

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 a high resistance to damage.

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.

Predator: A predator is a carnivorous hunter, who will stalk and kill prey for food. Creatures it does not consider

2 Bestiary



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 case, 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 asterix 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.

An *Unintelligent* animal has both an *Intelligence* and *Empathy* of zero.

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.

Most mammals have an *Empathy* of 2, whilst reptiles or animals noted for being solitary and which don't care for their young will tend to have a score of 1. Highly social animals, such as wolves, whales or primates may have a score of 3.

Social Skills

The social skills of *Charm* and *Guile* are used by animals, though their use will probably rarely come into a game. Use *Charm* if an animal is trying to gain attention, *Guile* if humans (or other animals) are trying to trick them.

Generally, a beast will not have these skills higher than their *Empathy*, so *Unintelligent* creatures (normally constructs or magical creatures) will have scores of zero for these skills.

Will

Will is a measure of a creature's ability to act against their own instincts, as such only intelligent creatures tend to have a will above two.

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.

- ▶ 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 4 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 16 (Health x 4) + 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 34, 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.

Basic Venoms

The following are some generic venoms which are typical of different types of creatures. Note that truly instant fatality is very rare, and some can take hours or days to play out their effects.

Type	Potency	Duration	Effects
A	30/5	I/Minute	Shock / Stun / ...
B	40/5	I/Minute	Shock / -1 D / -1 A / -1 D / -1 A / -1 AD / ...
C	40/5	I/Minute	-1 AD Shock / -1 AD Stun / ...
D	40/5	Hour	-1 SAD / -2 SAD / Paralysis / Coma / Death
E	50/5	Day	-1 H / -1 SH / -1 SAD / -2 SAD / -2 SAD / Coma / Death
F	40/5	I/Round	Shock / -1 S Ex / -1 S Ex / Ex / ...

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.

Bite (S/M/L):

This creature has a bite can be used effectively in combat. They can be small, medium or large, and this is determined by the relative size of the teeth, and their biting power. Bites are almost exclusively offensive weapons which do not provide much in the way of defensive bonuses.

Small: They provide a +2 damage bonus. The damage type of a small bite is *mixed*. Cats and dogs have small bites.

Medium: They provide +1 attack, +4 to damage and change the damage type to *mixed*. Big cats have medium bites.

Large: They provide +2 attack, +7 to damage damage and change the damage type to *wound*.

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.

Claws (S/M/L):

This creature has claws or talons which can be effectively used in combat. Claws are mostly of use in the attack, and don't provide a large defensive bonus. There are three types of claws, based on the size of them

Small: They provide a +1 damage bonus. The damage type of small claws is *stun*. Cats and birds often have small claws.

Medium: They provide +1 attack, +3 to damage and change the damage type to *mixed*. Big cats or large birds of prey may have medium claws.

Large: They provide +1 defence, +3 attack, +5 to damage and change the damage type to *wound*. Animals such as Utah Raptor may have large claws.

Diseased:

A *diseased* creature carries some form of pathogen that can infect another living creature. The nature of the disease may vary from creature to creature, but unless otherwise stated it is assumed that the creature is likely to be carrying some generic disease, rather than generating a specific type of disease themselves.

For any natural attack (normally bite or claw) that hits and causes one or more wounds, the target should make a *Health* check against a difficulty of 15 + 5 per level of wound. Failure means that they have contracted a disease.

Fragile:

Fragile creatures have only half (round down) the normal number of wound and stun levels.

Horns:

The creature has horns, antlers or tusks which it can use in combat. Often, such adornments are used only in mating rituals, but they can be deadly in combat. They provide a +3 bonus to defence, a +1 bonus to attack and damage, and change the damage type to *mixed*.

Horror:

This creatures causes *Horror* in those that see it. A fear check is needed when the creature is first seen, against the level of the Horror ability. Failure results in the victim being struck by unnatural fear. See the section on Undead for details on Horror checks.

Note that *Horror* is always supernatural, and is not considered to be regular fear.

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 creature may often have the *Life Drain* ability.

Only *Blessed* or otherwise spirit affecting attacks can harm an incorporeal creature.

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*.

Large Horns:

The creature has large horns, antlers or tusks which can be used in combat. Deer or rhino have large horns. They provide a +5 bonus to defence, +3 bonus to attack and damage, and change the damage type to *mixed*.

