed creature has been touched by the supernatural, and draws strength from some other realm. As such, it is able to heal damage dealt to it very quickly, making it almost immune to damage from normal sources. A blessed creature is either blessed by the light, or blessed by darkness. Both types of blessings behave the same, but creatures of the light are affected by weapons of darkness and vice versa.

A blessed creature, on receiving either wounds or stuns, will immediately heal one level of both. This occurs after effects of the wound are accounted for. So a single blow which fatally wounds a creature could still kill it. If the creature survives however, it would then become critically wounded (regardless of how wound levels beyond fatal the creature was taken).

At the end of the round, and each round thereafter, the creature will heal one wound and stun level, until it is fully healed.

Some weapons may be blessed (either by light or darkness), and damage caused by these cannot be healed with this advantage. A light blessed creature cannot heal wounds from a darkness weapon, and vice versa.

Incorporeal ():

An incorporeal creature has no physical body, and hence no direct way to affect the physical world. They have no wound or stun levels, and no soak, since they cannot be harmed physically. An incorporeal may attack by draining the energy from people, causing fatigue levels. When attacking, it only requires to touch the individual - a parry is useless. Damage uses its will instead of strength, and the target uses their for soaking.

Land on feet ():

These creatures are capable of always landing on their feet when falling, and are good at cushioning their fall, being able to survive falls from great heights. Reduce any height fallen by their *Agility*.

Mind Speech ():

The creature is able to communicate with people within a given range via telepathy. It cannot read anything other than their surface thoughts. Communication requires a shared language to be used.

Slow ():

Slow creatures have a slower movement rate than their attributes would normally suggest. Base movement is two thirds (round down) what it would normally be.

Tiny ():

A *Tiny* animal is smaller than Size 0. Their Size rating is still zero, but they suffer various penalties which are described in the **Bestiary** section on *Size*. Creatures can have multiple levels of *Tiny*.

Undead ():

An undead creature is a walking corpse, animated through supernatural means. Undead do not need to eat, drink or breath. They are difficult to kill, since they do not have vital organs. An undead has twice the normal number of wound and stun levels. They often have abnormal health (nine), above average strength, and low will.

Very weak ():

Similar to a *Weak* creature, but all strength and soak rolls are divided by five. Creatures of size 1 or less will often have the *Very weak* disadvantage.

Weak ():

A *Weak* creature is too small to have a physical strength comparable to humans, and so all strength rolls (including damage) are halved. Soak rolls against non-weak attacks are also halved. Generally, animals with a Size of 3 or less will be considered *Weak*.

Techniques

The following techniques can be used by beasts. They are generally either innate, or learnt whilst young.

Summary

Gore (2; Brawl)

Pounce (4; Brawl)

Rake (2; Brawl)

Descriptions

Gore (Cost 2): *Brawl*.

A gore attack is an especially nasty attack employed by creatures with prominent horns or tusks. The aim is to slice the target open with a long gash. If the creature ever makes a standard attack, and gets a *good* success in the attack, then the damage type is raised one level (normally to *wounding*).

Pounce (Cost 4): *Brawl*.

This is an attack often employed by cats and similar creatures who hunt by stealth. A creature with *pounce* may move from cover to attack in a single action, covering their full movement distance. If their target is unaware of the attack, then any damage caused is doubled. The attack is considered to be a *fast* action, but the creature gains one level of *fatigue*.

On a successful attack, the creature may also make a free grapple attack against its target.

Rake (Cost 2): *Brawl*.

A raking attack makes use of the rear claws of a creature, bringing them down across the prey's body in a move intended to cut the body open. If a target is grappled at the beginning of that round, then they may get a *free* (fast) raking attack. The attack is made as a standard claw attack.

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Animals

Animals are typical creatures found throughout the real world. Even in a *fantasy* campaigns, animals will be generally mundane and will rarely have any supernatural abilities.

Details on common animals are generally easy to find, though converting them to game statistics can be tricky. Many of the details on the animals listed here have been taken from Wikipedia.

Personality Traits

All *animals* have a number of personality traits (see the **Core Rules**) that determine their behaviour. Animals tend to rely on their instincts far more than characters do, so their traits tend to be low to reflect this.

