

Quick Glorantha: Enemies

Enemies.....	2
Weapons.....	2
Standard Abilities.....	2
Character Descriptions.....	2
Chaos Features.....	3
Wild Carnivores.....	7
Domestic Animals.....	10
Riding Animals.....	10
Flying Creatures.....	12
Aldryami.....	13
Aramite (Tusk Riders).....	14
Beast Men.....	15
Chaos Creatures.....	16
Bagogi (Scorpion Men).....	16
Broo.....	17
Harpy.....	17
Krashtkid.....	18
Ogre.....	19
Vampire.....	20
Other Chaos Creatures.....	21
Other Chaos Cults.....	25
Krjalk.....	25
Thanatar.....	26
Pocharngo.....	27
Dragons.....	27
Giants.....	30
Intelligent Animals.....	30
Baboon.....	30
Durulz.....	31
Morokanth.....	31
Newtling.....	31
Spiders.....	32
Mostali.....	32
Nar Sylla (Wind Children).....	33
Uz.....	34
Ghosts.....	38
Elementals.....	38
Otherworld Creatures.....	39
Ghouls.....	40
Undead.....	40
Animated Statue.....	41

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Enemies

The following abilities describe creatures usually NPCs rather than player characters. Animals still have IN (representing instinct) which may well be quite high and CH representing confidence. Instinct and Confidence are shown in (). They are still divided into characters and followers and use the same statistics. In general any creature with a BD of more than 12 isn't treated as a follower unless it does not attack (e.g a mount). An NPC has STATs about 10 higher in total than a follower. Each enemy is given the table for the normal religion they follow though they may sometimes follow other character or NPC religions. Other common ones are often listed.

Weapons

Some creatures have special natural weapons made out of bone or horn which have an advantage.

Claws/Bite/Beak/Horns/Tusks: Sharp.
Stinger: Thrust: ½ damage. Injects poison.
Grab: PT resist BD.
Crush: normal but follows grab.

Others have typical weapons listed. In general followers weapons are non-metal though NPCs may have gained metal weapons. Aldryami wooden weapons are as good as bronze. Dragonewts never use metal. Mostali always use metal equipment. Uz use quite a lot of metal. In general chaos creatures have to steal it.

Standard Abilities

Creatures have some standard abilities:

Large: Val. Add ½ Val to BD for damage, val KB/KD and BD resistances. A creature with 4 is 1 ½ man-size, large 6 is twice man size, 8 is three times man size and so on (larger sizes have diminishing returns though so 80 is the size of a mountain) .

Tough: Val. Val x 10 EN.

Running: Val. Add val to AG for movement.

Disease Resistance: + val to make resistance rolls against disease spirits or possession.

Poison Resistance: +val to make resistance rolls against poison.

Poison: always acts after a 3-turn delay. A victim is always allowed to resist before the damage.

Character Descriptions

Each creature is given a typical character description though they do vary. Extra character types for NPCs are:

Chaos	Attempt to destroy living things non-chaotic things and spread chaos. Cause pain and suffering. Attempt to preserve own life unless truly spectacular chaos can result from its loss.
Draconic	Attempt to raise to a higher stage of draconic wisdom by keeping magic use and engagement with the physical world to a minimum. Engage in bizarre and apparently random acts and rituals. Immune to Fear.
Mysterious Endeavour	Engaged in a purpose mysterious to normal characters such as maintaining the world machine, contemplating objects or a strange search for an unknown purpose.
Tribal Loyalty	Maintain the group and its traditions. Follow the old ways of surviving and mistrust outsiders.

Chaos Features

As encountered 1D 1-3 = Negative, 4-10 = Positive. If gained 1-5 = negative, 6-10 = positive. Each feature without an obvious physical result still has one on an odd roll. Roll to see what is is:

1-3: Unnatural but concealable.

4-6: Unnatural and not concealable.

7-9: Unnatural, ugly (as disadvantage) and not concealable.

10: Unnatural, monstrous (as disadvantage) and not concealable.

D100	Feature
01-02	+1D BD
03	+2D BD
04-05	+1D x5 EN (character) or +1D BD for wounds only (follower).
06	+2D x5 EN (character) or +2D BD for wounds only (follower).
07-08	Gigantic +4 square creature: +2D BD.
09-10	+1D AG
11-13	+1D PW
14	+2D PW
15	+1D IQ
16-17	+1D move.
18-19	Leaps: 2D.
20	Roll 1D: 1-5: Swim: 2D. 6-10. Climb: 2D.
21-23	Regenerate: 1D. Rep EN. +2 Rec.
24	Regenerates 2D. Rep EN. Heal Hurts. +3 REC.
25-26	Regenerates 3D. Heals hurts and mortal wounds. +4 REC.
27-30	Confusing appearance: opponents +4 DF.
31	Confusing appearance: opponents +6 DF.
32-37	1D AR.
38-40	1D+4 AR.
41	2D AR.
42	Hard to kill: roll 1D 1-2. Unaffected by hurts. 3-4. Half damage. 5-6. Only damaged by enchanted weapons, silver or magic. 7-8. Only damaged by spells or elements (e.g. fire). 9-10. Damage suffered is delivered to attacker also.
43-44	Resistant: 3D to: roll 1D 1. Fire 2-3. Poison 4. Lightning 5. Magical damage. 6. Weapon enhancing spells 7-8. Acid 9-10. Cold
45	Can appear as a harmless creature or object.
46	Shows no signs of damage. All attacks seem to bounce off.
47-48	Elemental Attack: 2D. Ranged.
49-50	Spits Acid: 2D. vs AG. Persistent resist AG. Acid. Ranged.
51-52	Breath weapon: 2D. Area Effect Cone. R1. Roll 1D 1. Insect swarm. Persistent resist AG. ½ result ignores AR. 2-3. Elemental. 4-5. Fear result. 6-7. Web. PT. Persistent resist BD. 8. Smell. Persistent resist BD. – ½ result all actions. 9-10. Poison Gas: Persistent resist BD. ½ result ignores armour.
53-54	Poison bite or claws. Injects poison of result. Persistent resist BD.