Large teeth:

The creature has oversized teeth which are capable of causing considerable damage. They give it +3 attack, +3 defence and +3 damage, plus the damage type is *wounds*. A sabre toothed tiger or walrus would have teeth like this.

Life Drain:

A creature with *Life Drain* is able to suck the life out of a living target. Many, but not all, such creatures are also *incorporeal*. All they need to do is to touch their victim, and a coldness will be felt that brings them closer to death.

For an incorporeal creature, any successful hit will cause life drain. For a corporeal creature, the strike must be firm enough such that it is felt, so any hit must cause damage (even if it is only a single stun).

A successful life drain always reduces the highest of agility and dexterity by one point (the victim's choice if both are equal). This is recovered at a rate of one point per day. Both attacker and victim then make Will checks, with damage being caused as *exhaustion* just as a damage and soak check would.

Once unconscious, the victim will be further drained until their agility and dexterity are both zero. After that, strength and health are drained in the same way until the victim dies when zero is reached on all physical attributes.

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.

Poisonous:

Poisonous creatures have toxins within their body which can harm anyone who eats them. Poisonous creatures (unless they are also *venomous*) do not poison creatures that they attack, but may poison creatures that attack them (by taking a bite of poison flesh).

Reduced pain:

Creatures which had reduced pain only suffer half the normal penalties due to wounds, stuns and fatigue (round down). This makes the penalties -2/-5/-7/-12/-20 instead of -5/-10/-15/-25/40.

Resistance to shock:

This creature is resistant to the effects of shock. Their initiative cannot be reduced by shock unless due to explosions.

Sharp teeth:

The creature has long sharp teeth which are suited to biting prey. They give it +1 attack and +1 damage, plus damage type is *mixed*. Cats, dogs and similar creatures are likely to have such teeth.

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.

Stupid:

A stupid creature has little or no mind of its own. It is probably a controlled automaton or something similar. They require an intelligence check to make any complicated plan, normally at difficulty 20. Any *Stupid* creature will always have an intelligence of 1.

Sturdy:

Sturdy creatures have 50% extra (round down) wound and stun levels. They are particularly tough and difficult to kill.

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, and only take a wound or stun for every 10 points of damage over their soak unless the damage comes from a Vehicle scale weapon. They often

10 Bestiary



have abnormal health (seven), above average strength, and low will.

Undead are immune to both poison and disease. It may be possible for them to be carriers of some types of disease, but they will not be negatively affected by them.

Venomous:

Venomous creatures have a bite or sting that can deliver an incapacitating chemical to the target. They don't need to do actual damage to have an affect, so the normal soak of the target is ignored. The venomous attack and the results of the venom will be listed in the creature description.

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.



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.

12 Bestiary



yags
CAMPAIGN WORLDS

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)

Soak and Armour

Base: 12

Natural: 14 (Fur +1; Hide +1;)

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)

Soak and Armour

Base: 15

Natural: 18 (Fur +2; Hide +1;)

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)

Soak and Armour

Base: 15

Natural: 20 (Fur +3; Hide +2;)

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

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

Skills

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

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

Weapon	Attack	Defence	Damage
Horns	10	10	22 (mixed)
Trample	6	6	26 (stun)

Soak and Armour

Base: 17

Natural: 21 (Fur +2; Hide +2;)

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	2*	2	2	10

Advantages

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

Traits

Bravery (5) ; Orneriness (6) ; Patience (2) ;

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)

Soak and Armour

Base: 9

Natural: 13 (Toughness +3; Hide +1;)

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; Claws (small); 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	1 (mixed)

Soak and Armour
 Base: 7

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)

Soak and Armour
 Base: 7

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) ; Rake2; 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	24 (split)

Soak and Armour

Base: 9

Natural: 12 (Hide +3;)

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

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*	2	1	11

Advantages

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

Traits

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

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)

Soak and Armour

Base: 9

Natural: 10 (Hide +1;)

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*	2	1	13

Advantages

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

Traits

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

Skills

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

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

Weapon	Attack	Defence	Damage
Bite and claw	15	17	13 (mixed)

Soak and Armour

Base: 12

Natural: 14 (Hide +2;)

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

Hounds trained to hunt by people.

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

There are a number of different breeds of hunting dogs, each bred for a different purpose. Hounds are dogs which are trained to track or chase prey, and some are capable of bringing the prey down themselves.

Scent hounds gain +2 to their Perception for smell, and are very good at tracking.

Sight hounds are fast and gain +2 to their Agility to purposes of running.