Bravery

How brave the animal is. Most animals are typically cowardly, in that they prefer not to risk injuring themselves if the only thing at stake is dinner.

Orneriness

How difficult the animal is to control or train. Creatures with a high orneriness are more likely to do what they want than what you want them to do.

Patience

How patient the animal is. Animals with a high patience are more likely to plan, or spend time investigating before deciding on an action.

Training Animals

If you want to train an animal, then you need to have the *Animal Trainer* skill. It also helps to have a familiarity technique with that type of animal. The difficulty of training, and time taken, depends on the animal itself.

Animal Bestiary

Bears

Large omnivorous animals which can be dangerous if provoked.

Type: Animal
Demeanor: Selfish
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Solitary (1)
Family (2-5)

Bears are omnivorous mammals which range in size from slightly larger than a human to about a tonne in mass depending on species. They walk on all fours, though are capable of standing on their hind legs.

The most common type of bears are brown bears and black bears, the former being much larger. Cave bears are extinct in the modern world. They are mostly solitary animals, though mothers can be highly protective of their cubs.

Training

It is possible to train bears, though people only generally manage to do so for entertainment purposes. Though a bear would make a good guard animal, it is very rarely done.

Black Bear

Any of the small species of bears.

Type: Medium Animal
Demeanor: Selfish
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Solitary (1)
Family (2-5)



The difference between black and brown bears is more one of size than colour, though black bears do tend to be darker - normally black or dark brown. Black bears are about 110cm tall at the shoulder, and 150cm long, and weigh about 135kg. Females are much smaller, being almost half this weight (-1 to both *Size* and *Strength*).

Black bears can run quickly for short distances, and are good swimmers, being comfortable in the water. Such bears are also very good climbers, often climbing trees in quick bounds, and capable of dropping several metres without harm. They are also very dexterous, being able to open doors.

Social

Black bears are mostly vegetarian, though will often eat carrion if it is available, especially soon after they come out of hibernation. They also eat fish and insects, and sometimes hunt larger animals such as deer.

If hunting larger prey, black bears generally rely on surprise to ambush their prey. Most often, fights with other animals will occur over carrion. They can fight smaller animals such as cougars, but will often lose to packs of wolves.

Tactics

Black bears are generally less aggressive than brown bears, and aren't so protective of their young. They will attack humans if hungry however. If their meal puts up a fight, they are more likely to flee rather than suffer serious injury.

Sz	S	H	A	D	P	I	E	W	Mv
6	5	3	3	2	4	2*	2	2	15

Advantages

Animal; Acute sense of smell (+2) ; Acute hearing (+1) ; Poor eyesight (-1) ; Good climber (+1) ; Tracking (4) ;

Traits

Bravery (2) ; Orneriness (4) ; Patience (3) ;

Skills

Talents: Athletics (6); Awareness (4); Brawl (3); Charm (1); Guile (1); Sleight (1); Stealth (5); Throw (1);

Misc: Survival (4); Swim (4);

Weapon	Attack	Defence	Damage
Bite and claw	14	11	22 (mixed)

Wounds: OK / 0 / 0 / -5 / -10 / -15 / -25 / Fatal

Stuns: OK / 0 / 0 / -5 / -10 / -15 / -25 / Out

Fatigue: OK / 0 / -5 / -10 / -15 / -25 / Sleep

Brown Bear

Any of the large species of bear.

Type: Large Animal

Demeanor: Selfish

Origin: Common

Genre: Real

Habitats:

Temperate/Forest (Uncommon)

Temperate/Mountain (Uncommon)

Organisation:

Solitary (1)

Family (2-5)



Brown bears are omnivores, though eat more plants than meat. They can weigh up to 300kg or more. They have light fur on the head and shoulders, with a darker body and legs.

Social

Bears are generally only dangerous if surprised, though mothers can be very protective of their young. If given warning, they will try to avoid contact with humans.