55-56	Bloodsucker: 2D. Blood sucked through a Carnivore Bite (1-5) or a Stinger (6-10). When gets a hit also ½ result drain BD and Rep EN.
57	Secretes dangerous substance. Roll 1D. 1-2. Acid skin. 2D. Damage Shield. Acid. 3-4. Glue skin. 3D. PT resist BD. Damage shield. 5-6. Diseased skin. Anyone within 1 square is attacked by a 2D PW disease possession. 7-8. Acidic blood. Sharp weapons penetrating armour are destroyed on an odd roll. In this case all within 2 are attacked by 3D vs AG. Acid. 9-10. Poison blood. if edged weapon penetrates armour everyone within 2 squares must roll suffers 2D persistent resist BD. Ignores armour.
58	Terrible smell: 2D. Area Sphere. vs BD. -1/2 result to all actions.
59-60	If taken out explodes. 4D. Area Effect: Sphere. Elemental (Fire).
61	If killed becomes a possession ghost with its IN and PW. If it possesses target it brings chaos features with it.
62-63	Gaze: 3D. CH vs IN. Ranged. Mind Control resist IN.
64-65	Hideous: causes Fear: 2D.
66	Magical Power. Roll 1D: 1. Touch: 2D. R1. vs AG. ½ Result random STAT drain. 2. Invisible: 10. Red(SE Vision) Val.. 3. Gaze: 2D. Mag. Ranged. MT. Persistent resist PW. 4. Elemental Bolt: 2D. Ranged. Elemental. 5. Gaze 3D. vs DF. PT resist PW. 6. Gaze: 2D. CH vs IN. Ranged. Mind Control resist IN. Believe good friend. 7. Weapons striking are broken on odd. 8. Extra Sense. 9. +10 PW resistance. 10. Shape Shifter.
67-68	Absorbs the PW of any spell cast at it.
69-72	Reflects any spell cast at it.
73-74	Damage Reduction: Roll 1D: 1-5: (1/2) 6-8: (1/4) 9-10: (1/8)
75	Undetectable by magic.
76-85	Roll 1D: 1-2. Extra forelimb. Off hand 3-4. Extra hind limb. +2 MOV. 5. Wings. Flight: 2D. 6. 1D tentacles: Grab attacks: 1 per 2. 7. Extra eye: -1 range penalty, +3 perception. 8. Extra head: +2 IN, + 6 PW. 9-10. Extra fingers: +3 Killing.
86-90	Roll 1D: 1. Massive head: + 3 IN. 2. Massive ears: +3 SE with hearing. 3. Massive eyes: night vision, -1 range penalties. 4. Massive nose: can track by scent. 5. Eyes all over body: +5 perception. Can't be surprised. 6. Suckers: +4 climbing. 7-8. Massive limbs: +4 BD. 9-10. Massive body: +6 BD.
91-92	Metal bones. +6 BD. Valuable.
93	Roll D10: 1. Aquatic 2. Heat resistant 2D 3. Cold resistant 2D 4. Tunnels at 1D. 5. Looks like a human

	6. Looks like an elf 7. Looks like a troll 8. Looks like a dwarf 9. Flight: 1D. 10. Can eat dirt etc.
94	Stealthy: +8 stealth.
95	Double strength chaos feature.
96-00	Something weird or roll twice.

D100	Feature
01-02	-1D BD
03	-2D BD
04-05	-1D BD for EN/hits only.
06	-2D BD for EN/Hits only.
07-08	Tiny creature (1/2 size): x ½ BD.
09-10	-1D AG.
11-13	-1D PW.
14	-2D PW.
15	-1D IN
16-17	-1D move.
18-19	Unbalanced. -2 AG and DF.
20	Immobile.
21-23	Can not be healed by magic
24	Can only be healed by magic.
25-26	If damaged takes 1 hit per turn until all damage is healed.
27-30	Bloated: -4 DF.
31	Crippled: -8 DF.
32-37	Double damage from one weapon category.
38-40	Takes an extra damage each time it is hit.
41	Takes double damage if any damage through armour.
42	Easy to kill: roll 1D 1-2. Double penalty of wounds. 3-4. Half EN. 5-6. Double damage from rune-metal 7-8. Double damage from spells or elements (e.g. fire). 9-10. Damage delivered is suffered by it also.
43-44	Double effect from: roll 1D 1. Fire 2-3. Poison 4. Lightning 5. Magical damage. 6. Weapon enhancing spells 7-8. Acid 9-10. Cold
45	Appears more dangerous than it is. Inspires hatred.
46	Shows lots of signs of damage. Constantly seems on the point of death.
47-48	Easily surprised: -4 perception. Easy to ambush.
49-50	Takes a hit a turn from light.
51-52	Delicate skin. 1 hit per turn if wearing clothing or armour.
53-54	Hated by one type of creature.
55-56	Bleeds easily. If an edged weapon does it damage it bleeds an extra 1 hit per turn until receives first aid or healing.
57	Secretes substance. Roll 1D. 1-2. Acid skin. Takes 1 damage a turn unless cleaned off taking 10 minutes every hour. 3-4. Glue skin. 2D PT damage shield. Always on. 5-6. Diseased skin. Possessed by a disease.

	7-8. Ineffective blood. Becomes tired quickly and lacks endurance. If a combat lasts more than 10 rounds is at -1 to BD, AT, DF and AG. 9-10. Poison blood. Doesn't heal naturally.
58	Terrible smell. -1D CH. Can not have social skills.
59-60	If reduced to ½ EN implodes taking 4D through armour..
61	Vulnerable to spirit attacks Counts as ½ PW.
62-63	Must roll 10+ on IN each turn or be confused and unable to act.
64-65	Laughable. CH = 1. Enemy get +2 AT against it.
66	Spell effect. Roll 1D: 1. Deals 1D damage through armour to itself each turn it attacks. 2. Highly visible. No stealth. 3. -2 AT. 4. Any flammable thing which touches its skin is set alight. 5. Loses 1D PW drain if it hits. 6. Mad. Treat as Madness Possession. 7. Can't use weapon enhancing spells or protection. 8. Gets 1 action (either attack or move) each turn. 9. Vulnerable to spells. Half resistance. 10. Permanent anti-Shimmer -1D DF.
67-68	Permanent anti-Absorption. When a spell is cast on it loose that many PW points.
69-72	Sucks in any offensive spell cast within 10 squares.
73-74	Sucks in any offensive spell cast within 20 squares.
75	Detectable by any magic including Detect Gold etc.
76-85	Roll 1D: 1. Missing forelimb. 2. Features randomly arranged. -2 to all skills. 3. Missing hindlimb. x1/2 AG. 4. Glows brightly in the dark. 5. Useless wings or other inconvenient useless appendage. -1 AG -1 DF. 6. 1D useless limbs. 7. One less eye: +1 range penalties, -3 perception. 8. No head. Features on body: -2 IN, - 6 PW. 9. No fingers. 10. Limbs in inconvenient locations. -2 AG and DF.
86-90	Roll 1D: 1. Tiny head: - 3 IN. 2. No ears: deaf. 3. No eyes: blind. 4. No nose: can't smell. 5. Feeble eyes: -5 perception. +4 to ambush attempt against it. 6. No reproductive organs. 7-8. Tiny limbs: -4 BD. 9-10. Tiny body: -6 BD.
91-92	Ghastly chaos blob with features and limbs sticking out at random. -2 to all STATS.
93	Roll D10: 1. Sinks like a brick. 2. Can't stand heat x 2 damage. 3. Can't stand cold x 2 damage. 4. Crawls at move 2. 5. Has to eat a valuable substance e.g. metal. 6. Makes a hideous and very loud noise constantly. 7. Lacks a normal chaos ability if any or has a random detrimental chaos feature each day. 8. Has a random detrimental chaos feature each day. 9. Can't eat solids. 10. Can only eat dirt etc.
94	Form of chaos. Constantly shifting appearance and characteristics. -1D to any action.