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) ; Loyalty (owner) (+2) ;

Traits

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

Skills

Talents: Athletics (4); Awareness (4); Brawl (4); Charm (0); Guile (0); Sleight (4); Stealth (3); Throw (0);

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

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

Soak and Armour

Base: 9

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) ; Orneriness (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)

Soak and Armour

Base: 11

Leather armour: 13 (Barding +2;)

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)

Soak and Armour

Base: 21

Natural: 25 (Hide +4;)

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

18 Bestiary



yags
CAMPAIGN WORLDS

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

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

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)

Soak and Armour

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

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

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)

Soak and Armour

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

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

Skills

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

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

Weapon	Attack	Defence	Damage
Kick	20	18	14 (mixed)

Soak and Armour

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	2	23

Advantages

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

Traits

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

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	Attack	Defence	Damage
Kick	17	14	22 (mixed)

Soak and Armour

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) ;

Traits

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

Skills

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

Misc: Survival (1);

Weapon	Attack	Defence	Damage
Kick	9	6	22 (mixed)

Soak and Armour

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	Attack	Defence	Damage
Bite and claw	23	21	28 (mixed)

Soak and Armour

20 Bestiary



Base: 14

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

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*	3	2	43

Advantages

Animal; Acute sense of hearing (+1) ;

Traits

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

Skills

Weapon	Attack	Defence	Damage
Bash	20	14	48 (stun)

Soak and Armour

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)

Soak and Armour

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

Soak and Armour

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

Undead

A staple of both fantasy and horror genres, undead are the animated corpses of the dead. They normally require some form of necromancy (either black magic, or unholy rituals) to animate them, but in modern horror it may be a form of virus which does the work. In some cases, such creatures may not actually be *undead*, but are included here for completeness.

Undead can vary greatly in capability, from unintelligent hordes of zombies to powerful undead necromancers who are capable of commanding said hordes.

Rules for Undead

Combat

All *undead* have the ability to take large amounts of damage being 'dying'. This is generally because, being already dead, their vital organs are no longer important to them.

- ▶ Any creature with the *undead* status receives a bonus to soak equal to their *Size*. This will be already factored into statistics for undead beasts.
- ▶ An *undead* creature also receives one wound or stun for every 10 points of damage rather than every 5. This is ignored for vehicle damage, or any damage which counts as *Holy*, or otherwise useful against undead.
- ▶ Any *undead* creature heals stuns at a rate of one per hour. Wounds are never healed naturally however, due to the lack of normal healing processes.
- ▶ *Undead* are immune to *shock*, as per *Resistance to Shock*.

Undead may or may not be intelligent, but are generally not. They do not suffer from fear, and will simply attack whoever they are ordered to.

Any result that knocks them unconscious simply knocks them prone, but they are able to get up the next round. If fatally wounded, they fall prone, but can continue to crawl at half speed. They never make rolls to stay alive at the end of the round. Only a damage blow that immediately kills them will do so.

Unhealthy Undead

Being basically corpses, many undead are carriers of disease which they can pass on to those they harm via scratches or bite wounds. Unless stated under a specific creature description, such diseases are natural

and merely the product of the creature being a corpse without much of an immune system, and now host to various bacteria and other pathogens.

Bacterial infection

A standard infection which can be caught from many types of common undead. It is an onset time of 1 day, with a potency of 35/5.

Effects are: -1 H / -1 H / Delirium / Coma / Death

Paralysis Venom

Some undead can paralyse their prey, allowing them to feast on their body at a later time when the prey is unable to resist. Onset time is 1 minute, with a potency of 40/5.

Effects are: -1 AD +Ex / -1 AD +Ex / -1 AD +Ex / Sleep

Undead Bestiary

Ghouls

A graveyard dwelling eater of the dead.

Type: Undead
Demeanor: Unintelligent
Origin: Horror
Genre: Fantasy

Ghouls are generally similar to Zombies, but they are generally portrayed as being more cunning and less blatant. Folklore has them dwelling in graveyards, feasting on the flesh of the recently dead. They are Arabic in origin, but are more generic in modern fantasy.

A ghoul may be an undead creature, or it may be a cursed human that has taken to eating the dead.

Cursed

Cursed people who feed on the dead.