Sz	S	H	A	D	P	I	E	W	Mv
7	7	4	3	1	4	1*	2	2	18

Advantages

Animal; Acute sense of smell (+2) ; Acute hearing (+1) ; Poor eyesight (-1) ; Tracking (4) ;

Skills

Talents: Athletics (3); Awareness (4); Brawl (3); Charm (1); Guile (1); Sleight (1); Stealth (4); Throw (2);

Misc: Survival (4); Swim (4);

Weapon	Attack	Defence	Damage
Bite and claw	14	9	29 (mixed)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Fatal

Stuns: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Cave Bear

A very large ancestor of modern bears.

Type: Huge Animal

Demeanor: Aggressive

Origin: Prehistoric

Genre: Real

Habitats:

Temperate/Mountain (Very rare)

Organisation:

Solitary (1)

Family (2-5)



Cave bears are omnivores, though favour meat over other forms of food. They will tend to scavenge rather than go after live prey, but will attack creatures smaller than themselves if they are hungry.

Cave bears tend to have black or dark brown thick fur, and stand about 2.5m tall when upright.

Social

Cave bears are aggressively territorial, and will attack those that it perceives as a threat.

Sz	S	H	A	D	P	I	E	W	Mv
10	8	4	3	1	4	1*	2	2	22

Advantages

Animal; Acute sense of smell (+2) ;

Skills

Talents: Athletics (2); Awareness (4); Brawl (5); Charm (1); Guile (1); Sleight (1); Stealth (4); Throw (2);

Misc: Survival (4); Swim (2);

Weapon	Attack	Defence	Damage
Bite and claw	22	19	36 (mixed)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Fatal

Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

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Bison

The American buffalo, a large herd animal that once roamed the grasslands of North America.

Type: Huge Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Herd (Females) (1K - 1M+)
Family (Females) (100+)
Herd (Males) (1-20)



A typical adult bison can be around 700kg, and is covered with thick dark hair. Both sexes have curved horns which are used for both fighting over status within a herd, and for defence.

Despite their size and weight, bison are quite fast and agile, and can outrun a human with little difficulty. If threatened, they can be dangerous.

Sz	S	H	A	D	P	I	E	W	Mv
10	8/4	3	2	1	4	1*	2	1	21

Advantages

Animal; Acute sense of smell (+2) ; Acute hearing (+1) ; Poor eyesight (-1) ; Gore (2) ;

Traits

Bravery (2) ; Orneriness (4) ; Patience (2) ;

Skills

Talents: Athletics (4); Awareness (4); Brawl (2); Charm (1); Guile (1); Sleight (0); Stealth (2); Throw (0);

Misc: Survival (4); Swim (4);

Weapon	Attack	Defence	Damage
Horns	8	8	22 (mixed)
Trample	4	4	26 (stun)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Fatal

Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Out

Fatigue: OK / 0 / -5 / -10 / -15 / -25 / Sleep

Boar

Wild pigs, with short brown fur.

Type: Small Animal
Demeanor: Aggressive
Origin: Common
Genre: Real
Organisation:
Solitary (1)
Family (2-5)



Boars are wild pigs, with vicious tusks. They are strong and very dangerous if provoked. They tend to be very heavy for their size, and can quite easily knock an adult over with a charge.

Social

Boars can be extremely aggressive and territorial, and are renowned for having a vicious temper.

Sz	S	H	A	D	P	I	E	W	Mv
3	3	5	3	1	3	1*	1	3	10

Advantages

Animal; Acute sense of smell (+2) ; Berserker (+2) ; Gore2;

Traits

Bravery (3) ; Cunning (2) ; Orneriness (6) ;

Skills

Talents: Athletics (3); Awareness (5); Brawl (5); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (1);

Misc: Survival (5); Swim (2);

Weapon	Attack	Defence	Damage
Gore	18	18	18 (mixed)
Trample	25	5	22 (stun)

Wounds: OK / -10 / -15 / -25 / Fatal

Stuns: OK / -10 / -15 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Sleep

Cats

Cats are members of the species Felis catus, which include all breeds of domesticated cats, as well as feral varieties.