95	Double strength detrimental chaos feature.
96-00	Something weird or roll twice.

Wild Carnivores

Black Bear					Animal Nature				
BD	10	AG	6	IN	(8)	CH	(10)	AT	7
DF	7	PW	8	AC	8	SE	8	RE	0
Running: 5.									
Teeth and Claws.									
Fur: 2. Val AR.									
Brave: 3									
Large: 6.									

Brown Bear					Animal Nature				
BD	12	AG	5	IN	(8)	CH	(12)	AT	7
DF	6	PW	10	AC	8	SE	8	RE	0
Running: 5.									
Teeth and Claws.									
Fur: 3. Val AR.									
Brave: 3									
Large: 8.									

Leaping Bear					Animal Nature				
BD	11	AG	6	IN	(8)	CH	(12)	AT	7
DF	7	PW	10	AC	8	SE	8	RE	0
Running: 5. +val move.									
Leap: 6									
Teeth.									
Fur: 3. Val AR.									
Brave: 3									
Large: 8.									

Hyena					Animal Nature				
BD	9	AG	6	IN	(7)	CH	(8)	AT	7
DF	7	PW	8	AC	7	SE	6	RE	0
Running: 5. +val move.									
Teeth and Claws.									
Fur: 2. Val AR.									
SE (Night Vision): 6									

Nakasa					Animal Nature				
BD	8	AG	8	IN	(7)	CH	(10)	AT	7
DF	7	PW	10	AC	8	SE	6	RE	0
Running: 5.									
Teeth.									
Fur: 3. Val AR.									
SE (Night Vision): 6									
Large: 6									

Sakkar (Sabre Tooth)					Animal Nature				
BD	14	AG	8	IN	(8)	CH	(14)	AT	8
DF	8	PW	14	AC	8	SE	8	RE	0
Running: 5.									
Teeth and Claws.									
Fur: 3. Val AR.									

SE (Night Vision): 6
Brave: 5
Large: 8.

Wolf					Animal Nature				
BD	8	AG	10	IN	(7)	CH	(10)	AT	8
DF	9	PW	9	AC	9	SE	7	RE	0
Running: 5.									
Teeth.									
Fur: 2. Val AR.									
SE (Night Vision): 6									

Fell Wolf					Animal Nature				
BD	10	AG	10	IN	(7)	CH	(14)	AT	8
DF	9	PW	14	AC	8	SE	7	RE	0
Running: 5.									
Teeth.									
Fur: 3. Val AR.									
SE (Night Vision): 6									
Large: 6.									

Giant Ant					Animal Nature				
BD	12	AG	8	IN	(4)	CH	(15)	AT	6
DF	6	PW	8	AC	6	SE	4	RE	0
Bite.									
Sting. (12 Poison. Persistent. Resist BD).									
Chitin: 6 Val AR.									
SE (Chemical): 4									

Bazak (Rubble Runner)					Animal Nature				
BD	5	AG	8	IN	(5)	CH	(6)	AT	6
DF	8	PW	8	AC	8	SE	8	RE	0
Bite.									
Fur: 1. Val AR.									
SE (Night Vision): 8									

Crocodile					Animal Nature				
BD	14	AG	6	IN	(4)	CH	(12)	AT	6
DF	6	PW	14	AC	6	SE	6	RE	0
Grab, Bite.									
Tough Hide: 5. Val AR.									
Swim: 9									
Large: 8.									

Miniature Gargoyle					Animal Nature				
BD	8	AG	10	IN	(5)	CH	(12)	AT	7
DF	7	PW	12	AC	5	SE	6	RE	0
Claws									
Stone Skin: 8. Val AR. Counts as hard as iron to sharp weapons.									
Brave: 3									

Scaled Gargoyle					Animal Nature				
BD	15	AG	6	IN	(5)	CH	(18)	AT	6
DF	6	PW	18	AC	5	SE	6	RE	0
Claws									
Stone Skin: 12. Val AR. Counts as hard as iron to sharp weapons.									
Brave: 3									

Large: 16.

Karkar (Cliff Toad)					Animal Nature				
BD	10	AG	5	IN	(3)	CH	(12)	AT	6
DF	6	PW	14	AC	4	SE	5	RE	0
Grab. R5. Crush.									
Skin: 2. Val AR.									
Large: 8.									

Lavala (Rock Lizard)					Animal Nature				
BD	10	AG	7	IN	(3)	CH	(10)	AT	6
DF	6	PW	12	AC	6	SE	5	RE	0
Bite with Grab. Claws.									
Skin: 3. Val AR.									

Quenlarg (Tunnel Worm)					Animal Nature				
BD	10	AG	6	IN	(4)	CH	(12)	AT	7
DF	6	PW	14	AC	6	SE	4	RE	0
Bite.									
Skin: 3. Val AR.									
Tunnelling: 2									
SE (Dark Sense) 4									
Large: 4									

Giant Scorpion					Animal Nature				
BD	12	AG	8	IN	(3)	CH	(14)	AT	8
DF	7	PW	12	AC	8	SE	5	RE	0
Grab and Crush									
Stinger (Poison 20. Persistent resist BD)									
Skin: 7. Val AR.									
SE (Night Vision) 4									
Large: 6									
Poison Resistant: 6									

Giant Centipede					Animal Nature				
BD	14	AG	10	IN	(3)	CH	(15)	AT	8
DF	7	PW	15	AC	9	SE	5	RE	0
Bite (Poison 24. Persistent resist BD)									
Skin: 8. Val AR.									
SE (Night Vision) 4									
Large: 12									
Poison Resistant: 6									

Rattlesnake					Animal Nature				
BD	6	AG	8	IN	(4)	CH	(12)	AT	7
DF	8	PW	10	AC	9	SE	5	RE	0
Stinger (Poison 16. Persistent resist BD)									
Skin: 3. Val AR.									
SE (Smell) 8									
Poison Resistant: 6									

Pit Viper					Animal Nature				
BD	4	AG	8	IN	(4)	CH	(10)	AT	7
DF	9	PW	9	AC	9	SE	5	RE	0
Stinger (Poison 24. Persistent resist BD)									
Skin: 2. Val AR.									
SE (Smell) 8									