Type: Medium Humanoid
Demeanor: Scavenger
Origin: Horror
Genre: Fantasy
Habitats:
Any/Ruins (Very rare)
Organisation:
Group (2-12)



The *Cursed* are not undead, but they are sometimes mistaken for them. They are often scrawny in appearance, with pale skin and their clothes, if any, are often ragged or dirty. They live in small groups on the edges of civilisation, often around graveyards or picking through the corpses left on battlefields.

Overtime, a *Cursed* may become a ghoul, either through necromantic rituals of their own devising, or through the end result of whatever dark magic drove them to live out this lifestyle.

Social

Such people have fallen far from what most would consider to be civilised society. They live in groups which are dominated by the strongest or most violent individual.

Cursed groups may worship dark gods, or partake in immoral rituals which form the basis of their society.

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

Advantages

Iron constitution; Night vision;

Skills

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

Skills: Speak own (2); Survival (4); Scrounging (2);

Weapon	Attack	Defence	Damage
Brawl	16	16	12 (stun)
Knife	17	17	14 (mixed)

Soak and Armour
Base: 12

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

Ghoul

An undead creature that infests graveyards or deserted ruins.

Type: Medium Undead
Demeanor: Scavenger
Origin: Horror
Genre: Fantasy
Habitats:
Any/Any land (Very rare)
Organisation:
Group (1-6)



Ghouls lurk at the edges of civilisation, or within the ruins of a dead civilisation. They live by feeding on the corpses of the truly dead. They are scavengers, unwilling to confront threats directly but surviving through cunning and stealth.

Ghouls tend to harbour particularly potent poisons within their body, and they can use this to paralyse their prey. Use the example *paralysis poison*.

Sz	S	H	A	D	P	I	E	W	Mv
5	4	7	5	3	5	2	1	2	15

Advantages

Undead; Diseased;

Skills

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

Weapon	Attack	Defence	Damage
Brawl	20	20	16 (stun)

Soak and Armour
Base: 17

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

Skeletons

Animated skeletal corpses.

Type: Undead
Demeanor: Unintelligent
Origin: Horror
Genre: Fantasy

Skeletons are a basic form of undead, though unlike zombies they generally lack flesh - the only thing holding their bones together is magic. For this reason skeletons are far more common in fantasy than in modern horror, since it is much harder to come up with a sensible explanation of how they are animated using science.

Most skeletons are of humans, though skeletal animals and monsters are possible. Skeletons which have free will generally fall under a different heading - these entries are only for the unintelligent undead which are generally summoned and controlled by necromancers.

Skeletal hound

An animated skeletal war dog.

Type: Small Undead
Demeanor: Unintelligent
Origin: Horror
Genre: Fantasy
Habitats:
Any/Any land (Very rare)
Organisation:
Pack (2-20)

Skeletal hounds are undead animals raised by necromantic magic as guard dogs or war dogs. Like their humanoid counterparts, they are incapable of complex reasoning but can follow simple instructions, such as to guard a door or to hunt down a particular target.

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

24 Bestiary



Advantages

Animal; Undead; Stupid;

Skills

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

Weapon	Attack	Defence	Damage
Brawl	28	26	15 (mixed)

Soak and Armour

Base: 13

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

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

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

Skeletal warrior

An animated humanoid skeleton.

Type: Medium Undead
Demeanor: Unintelligent
Origin: Horror
Genre: Fantasy
Habitats:
Any/Any land (Very rare)
Organisation:
Squad (2-12)



Skeletons are the animated remains of the long dead. They lack flesh or any vital organs, making them difficult to kill in any way other than smashing their bones to pieces. Unfettered by flesh to slow them down, they are generally fast and agile, though generally weaker than zombies.

Tactics

Skeletal warriors will fall apart once they become *fatally wounded*. However, some skeletons have the ability to re-assemble themselves. At the end of the following round, these skeletons have a chance of springing back into action, fully healed. They get a *Health* check of 30+ to do so. On success, their Health drops by from 1 to 3 points (depending on the strength of the magic used to animate them) and they can attack the following round.

Such skeletons can re-assemble as often as they make the new *Health* check.

Sz	S	H	A	D	P	I	E	W	Mv
5	3	6	4	5	2	1	1	1	13

Advantages

Undead; Stupid;

Skills

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

Other: Melee (5);

Weapon

	Attack	Defence	Damage
Brawl	16	16	12 (stun)
Sword	30	30	21 (wound)

Soak and Armour

Base: 17

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

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

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

Zombies

The most common form of undead.