Type: Animal

Demeanor: Predator

Origin: Common

Genre: Real

Cats include smaller, domestic and feral varieties of cats - the big cats have their own individual entries. All cats are excellent predators, and are often responsible for massive destruction of local wildlife where they are kept as pets. Due to their adaptability, they are considered to be one of the worst invasive species.

Cats have excellent night vision and better sense of smell than humans, though tend rely more on sight than smell than some other animals such as dogs.

Domestic Cat

Domestic cats are often kept as pets, though they are often still capable hunters.

Type: Animal

Demeanor: Predator

Origin: Common

Genre: Real

Habitats:

Any/Any (Varies)

Organisation:

Trained (Varies)

Domestic cats vary greatly in colour and size, though are generally on the small size. They see extremely well in the dark, and though they also have a good sense of smell, they rely on it less than dogs do.

All cats are carnivorous, and need a high proportion of protein in their diet.

Social

Though cats are naturally solitary, domesticated cats are happy to live in large groups. This can cause problems if they go feral, since they can form into large groups covering a wide area.

Sz	S	H	A	D	P	I	E	W	Mv
0	0*	3	5	1	5	2*	2	2	6

Advantages

Animal; Weak; Night vision (+3) ; Good sense of smell (+2) ; Good hearing (+2) ; Land on feet; Ambush2; Pounce4;

Traits

Bravery (3) ; Orneriness (5) ; Patience (4) ;

Skills

Talents: Athletics (7); Awareness (6); Brawl (4); Charm (1); Guile (1); Sleight (1); Stealth (7); Throw (0);

Skills: Survival (4); Swim (1);

Weapon	Attack	Defence	Damage
Bite and claw	20	20	2 (mixed)

Wounds: OK / Fatal

Stuns: OK / Out

Fatigue: OK / 0 / -5 / -10 / -15 / -25 / Sleep

African Wild Cat

An African wildcat species that is the ancestor of modern domestic cats.

Type: Animal

Demeanor: Predator

Origin: Common

Genre: Real

Habitats:

Any/Any (Varies)

Organisation:

Solitary (1-2)

Found all across northern Africa, in many different habitats, including deserts, mountains and savannah. They are smaller than European wildcats, with a weight range of 3kg to 6.5kg. They are sandy brown to faded red in colour, with black stripes on the tail.

Sz	S	H	A	D	P	I	E	W	Mv
0	0	4	5	1	5	2*	2	2	6

Advantages

Animal; Night vision (+2) ; Good sense of smell (+1) ; Good hearing (+1) ; Land on feet; Ambush2; Pounce4;

Traits

Bravery (3) ; Orneriness (6) ; Patience (4) ;

Skills

Talents: Athletics (7); Awareness (6); Brawl (5); Charm (1); Guile (1); Sleight (1); Stealth (7); Throw (0);

Skills: Survival (5); Swim (1);

Weapon	Attack	Defence	Damage
Bite and claw	25	25	2 (mixed)

Wounds: OK / Fatal

Stuns: OK / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Dinosaurs

Non-avian dinosaurs.

Type: Animal

Demeanor: Selfish

Origin: Pre-History

Genre: Real

Dinosaurs were among the most successful animals to have lived on Earth, but around 65 million years ago all the larger species died, leaving only what eventually evolved into modern birds.

Utahraptor

Species of predatory theropod dinosaurs that hunted in packs.

Type: Large Animal

Demeanor: Predator

Origin: Common

Genre: Real

Habitats:

Temperate/Forest (Uncommon)

Organisation:

Pack (2-8)



Utahraptor are a large species of pack hunting dinosaurs that lived in the early Cretaceous period, about 125 million years ago. Up to 7m in length, and weighing some 500kg, *Utahraptor* were equipped with sharp claws that could easily gut their prey.

Sz	S	H	A	D	P	I	E	W	Mv
7	5	4	4	2	5	3*	1	2	17

Advantages

Animal; Acute sense of smell (+1) ; Acute hearing (+1) ; Pounce4;

Traits

Bravery (3) ; Orneriness (4) ; Patience (4) ;

Skills

Talents: Athletics (4); Awareness (5); Brawl (5); Charm (1); Guile (1); Sleight (1); Stealth (4); Throw (1);

Misc: Survival (4);

Weapon	Attack	Defence	Damage
Bite and claw	25	20	21 (split)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Fatal

Stuns: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

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Deer

Timid mammals.