Poison Resistant: 6

Asrelia's Snake					Animal Nature				
BD	14	AG	7	IN	(4)	CH	(16)	AT	7
DF	7	PW	16	AC	8	SE	5	RE	0
Grab and Crush.									
Skin: 5. Val AR.									
SE (Smell) 8									
Large: 4									

Domestic Animals

Large Dog					Animal Nature				
BD	8	AG	8	IN	(5)	CH	(8)	AT	8
DF	8	PW	6	AC	6	SE	6	RE	0
Bite									
Skin: 1. Val AR.									
SE (Smell) 8									
Running: 6									

Alynx					Animal Nature				
BD	6	AG	10	IN	(8)	CH	(12)	AT	8
DF	9	PW	10	AC	8	SE	8	RE	0
Bite and Claws									
Skin: 1. Val AR.									
SE (Night Vision) 8									

Riding Animals

Bison					Animal Nature				
BD	15	AG	5	IN	(4)	CH	(14)	AT	5
DF	5	PW	14	AC	6	SE	5	RE	0
Skin: 3. Val AR.									
Running: 6									
Brave: 3									
Large: 14									

Donkey					Animal Nature				
BD	10	AG	8	IN	(6)	CH	(14)	AT	6
DF	6	PW	12	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 4									
Large: 6									

Goldeneye					Animal Nature				
BD	8	AG	8	IN	(8)	CH	(16)	AT	8
DF	8	PW	18	AC	8	SE	8	RE	0
Skin: 1. Val AR.									
Running: 10									
Large: 8									

High Lllama					Animal Nature				
BD	8	AG	8	IN	(5)	CH	(12)	AT	5
DF	6	PW	12	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 4									

Large: 10

Horse					Animal Nature				
BD	8	AG	6	IN	(5)	CH	(10)	AT	5
DF	6	PW	12	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 10									
Large: 8									

Impala					Animal Nature				
BD	8	AG	8	IN	(4)	CH	(8)	AT	5
DF	7	PW	10	AC	6	SE	7	RE	0
Skin: 1. Val AR.									
Running: 8									
Large: 2									

Mule					Animal Nature				
BD	10	AG	7	IN	(6)	CH	(14)	AT	6
DF	6	PW	12	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 6									
Large: 8									

Ostrich					Animal Nature				
BD	8	AG	7	IN	(4)	CH	(8)	AT	5
DF	7	PW	10	AC	7	SE	7	RE	0
Skin: 1. Val AR.									
Running: 6									
Large: 4									

Pony					Animal Nature				
BD	8	AG	7	IN	(5)	CH	(9)	AT	5
DF	6	PW	10	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 8									
Large: 6									

Rhino					Animal Nature				
BD	16	AG	4	IN	(4)	CH	(16)	AT	6
DF	5	PW	18	AC	5	SE	4	RE	0
Horn.									
Skin: 5. Val AR.									
Running: 6									
Brave: 5									
Large: 18									

Sable Antelope					Animal Nature				
BD	8	AG	8	IN	(4)	CH	(8)	AT	4
DF	7	PW	12	AC	7	SE	6	RE	0
Horns.									
Skin: 1. Val AR.									
Running: 7									
Large: 8									

Unicorn					Protector				
BD	8	AG	8	IN	8	CH	14	AT	8
DF	8	PW	18	AC	8	SE	8	RE	0

Horn
Skin: 1. Val AR.
Running: 10
Large: 8
Heal: 8. Sp. R1. Val rep EN.
Cure Wounds: 3. Po. R1. Heals hurt.
Cure Mortal Wounds: 1. En. R1. Heals mortal wounds.
Cure Disease: 1. Po. Drives out disease spirit.

Veruferar (Bolo Lizard)					Animal Nature				
BD	8	AG	7	IN	(4)	CH	(8)	AT	6
DF	6	PW	10	AC	7	SE	6	RE	0
Skin: 2. Val AR.									
Running: 6									
Large: 4									

Zebra					Animal Nature				
BD	10	AG	7	IN	(5)	CH	(12)	AT	6
DF	6	PW	12	AC	6	SE	6	RE	0
Skin: 1. Val AR.									
Running: 8									
Large: 6									

Giant Wasp					Animal Nature				
BD	8	AG	6	IN	(3)	CH	(12)	AT	7
DF	7	PW	12	AC	7	SE	4	RE	0
Bite, Stinger Poison 16. Persistent resist BD)									
Skin: 4. Val AR.									
Flight: 16									
Large: 6									
Poison Resistant: 6									

Flying Creatures

Griffon					Animal Nature				
BD	14	AG	8	IN	(8)	CH	(16)	AT	9
DF	8	PW	16	AC	8	SE	10	RE	0
Bite, Claws.									
Skin: 3. Val AR.									
Flight: 16									
Large: 8									

Hippogriff					Animal Nature				
BD	12	AG	8	IN	(6)	CH	(14)	AT	6
DF	8	PW	15	AC	8	SE	8	RE	0
Bite, Claws.									
Skin: 3. Val AR.									
Flight: 16									
Large: 8									

Zarur (Skybull)					Animal Nature				
BD	16	AG	6	IN	(6)	CH	(18)	AT	8
DF	7	PW	16	AC	7	SE	8	RE	0
Horns									
Skin: 2. Val AR.									
Flight: 16									
Large: 10									

Aldryami

Sprite					Exuberance				
BD	2	AG	12	IN	6	CH	6	AT	6
DF	12	PW	8	AC	10	SE	10	RE	2
Flight: 14									
Sling									
SE(Night Vision): 8									

Runner					Exuberance				
BD	4	AG	10	IN	6	CH	6	AT	6
DF	10	PW	10	AC	10	SE	10	RE	2
Whipstick: BD. R3. PT resist BD. Can only be attached to one target. Must keep hold of weapon. Traps is cumulative with other whipsticks.									
Dart									
SE(Night Vision): 8									

Elf					Guardian				
BD	6	AG	10	IN	8	CH	8	AT	8
DF	8	PW	10	AC	10	SE	10	RE	2
Target, LNM									
Elf Bow: as composite bow but stores 8 PW.									
Short Sword									
Short Spear									
SE(Night Vision): 8									

Dryad					Guardian				
BD	6	AG	12	IN	12	CH	16	AT	4
DF	12	PW	18	AC	10	SE	12	RE	2
Charm: 8. Sp. CH vs IN. Mind Control resist IN. Ranged. Treat dryad as good friend.									
Insubstantial: 10. Sp. Persistent. Immune to all solid, physical or elemental damage. Can walk through plants. If attacked whilst solid roll val vs result to turn insubstantial.									
Invisibility: 10. Sp. Persistent. Red SE(Vision) Val.									
Animate Plant: 12. Sp. Ranged. Area Effect Sphere. PT resist BD. Must be plants in target area.									