Type: Undead
Demeanor: Unintelligent
Origin: Horror
Genre: Fantasy

Zombies are generally the unintelligent re-animated corpses of the recently dead. They have flesh, often enough to still be recognisable as the person they were in life, but they are no longer alive, instead animated by some magic that gives them purpose and movement.

Though the typical zombie is an animated corpse, this entry also covers zombies which have either been animated by some immoral science, or even living humans infected by some disease or virus which has effectively turned them into the living dead.

In either case, zombies are all similar in that they have little or no will of their own, and are generally driven either by hatred or hunger to attack and (often eat) those who are still blessed with life.

Haitian Zombie

A living human under the influence of drugs and voodoo.

Type: Medium Humanoid
Demeanor: Violent
Origin: Horror
Genre: Fantasy
Habitats:
Any/Any land (Very rare)
Organisation:
Group (1-6)

The zombies of Haiti myth are said to have been raised with black magic to work as slaves for their masters. A more rational explanation is that they have been drugged and/or poisoned, leaving them in a state where they have no memory of their previous life. They are living people, but oblivious to much of what goes on around them.

Social

Such zombies have no social life. They do what they are told to do, often performing manual labour for their slave masters. They have little freewill of their own, and though they aren't aggressive they may be a threat of

directly commanded to fight. However, they are generally biddable, rather than being 'controlled' by anyone, and are likely to follow the commands of anyone giving them direct instructions.

It has been known for such zombies to recover, and start to remember part of their previous lives. If they try to escape their slave masters though, they will generally be hunted down and killed.

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

Advantages

Stupid; Reduced pain;

Skills

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

Weapon	Attack	Defence	Damage
Brawl	4	4	16 (stun)

Soak and Armour

Base: 12

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

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

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

Infected

A virus infected human.

Type: Medium Humanoid

Demeanor: Violent

Origin: Horror

Genre: Fantasy

Habitats:

Any/Any land (Very rare)

Organisation:

Horde (1-100)

The *infected* are similar to zombies, but they are not *undead*. Instead they are humans infected by some 'natural' virus (or similar agent) that has taken control of their bodies, removing their humanity and leaving behind only a gaping hunger.

They are often faster moving than zombies, and can infect others through wounds, or even close proximity.

Social

The *Infected* tend to gather into packs for mutual protection. They are incapable of caring for themselves, let alone each other, and weakened individuals will tend to get turned on and eaten. They have neither morals nor ethics, and are incapable of long term planning.

Tactics

Infected people are most dangerous due to their numbers and the fact that they are highly contagious. Against an organised group of military personnel, their

hordes are quite weak (at least, until the ammo runs out), but if they can corner a person alone and unarmed, they can be dangerous.

They count as being *Venomous*. If they strike with a natural attack (fist or bite), then make a second damage check for a venomous attack. If the skin is pierced, then the victim becomes infected and could succumb.

The *potency* of the infection is normally 40/10, and the *duration* is normally Hours, but both can vary considerably depending on the setting. The effects of the infection are: -1 HI / ...

If either *Health* or *Intelligence* drops to zero, then the victim becomes one of the *Infected*.

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

Advantages

Stupid; Reduced pain; Resistance to shock; Venomous;

Skills

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

Weapon	Attack	Defence	Damage
Brawl	12	12	16 (stun)

Soak and Armour

Base: 12

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

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

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

Zombie

A corpse re-animated by black magic.

Type: Medium Undead

Demeanor: Unintelligent

Origin: Horror

Genre: Fantasy

Habitats:

Any/Any land (Very rare)

Organisation:

Horde (1-100)



Zombies are little more than animated corpses. Their state of decay can vary immensely, but they generally have enough flesh on their bones to hold themselves together. Zombies which have rotted away to skeletons are generally treated as undead *skeletons*.

Tactics

Zombies can be quite hard to kill. In most Zombie stories, going for the head is the only way to kill them. Because

26 Bestiary



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a 'living' Zombie is always conscious, you cannot coup de grace them however.

An attack to the head against a fatally wounded zombie will kill it immediately. It requires a good attack to strike the head of a zombie. It is somewhat easier than a strike at the head of a living creature, because zombies are slow and more predictable.

Sz	S	H	A	D	P	I	E	W	Mv
5	4	7	2	1	2	1	1	1	12

Advantages

Undead; Stupid; Slow; Reduced pain; Resistance to shock;

Skills

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

Weapon	Attack	Defence	Damage
Brawl	8	8	16 (stun)

Soak and Armour

Base: 17

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

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

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