Type: Animal
Demeanor: Selfish
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Solitary (1)
Family (2-5)

Deer are several species of ruminant mammals which are found throughout the world in pretty much all climates, ranging from Africa to the Arctic. Generally, male deer grow antlers every year

Roe Deer

Small species of deer.

Type: Small Animal
Demeanor: Selfish
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Solitary (1)
Family (2-5)



Roe deer are about 70cm tall at the shoulder, with the males (bucks) about 25-30kg in weight. The females (does) tend to be several kilogrammes lighter. They tend to be dark brown to charcoal grey in colour during the winter, and red or sandy yellow in the summer.

Bucks grow antlers during the winter months, shedding them at the start of the following winter. Antlers are fully developed by March or April, with older deer developing earlier.

Social

Roe deer generally organise into loose family groups or stay solitary. Bucks tend to be solitary except when mating. Doe will often be accompanied by her kids.

Sz	S	H	A	D	P	I	E	W	Mv
3	2	3	5	1	4	1*	1	2	11

Advantages

Animal; Acute sense of smell (+1) ; Acute hearing (+1) ; Poor eyesight (-1) ; Good climber (+1) ;

Skills

Talents: Athletics (6); Awareness (5); Brawl (2); Charm (1); Guile (0); Sleight (1); Stealth (3); Throw (1);
Misc: Survival (4); Swim (2);

Weapon	Attack	Defence	Damage
Bite and claw	15	10	9 (split)
Wounds: OK / -10 / -15 / -25 / Fatal			

Stuns: OK / -10 / -15 / -25 / Out
Fatigue: OK / 0 / -5 / -10 / -15 / -25 / Sleep

Red Deer

Large species of deer.

Type: Medium Animal
Demeanor: Selfish
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Uncommon)
Temperate/Mountain (Rare)
Organisation:
Solitary (1)
Family (2-5)



Red deer stags are about 110cm tall at the shoulder, and weigh about 130kg. They are dark red or brown during the summer, and darker brown or grey in the winter.

Social

Stags and hinds tend to remain in separate herds until mating season. Stags will form their own herds of hinds as large as they can defend, though more than twenty is rare. After mating, herds can be as large as 100 deer on the plains, but tend to be smaller (no more than 20) in woodland.

Sz	S	H	A	D	P	I	E	W	Mv
5	3	3	4	1	4	1*	1	2	13

Advantages

Animal; Acute sense of smell (+1) ; Acute hearing (+1) ; Poor eyesight (-1) ; Good climber (+1) ;

Skills

Talents: Athletics (6); Awareness (5); Brawl (2); Charm (1); Guile (0); Sleight (1); Stealth (3); Throw (1);

Misc: Survival (4); Swim (2);

Weapon	Attack	Defence	Damage
Bite and claw	13	8	13 (split)

Wounds: OK / 0 / -5 / -10 / -15 / -25 / Fatal

Stuns: OK / 0 / -5 / -10 / -15 / -25 / Out

Fatigue: OK / 0 / -5 / -10 / -15 / -25 / Sleep

Dogs

Dogs have served men for many millennia, and fill many rolls from hunting to simple companionship.

Type: Animal
Origin: Common
Genre: Real
Habitats:
Any/Any (Varies)
Organisation:
Trained (Varies)



Dogs vary greatly in size, though in low tech settings tend to be larger varieties, some not far removed from wolves in ancestry.

Social

Dogs will normally be encountered with humans or other sapients, trained to aid in any number of tasks. Dogs are generally loyal to their masters, as long as they have not been mistreated.

Hunting Dog

Dogs trained to hunt for humans.

Type: Small Animal
Demeanor: Predator
Origin: Common
Genre: Real
Habitats:
 Any/Any (Varies)
Organisation:
 Trained (Varies)

These dogs have been specially bred for using in warfare, and are capable of bringing down an adult man without too much difficulty. They are heavy set, but fast with good stamina, able to run along side a mounted warrior over long distances.