Aldrya Religion. 4 Rolls for starting NPC:

D100	Ability
01-03	Brave: 2
04-08	Cautious: 2
09-12	Athletic: 3
13-17	Stealth: 3
18-19	Killing: 2
20-22	Perception: 2
23-25	Magic: 2
26-27	Gymnastics: 2
28-30	Medical: 2
31-35	Nature Lore: 3
36-39	Arrow Trance: 2. At. Persistent. +val AT with bow. No parry.
40-43	Blend With Forest: 6. At. Persistent. Red all senses vs character (min. 1). Only in forest.
44-47	Tree Runner: 3. +val move in forest. Can move on treetops.
48-51	Silence: 10. Sp. Ranged. Persistent. Area Sphere x 3. Red all noise Val.

52-55	Tangle Thicket: 8. Sp. Ranged. Area Line. Persistent. Creates a solid barrier of DF/AG result and result Hits in target squares which contain vegetation. It takes double damage from elements and none from blunt weapons.
56-59	Heal: 8. Sp. R1. Result Rep EN. +2 REC. Only on plants.
60-61	Regenerate Limb: 1. Po. R1. Rit (v.diif/4). Regenerates lost limb in 1 week. Only on plants.
62-65	Cure Poison: 4. Sp. R1. Cancels persistent poison equal to result. Only on plants.
66-69	Cure Disease: 2. Po. Rit(diff/1), R1. Target disease spirit possession is banished. Only on plants.
70-73	Heal Wounds: 2. Po. R1. Heals hurt. Only on plants.
74	Regenerate Stat: 1. Po. R1. Rit (v. diff/4). Prep STAT except PW. Only on plants.
75	Renew: 4. Sp. R1. Result Rep STAT except PW. Only on plants.
76-77	Absorb Magic: 8. Sp. Persistent. If hit by a spell roll val vs result. If successful spell is cancelled and caster gains 1 PW.
78-79	Resist Spirit: 4. +Val PW to resist spirits.
80-83	Barkskin: 3. Sp. Persistent. Val AR.
84-85	Confusion: 8. Sp. Mag. Ranged. MT resist IN.
86	Spell Breaker: 8. Sp. Ranged. Reduce target persistent spell by result.
87-88	Enchanted Arrow: 10. Sp. Ranged. Elemental Fire.
89-90	Blur: 2. Sp. Persistent. Val DF.
91-92	Arrow Spirit: 2. Sp. Persistent. Target bow deals +val damage and has +val to range penalties.
93-94	Forest Strength: 4. Sp. Persistent. +val BD.
95-96	Plant Spirit: 8. Sp. Spi. Ranged. Persistent resist PW. -Result AG.
97-98	Hate Uz Possession: 1. Po. Spi. Dis: Hate Uz.
99-00	Hate Mostali Possession: 1. Po. Spi. Dis: Hate Mostali.

Aramite (Tusk Riders)

Aramite					Demolisher				
BD	8	AG	6	IN	6	CH	6	AT	8
DF	7	PW	6	AC	7	SE	6	RE	2
Long Spear, Dagger, Mace.									
SE(Night Vision): 6									
Tough: 2									

Tusker					Animal Nature				
BD	14	AG	5	IN	(7)	CH	(16)	AT	7
DF	6	PW	14	AC	6	SE	6	RE	0
Tusks									
Skin: 3. Val AR.									
Running: 6									
Large: 8									

Bloody Tusk religion.4 Rolls for starting NPC:

D100	Ability
01-05	Cunning: 2
06-15	Animal: 3
16-20	Stealth: 2
21-25	Survival: 2
26-30	Killing: 2
31-40	Tusker Rage: 6. Sp. Persistent. +val BD. No parry.
41-45	Tusker Strength: 2. Sp. Persistent. +val BD for all but wounds/EN.
46-50	Bloody Tusk: 2. Sp. Persistent. R1. Target tusker has +val AT.
51-55	Gouger: 6. Sp. Persistent. R1. Target tusker has +val to resist mind effecting magic and val bonus to fear saves.

56-65	Blood Sacrifice: 1. Po. Rit(Dif/4). R1. Target intelligent victim is sacrificed at the altar of the bloody tusk. The caster adds ½ of the victim's EN and PW to his/her own – this persists until the EN or PW is lost or drained.
66-70	Summon Darkness: 8. Sp. Ranged. Area Sphere x 3. Persistent. Vision red Val.
71-75	Flying Lance: 2. Sp. Persistent. +val AT with mounted Long Thrusting Spear.
76-80	Tusker Hide: 3. Sp. Persistent. +val AR.
81-85	Heal Tusker: 1. Po. R1. Target tusker has a hurt healed.
86-90	Speed Tusker: 4. Sp. R1. Persistent. Tusker has +val move.
91-95	Drink Blood: 1. Po. Caster drinks 1 pint of blood from an intelligent victim collected in the last day. S/he has a hurt cured.
96-00	Tusker Spirit: 4. Sp. Persistent. Caster has +val brave.

Beast Men

Satyr					Exuberance				
BD	12	AG	10	IN	8	CH	12	AT	7
DF	8	PW	18	AC	10	SE	8	RE	2
Club, Horns									
SE(Night Vision): 8									
Play Pipes: 8. Sp. CH vs IN. Ranged. Mind Control resist (Var). Choose when used: Grief(IN), Lust(CH-6/3 for Lustful), Joy(Cautious), Anger(Cautious), Sleep(BD), Panic(Brave) or act as emotion indicated.									
Skin: 1. Val AR.									

Kentaur					Protector				
BD	12	AG	7	IN	8	CH	12	AT	9
DF	7	PW	18	AC	10	SE	8	RE	2
Long Spear, Club, Self Bow.									
Large: 8									
Running: 8									
Skin: 1. Val AR.									

Minotaur					Demolisher				
BD	14	AG	6	IN	5	CH	10	AT	8
DF	7	PW	16	AC	8	SE	6	RE	2
Horns, Club, Great Axe (if can get one).									
Large: 8									
Skin: 2. Val AR.									

Mantikora					Animal Nature				
BD	16	AG	9	IN	5	CH	12	AT	10
DF	8	PW	18	AC	10	SE	8	RE	0
Claws.									
Stinger (Poison 20 Persistent resist BD)									
Large: 8									
Eat Brain 2. Po. R1. If eat victim's brain for next day has IN and CH of victim if this is higher and can use victim's abilities.									
Poison Resistant: 6									
Skin: 3. Val AR.									