Such dogs will often have a spiked collar, which is more for show than anything. Rarely, they may be armoured with leather, though most dogs do not like this.

Sz	S	H	A	D	P	I	E	W	Mv
3	2	4	4	1	5	1*	2	2	10

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ; Loyalty (owner) (+2) ;

Traits

Bravery (3) ; Omeriness (2) ; Patience (5) ;

Skills

Talents: Athletics (4); Awareness (7); Brawl (4); Charm (0); Guile (0); Sleight (4); Stealth (3); Throw (0);
Misc: Survival (2); Swim (2);

Weapon	Attack	Defence	Damage
Bite and claw	19	18	11 (split)

Wounds: OK / -10 / -15 / -25 / Fatal

Stuns: OK / -10 / -15 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

War Dog

Large dogs bred for use in battle. Often have dark fur, loud bark and sharp teeth.

Type: Medium Animal
Demeanor: Predator
Origin: Common
Genre: Real
Habitats:
 Any/Any (Varies)
Organisation:
 Trained (Varies)

These dogs have been specially bred for using in warfare, and are capable of bringing down an adult man without too much difficulty. They are heavy set, but fast

with good stamina, able to run along side a mounted warrior over long distances.

Such dogs will often have a spiked collar, which is more for show than anything. Rarely, they may be armoured with leather, though most dogs do not like this.

Social

War dogs are highly loyal to their owner, and will protect them to the best of their ability. They do not take kindly to strangers, especially if their master is wounded, sleeping or otherwise unaware.

Sz	S	H	A	D	P	I	E	W	Mv
4	4	4	4	1	3	1*	2	2	13

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ; Loyalty (owner) (+2) ;

Traits

Bravery (5) ; Omeriness (3) ; Patience (3) ;

Skills

Talents: Athletics (4); Awareness (4); Brawl (6); Charm (0); Guile (0); Sleight (1); Stealth (2); Throw (0);

Misc: Survival (2); Swim (1);

Weapon	Attack	Defence	Damage
Bite and claw	27	26	19 (split)
Grapple	24	24	20 (stun)

Wounds: OK / -5 / -10 / -15 / -25 / Fatal

Stuns: OK / -5 / -10 / -15 / -25 / Out

Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Elephant

In the real world, the largest living land animal.

Type: Gigantic Animal

Demeanor: Selfish

Origin: Common

Genre: Real

Habitats:

Warm/Plain (Uncommon)

Organisation:

Herd (15-30)

The elephant ranges in height from 3m to 5m, and can weigh more than six tonnes.

Social

Elephants live in herds.

Sz	S	H	A	D	P	I	E	W	Mv
15	15 / 6	4	1	1	4	1*	2	2	32

Advantages

Animal;

Skills

Talents: Athletics (6); Awareness (5); Brawl (2); Charm (1); Guile (0); Sleight (1); Stealth (3); Throw (1);

Misc: Survival (4); Swim (2);

Weapon	Attack	Defence	Damage
Kick	14	11	25 (stun)

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Wounds: OK / 0 / 0 / 0 / -5 / -5 / -5 / -10 / -10 / -10 / -15 / -15 / -15 / -25 / -25 / -25 / Fatal
Stuns: OK / 0 / 0 / 0 / -5 / -5 / -5 / -10 / -10 / -10 / -15 / -15 / -15 / -25 / -25 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Horse

Horses are herd animals tamed by humans.

Type: Animal
Demeanor: Herd
Origin: Common
Genre: Real

There are many breeds of horses, but they are broken down into the broad categories given below. Individual breeds may be slighter larger, smaller, stronger or quicker, and can be represented by slight modifications of the standard templates.

Training

In a civilised society where the majority of horses have been bred in captivity, most horses will already be trained to some extent, even if only to pull carts or as pack animals. In wilderness regions, horses will be found in the wild and will require breaking in before they will accept a human rider or be usable as a pack animal.

Pony

Ponies are small or immature horses.

Type: Large Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Rare)
Temperate/Mountain (Rare)
Temperate/Plains (Uncommon)

A pony represents any type of small horse that is large enough to be ridden by an adult. They are not capable of carrying armoured knights however, and may often be used as cheap riding horses.

The statistics given here are for a pony similar to a typical Welsh pony. They are about 250kg in weight, and stand about 10 - 12 hands high.

Sz	S	H	A	D	P	I	E	W	Mv
7	6/3	4	3	1	3	1*	2	1	17

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ; Easily startled;

Traits

Coward (1) ;

Skills

Talents: Athletics (3); Awareness (4); Brawl (2); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (0);
Misc: Survival (2); Swim (2);

Weapon	Attack	Defence	Damage
Kick	8	7	15 (mixed)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Riding horse

Riding horses are the most common type of horse encountered in human company.

Type: Large Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Rare)
Temperate/Mountain (Rare)
Temperate/Plains (Uncommon)

Sz	S	H	A	D	P	I	E	W	Mv
9	7/4	4	3	1	3	1*	2	1	20

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ; Easily startled;

Traits

Coward (1) ;

Skills

Talents: Athletics (3); Awareness (4); Brawl (2); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (0);
Misc: Survival (2); Swim (2);

Weapon	Attack	Defence	Damage
Kick	10	8	19 (mixed)

Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Arabic Warhorse

Similar to a riding horse, but trained to carry a knight into combat.

Type: Large Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
Temperate/Forest (Rare)
Temperate/Mountain (Rare)
Temperate/Plains (Uncommon)

Slightly larger than riding horses, war horses are bred for strength and stamina. When ridden in combat, they may be clad in armour - normally leather, very rarely chain.

Sz	S	H	A	D	P	I	E	W	Mv
8	6/3	4	4	1	3	1*	2	2	19

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ;

Traits

Valour (2) ; Trained (2) ;

Skills

Talents: Athletics (5); Awareness (4); Brawl (4); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (0);
Misc: Survival (2); Swim (2);

Weapon
Kick 20 18 14 (mixed)
Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Heavy Warhorse

Larger than a riding horse, trained and bred to carry a knight into combat.

Type: Huge Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
 Temperate/Forest (Rare)
 Temperate/Mountain (Rare)
 Temperate/Plains (Uncommon)



Slightly larger than riding horses, war horses are bred for strength and stamina. When ridden in combat, they may be clad in armour - normally leather, very rarely chain.

Sz	S	H	A	D	P	I	E	W	Mv
10	9/5	5	3	1	3	1*	2	1	23

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ;

Traits

Valour (1) ; Trained (3) ;

Skills

Talents: Athletics (4); Awareness (4); Brawl (4); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (0);

Misc: Survival (2); Swim (2); Battle (2);

Weapon
Kick 17 14 22 (mixed)
Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Sleep

Draft Horse

Draft horses are similar to heavy war horses in size, but used to pull carts or ploughs.

Type: Huge Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
 Temperate/Forest (Rare)
 Temperate/Mountain (Rare)
 Temperate/Plains (Uncommon)

Draft (sometimes known as Shire) horses are about 175cm tall at the shoulder. They are similar to the heavy war horses (which were originally draft horses), but are used for more mundane purposes.

Sz	S	H	A	D	P	I	E	W	Mv
10	10/5	5	2	1	3	1*	2	1	23

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ; Brontophobia; Phobia (blood); Extra encumbrance (+3) ;

Skills

Talents: Athletics (2); Awareness (3); Brawl (2); Charm (1); Guile (1); Sleight (1); Stealth (2); Throw (0);

Misc: Survival (1);

Weapon
Kick 9 6 22 (mixed)
Wounds: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -15 / -25 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Sleep

Lion

Lions are a species of great cat which are common to Africa.

Type: Large Animal
Demeanor: Predator
Origin: Common
Genre: Real



Lions are big hunting cats common to Africa and also some parts of Asia. Males can weigh more than 250kg, females are somewhat smaller (-1 Size, -1 Strength). They hunt their prey using stealth, trying to take it down immediately without having to resort to a long chase.

They do not normally attack humans, but may do so if hungry or feeling threatened. Like most animals, unless attacking out of fear they will break off an attack if they are injured - they'd rather miss a meal than suffer an injury that is likely to kill them, or prevent them hunting again.