Arachne Solara Religion: 4 Rolls for starting NPC:

D100	Ability
01-10	Brave: 2
11-20	Athletic: 2
21-30	Nature Lore: 2
31-40	Survival: 2
41-45	Stealth: 2

46-50	Perception: 2
51-55	Silence: 10. Sp. Ranged. Persistent. Area Sphere x 3. Red all noise Val.
55-60	Fear of Nature: 8. Sp. Mag. Ranged. Target makes fear check of result.
61-65	Blend into Background: 6. Sp. Persistent. –val all opponent's SE (min 1).
66-70	Bad-Going: 5. Sp. Persistent. Ranged. Area Circle x Val. Area becomes bad-going.
71-75	Lost: 2. Po. Mag. Dis: no sense of direction.
76-80	Will-o-Wisp: 8. Sp. Mag. Ranged. Mind Control resist IN. Victim is moved by caster and cannot attack.
81-85	Entangle: 8. Sp. Ranged. Area Effect Sphere. PT resist BD. Only where plants available.
86-90	Good-Going: 1. Po. Persistent. Character treats all going as good.
91-95	Law Possession: 1. Po. Spi. Dis: Hate Choas.
96-00	Fear Possession: 1. Po. Spi. Dis: Cowardly.

Chaos Creatures

Bagogi (Scorpion Men)

Bagogi					Animal Nature				
BD	10	AG	8	IN	4	CH	5	AT	7
DF	7	PW	7	AC	6	SE	6	RE	2
Fear Diff.									
Club, Target Shield.									
Stinger (Poison 16 Persistent resist BD)									
Large: 4									
Poison Resistant: 6									
Skin: 3. Val AR.									
No penalty for bad-going.									
Roll 1D: 1 = 3 chaos features, 2 = 2 chaos features, 3-4 = 1 chaos feature.									

Reborn Bagogi					Chaos				
BD	10	AG	8	IN	6	CH	8	AT	8
DF	8	PW	8	AC	6	SE	6	RE	2
Fear Diff.									
Club, Grab, Target Shield									
Stinger (Poison 16 Persistent resist BD)									
Large: 4									
Poison Resistant: 6									
Skin: 3. Val AR.									
No penalty for bad-going.									
Roll 1D: 1 = 3 chaos features, 2 = 2 chaos features, 3-4 = 1 chaos feature.									

A Scorpion Queen has the ability to devour intelligent beings so as to lay eggs which grow into reborn bagogi. For 1 PW sacrifice they will retain their skills and memories though be changed to type Chaos unless illuminated.

Bagog Religion. 4 Rolls for starting NPC: (only a reborn bagogi can be a NPC)

D100	Ability
01-10	Survival: 2
11-20	Stealth: 2
21-30	Athletic: 2
31-40	Carapace: 3. Sp. Persistent. Val AR.
41-50	Claws: 1. Po. Persistent. One hand turns into a claw – can be used to attack (and as an off-hand attack).
51-60	Jabbers: 1. Po. Persistent. One hand turns into a jabber (S Th) – can be used to attack (and as an off-hand attack).

61-65	Boost Venom: 3. Sp. Persistent. +val Poison.
66-70	Sprout Legs: 2. Sp. Persistent. Grow val extra legs. +val move and + val x 5 EN.
71-75	Seal Carapace: 2. Po. R1. Hurt or mortal wound counts as treated.
76-80	Clubbing: 1. Sp. Persistent. +val AT with blunt weapon.
81-85	Scuttle: 2. Sp. Persistent. +val AG.
86-90	Pincers: 2. Sp. Persistent. Grab is +val AT.
91-93	Stinger: 2. Sp. Persistent. Sting is + val AT.
94-96	Chaotic Horror: 2. Sp. Persistent. Enemeis are – val to fear checks if they can see caster.
97-00	Eat Power: 1. Po. Rit(Av/3). R1. Eat target victim whole. If victim has higher IN or PW then the character has this IN and PW until it is drained. The IN is also lost at 1 per day.

Broo

Broo					Chaos				
BD	8	AG	7	IN	6	CH	6	AT	7
DF	7	PW	6	AC	6	SE	6	RE	2
Fear Diff.									
1H Short Spear, Club, Javelin, Sling, Target Shield.									
Use headbutt as off hand weapon.									
Disease Resistance: 10									
Poison Resistant: 6									
Skin: 1. Val AR.									
Roll 1D: 1 = 3 chaos features, 2-3 = 2 chaos features, 4-5 = 1 chaos feature.									

The Religion. 4 Rolls for starting NPC:

D100	Ability
01-10	Survival: 2
11-15	Athletic: 2
16-20	Stealth: 2
21-25	Killing: 2
26-30	Chaos Spawn: 1. Po. Rit(Dif/1). R1. Persistent. Creates a chaos rift in target square. Any living thing cast into it is destroyed and a chaotic equivalent emerges.
31-35	Rebirth of Chaos: 1. En. Rit(Diff/1). Target gains a chaos feature (1D: 1-3 negative, 7-10 positive). Roll 1D on a score less than or equal to number of chaos features turn into a broo.
36-45	Chaos Guardian: 6. Sp. Persistent. +val BD + ½ Val AT. Only actions allowed are charge, attack or beat bodies to a pulp.
46-55	Sickening Stench: 8. Sp. Persistent. Damage Shield. Drain BD ½ Result.
56-60	Cauterise Wound: 1. Po. R1. Target hurt or mortal wound counts as treated but leaves a hideous scar.
61-65	Horns: Po. Persistent. Gain horns replacing headbutt..
66-70	Leaps and Bounds: 6. Sp. Persistent. Leaping.
71-75	Horror: 4. Sp. Persistent. All enemies in sight are –val to Fear checks.
76-80	Chaos Slime: 6. Sp. Persistent. Damage Shield. Acid.
81-90	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
91-95	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.
96-00	Hate Life Spirit: 1. Po. Spi. Ranged. Dis: Hate Life.

Broos also often follow Malia (Harpy) or other chaos cults.

Harpy

Harpy					Demolisher				
BD	6	AG	5	IN	6	CH	6	AT	7

DF	8	PW	8	AC	8	SE	8	RE	2
Claws.									
Disease Resistance: 6									
Skin: 1. Val AR.									
Flight: 16									

Malia Religion. 4 Rolls for starting NPC:

Disease Resistance: 6

D100	Ability
01-05	Survival: 2
06-10	Magic: 2
11-15	Stealth: 2
16-25	Killing: 3
26-30	Fear Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. –Result to Fear rolls.
27-29	Fear Possession: 1. Po. Spi. Ranged. Dis: Cowardly.
30-34	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
35-37	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.
38-42	Wasting Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain EN.
43-45	Wasting Possession: 1. Po. Mag. Ranged. Disease: -4 to all actions pdrain BD.
46-50	Brain Fever Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain IN ½ result.
51-53	Brain Fever Possession: 1. Po. Spi. Ranged. Incapacitated with fever. pdrain IN.
54-58	Soul Waste Spirit: 6. Sp. Spi. Ranged. Persistent. resist BD. Drain PW ½ result.
59-61	Soul Waste Possession: 1. Po. Spi. Ranged. Disease: Cowardly. pdrain PW.
62-66	Shakes Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain AT ½ result.
67-69	Shakes Possession: 1. Po. Spi. Ranged. Disease: -4 to all physical actions. pdrain AT.
70-74	Black Boils Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain CH ½ result.
75-77	Black Boils Possession: 1. Po. Spi. Ranged. Disease: -4 to all social skills. pdrain CH.
78-82	Bow Leg Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain AG ½ result.
83-85	Bow Leg Possession: 1. Po. Spi. Ranged. Disease: -4 move. pdrain AG.
86-89	Frozen Limb Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain DF ½ result.
90-91	Frozen Limb Possession: 1. Po. Spi. Ranged. Disease: -2 AT. pdrain DF.
92-94	Slow Thought Spirit: 6. Sp. Spi. Ranged. Persistent. resist BD. Drain AC ½ result.
95	Slow Thought Possession: 1. Po. Spi. Ranged. Disease: -2 all actions. pdrain AC.
96-97	Burning Eye Spirit: 8. Sp. Spi. Ranged. Persistent. resist BD. Drain SE(all vision) ½ result.
98	Burning Eye Possession: 1. Po. Spi. Ranged. Disease: Blind. pdrain SE(all vision).
99-00	Cure Disease: 1. Po. Rit(diff/1), R1. Target disease spirit possession is banished.

Malia causes disease. Disease Possession causes a character to be attacked once per day by the disease making a disease resistance (BD and any modifiers). Roll is difficult against minor possession, v. difficult against major. Failure causes the effect and the character loses 1 off a stat (permanent stat drain). Each day anyone comes into contact with victim they are attacked as a Spi attack with the possessions original PW and can be possessed as well.

Krashtkid

Krashtkid					Soldier				
BD	12	AG	8	IN	(8)	CH	8	AT	9
DF	7	PW	15	AC	8	SE	4	RE	2
Claws.									
Bite (Poison 20. Persistent resist BD).									
Acid Tongue: 10. R13. Acid.									

Spit Pratzim: 8. Ranged. PT resist BD.
Skin: 5 AR.
Brave: 6
Fear Diff.
SE(Darksense): 8
Large: 4
No move penalties in tunnels in any direction.

Most followers of Krasht are Krashtkids but they can never be NPCs. Instead NPCs are usually humans or other intelligent creatures.

Krasht Religion. 4 Rolls for starting NPC:

D100	Ability
01-05	Athletics: 2
11-15	Gymnastics: 2
16-25	Killing: 3
26-35	Stealth: 3
36-40	Perception: 2
41-45	Waiting Mouth: 1. Po. Persistent. Bite. +val damage.
46-50	Tunnel Crawler: 1. Po. No move penalties in tunnels in any direction. +Val move.
51-55	Tongue of Krasht: 8. R13. Acid.
56-60	Spit Pratzim: 8. Ranged. PT resist BD.
61-65	Skin of Krasht: 5. Po. Val AR.
66-70	Net: 8. R2. PT resist AG. Needs a free hand holding net. Cannot be reused whilst a target is trapped.
71-75	Sweat Acid: 8. Sp. Persistent. Damage Shield. Acid.
76-80	Mind Fog: 8. Sp. Mag. Ranged. Drain IN ½ Result.
81-83	Acid Blood: 8. Sp. Mag. Ranged. Acid. Ignores armour.
84-87	Ichors of Krasht: 8. Sp. Ranged. Area effect Sphere. PT resist BD. Persistent.
88-91	Silence: 10. Sp. Ranged. Persistent. Area Sphere x 3. Red all noise Val.
92-98	SE(Darksense): 4
99	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
00	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.

Ogre

Ogre					Chaos				
BD	8	AG	8	IN	8	CH	8	AT	8
DF	8	PW	8	AC	8	SE	8	RE	4
Weapons, Armour, Shield – depends on background.									
On a roll of 1 on 1D has a chaotic feature.									

Cacodemon Religion. 4 Rolls for starting NPC:

D100	Ability
01-10	Stealth: 2
11-20	Killing: 2
21-30	Cunning: 2
31-40	Spit Acid: 8. Sp. Ranged. Acid.
41-50	False Form: 2. Po. Caster appears human to all senses as long as s/he lacks gross chaos features and does not detect as chaotic.
51-55	Wings of Cacodemon: 10. Sp. Persistent. Caster grows large leathery wings and can fly at val
56-60	Claws of Cacodemon: 2. Po. Persistent. Caster has claws dealing +val damage.
61-65	Skin of Cacodemon: 4. Po. Persistent. Val AR.
66-68	Summon Cacodemon: 1. En. Rit(Diff/6). R1. Requires the sacrifice of 6 intelligent creatures. Summons a cacodemon.

69-73	Blood Sacrifice: 1. En. Ritt(Diff/4). Sacrifice intelligent creatures and gain 1 permanent PW for every 10 PW of the victims. Can only be done in Dark Season, Death Week, Wildday.
74-79	Pain: 8. Sp. Mag. Ranged. Persistent resist Brave. -1/2 result to all actions.
80-86	Mark of Chaos: 1. Po. Persistent. Gain chaos feature – on 1-3 it is negative, 7-10 positive. On a roll of 1 it is permanent and the caster loses 1 val from this spell. If a roll of 1D is less than or equal to number of chaos features turn into a broo.
87-93	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
94-95	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.
96-98	Hate Humans Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest human.
99-00	Hate Humans Possession: 1. Po. Spi. Ranged. Dis: Hate Humans.