Sz	S	H	A	D	P	I	E	W	Mv
7	6	4	5	1	5	2*	2	2	19

Advantages

Animal; Night vision (+1) ; Good sense of smell (+2) ; Good hearing (+1) ; Ambush2; Pounce4;

Traits

Bravery (3) ; Orneriness (5) ; Patience (4) ;

Skills

Talents: Athletics (6); Awareness (6); Brawl (4); Charm (1); Guile (1); Sleight (1); Stealth (6); Throw (0);

Skills: Survival (4); Swim (1);

Weapon
Bite and claw 23 21 28 (mixed)
Wounds: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -5 / -10 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

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Whale

Aquatic mammals.

Type: Colossal Animal
Demeanor: Herd
Origin: Common
Genre: Real
Habitats:
Any/Water (Uncommon)
Organisation:
Pack (3-24)

Whales are aquatic mammals. The largest is the blue whale.

Social

Tactics

Sz	S	H	A	D	P	I	E	W	Mv
21	20	104	1	1	3	2*	2	2	43

Advantages

Animal; Acute sense of hearing (+1) ;

Skills

Weapon	Attack	Defence	Damage
Bash	20	14	48 (stun)

Wounds: OK / 0 / 0 / 0 / 0 / 0 / -5 / -5 / -5 / -5 / -10 / -10 / -10 / -10 / -15 / -15 / -15 / -15 / -25 / -25 / -25 / -25 / Fatal
Stuns: OK / 0 / 0 / 0 / 0 / 0 / -5 / -5 / -5 / -5 / -10 / -10 / -10 / -10 / -15 / -15 / -15 / -15 / -25 / -25 / -25 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -10 / -15 / -25 / Sleep

Wolf

Wolves are closely related to dogs, often found on the fringes of civilisation, or in wilderness areas.

Type: Medium Animal
Demeanor: Predator
Origin: Common
Genre: Real
Habitats:
Temperate/Land (Uncommon)
Cold/Land (Rare)
Organisation:
Solitary (1)
Pack (3-24)



Wolves are carnivores, often found near to human civilisation, as well as in more wilderness areas. They are nocturnal, though will hunt during the day.

Social

Wolves are social animals, often found in packs of several dozen. Humans are not their natural prey, though there are many stories of wolves attacking lone humans, especially at night. If hunting is poor, or they are provoked, then wolves may attack men.

Tactics

Wolves are excellent pack hunters, and will work together to bring down a prey. When attacking, they will gang up on prey, attacking from multiple directions at once.

Sz	S	H	A	D	P	I	E	W	Mv
4	3	5	4	1	5	1*	2	2	12

Advantages

Animal; Acute sense of smell (+2) ; Acute sense of hearing (+1) ;

Skills

Weapon	Attack	Defence	Damage
Bite and claw	25	26	16 (split)

Wounds: OK / -5 / -10 / -15 / -25 / Fatal
Stuns: OK / -5 / -10 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -25 / Sleep

Dire Wolf

Dire wolves are giant versions of wolves. Larger than a man, they are fearsome predators.

Type: Medium Beast
Demeanor: Predator
Origin: Common
Genre: Mythical
Habitats:
Temperate/Land (Very rare)
Cold/Land (Very rare)
Organisation:
Solitary (1)

Dire wolves are about two metres long, and have dark brown to black fur. Their eyes are normally black, though legend says that they glow red while the dire wolf is hunting.

Social

Unlike their smaller brethren, dire wolves are solitary creatures who hunt alone. They meet only to mate.

Sz	S	H	A	D	P	I	E	W	Mv
6	4	6	5	1	5	2	1	3	16

Advantages

Acute sense of smell (+2) ;

Skills

Weapon	Attack	Defence	Damage
Bite and claw	42	41	21 (split)

Wounds: OK / 0 / 0 / -5 / -10 / -15 / -25 / Fatal
Stuns: OK / 0 / 0 / -5 / -10 / -15 / -25 / Out
Fatigue: OK / 0 / 0 / -5 / -5 / -10 / -10 / -15 / -25 / Sleep