Cacodemon					Chaos				
BD	15	AG	10	IN	10	CH	15	AT	12
DF	8	PW	20	AC	12	SE	10	RE	0
Claws									
Has 1D positive chaos features.									
Flying: 18									
SE (Night Vision): 10									
Skin: 8. Val AR.									
Large: 16									
Fear V. Diff.									
Brave: 10									

Vampire

Ex-Human Vampire					Chaos				
BD	16	AG	8	IN	8	CH	8	AT	8
DF	8	PW	8	AC	8	SE	8	RE	5
Fear V. Diff.									
Weapons, Armour, Shield – depends on background.									
Gaze: 8. CH vs IN. R5. Mind Control resist IN. Act as though vampire is master.									
Bite (if deals damage also deals 1/2 damage as BD and PW drain. Drained BD and PW repairs vampires own BD and PW).									
Immunity to solid damage except from iron, silver or enchanted runemetal.									
Resist Mind Control: 10.									
SE (IR Vision): 8									
SE (Night Vision): 8									
Transform to Mist: 3. +val escape.									
Immune to aging, disease and poison.									
Undead: only eliminated by removing head and burning body.									
Curse of Stagnation: takes 5 XP for 1 XP improvement.									
Curse of Blood: take 1 BD drain per day. Can only recover to a maximum of 5 and only by lying in own grave earth.									
Curse of the Spirit: can't recover PW.									
The Curse of Appearance: a vampire has pale, glassy skin, sharp incisors and unusually coloured eyes (black, pale blue, red etc.).									
The Curse of Death: a death rune presented towards a vampire by a death cultist causes the vampire to receive a Mag attack. Persistent resist PW. While positive cannot move closer to death cultist.									
The Curse of Fire: a vampire takes 1 BD drain/turn from direct sunlight. Fire damages vampires. Vampires have no reflection and no shadow.									
The Curse of Earth: a vampire must lie during the day in its grave earth or take 1 BD drain/day.									

The Curse of Water: if a vampire touches running water it takes 1 BD drain/turn unless the water is in a swamp or marsh. If touched by water from the River Styx it is destroyed.

Vivamort Religion. 4 Rolls for starting NPC:

D100	Ability
01-10	Stealth: 2
11-20	Athletic: 2
21-30	Killing: 2
31-40	Cunning: 2
41-50	Magic: 2
51-60	Ecstatic Communion: 8. Sp. Mag. R5. MT resist IN.
61-65	Hide from Magic: 10. Reduce all magic detection and senses by val.
66-70	Pass Unseen: 8. Sp. Persistent. Reduce SE(Vision) Val.
71-75	Repel Spirit: 6. +Val PW resist spirits.
76-80	Resist Magic: 6. +Val resist magic.
81-85	Create Vampire: 1. En. Rit(Diff/1). 6 BD and 6 PW drain. The target is killed during the ritual 24 hours later the victim rises as a vampire. The target must obey direct orders from its creator.
86-90	Animate Skeleton: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
91-95	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a zombie to serve the caster.
96-00	Create Ghost: 7. Po. Rit(V.Diff/2). R1. Creates a ghost with PW equal to result and IN equal to ½ result bound to guard an area of 10 radius against all but named targets.

Other Chaos Creatures

These chaos creatures have no religion and hence no random table but are often NPCs anyway – especially if tough.

Brindithium (Chaos Goat)					Chaos				
BD	18	AG	8	IN	(8)	CH	(16)	AT	10
DF	8	PW	18	AC	8	SE	8	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
Sticky Skin: 15. Damage Shield. PT resist BD.									
Hideous Stench: 8. Area Sphere x 2. vs BD. Persistent resist BD. -1/2 result to all actions.									
Large: 8									
Skin: 6. Val AR.									
SE(Night Vision): 8									

Urgan (Slime Snake)					Chaos				
BD	18	AG	6	IN	(8)	CH	(16)	AT	10
DF	8	PW	20	AC	10	SE	8	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
Bite, Grab, Crush..									
Paralysing Gaze: 10. vs PW. Ranged. Drain AC ½ result.									
Large: 12									
SE(Night Vision): 8									
SE(IR Vision): 8									
Skin: 8 Val AR.									

Zeech (Slithering Whale)					Chaos				
BD	25	AG	6	IN	(8)	CH	(16)	AT	10
DF	6	PW	20	AC	6	SE	8	RE	0

Fear Diff
On a roll of 1 on 1D has a chaotic feature.
Swimming: 8
Bite
Large: 24
<p>Magic Sparkles: effects any non-chaos creature within 30 squares each turn. Attacks as Mag. Roll 1D for ach target:</p> <ol style="list-style-type: none"> Nothing. Drain AG ½ result. Drain AC ½ result Drain AT ½ result. ½ result damage through armour. All persistent spells on target are reduced by result Result PT resist BD. Result MT resist IN. Result Mind Control resist IN. No actions except charge to contact whale then attack without parrying. Result Mind Control resist IN. Attack nearest friend – no parry.
SE(Night Vision): 8
Skin: 14. Val AR.

Red Gorp					Chaos				
BD	14	AG	6	IN	(3)	CH	(10)	AT	8
DF	6	PW	20	AC	6	SE	0	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
SE(Chemical/Touch): 4									
Grab									
Acid: 8. Damage Shield. Acid.									
Large: 12									
Immune to solid or physical damage, disease and poison. Can't be mind controlled (no mind).									

Bastok (Chaos Wyvern)					Chaos				
BD	18	AG	10	IN	(8)	CH	(16)	AT	10
DF	8	PW	18	AC	10	SE	8	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
SE(Night Vision): 8									
SE(IR Vision): 8									
Skin: 10 Val AR.									
Elemental Shield: 8. Red elemental attacks by val.									
Bite									
Singer (Poison 22. Persistent resist BD).									
Spit Acid: 10. Ranged. Acid.									
Large: 12									

Do-Karal (Jack-o-Bear)					Chaos				
BD	16	AG	10	IN	8	CH	16	AT	10
DF	10	PW	25	AC	12	SE	8	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
SE(Night Vision): 8									
Paralysing Gaze: 14. vs PW. Ranged. Drain AC ½ result.									
Claws									
Large: 4									
Skin: 2. Val AR.									

Dragonsnail					Chaos				
BD	14	AG	6	IN	(4)	CH	(10)	AT	8
DF	6	PW	20	AC	6	SE	4	RE	0
Fear Diff									
1 Chaos Feature + Roll 1D: 1 = +3 chaos features, 2-3 = +2 chaos features, 4-5 = +1 chaos feature.									
SE(Chemical/Touch): 4									
Bite x number of heads.									
Immune to Mind Control.									
Large: 10									
Skin and Shell: 6. Val AR.									

Gorp					Chaos				
BD	10	AG	6	IN	(3)	CH	(10)	AT	8
DF	6	PW	20	AC	6	SE	0	RE	0
Fear Diff									
On a roll of 1 on 1D has a chaotic feature.									
SE(Chemical/Touch): 4									
Grab									
Acid: 8. Damage Shield. Acid.									
Large: 8									
Immune to solid or physical damage, disease and poison. Can't be mind controlled (no mind).									

Lesser Hydra					Chaos				
BD	18	AG	8	IN	(8)	CH	(16)	AT	10
DF	8	PW	25	AC	12	SE	8	RE	0
Fear Diff									
Chaos Feature: Roll 1D: 1 = 3 chaos features, 2-4 = 2 chaos features, 5-8 = 1 chaos feature.									
SE(Night Vision): 8									
Elemental Shield: 8. Red elemental attacks by val.									
Skin: 8. Val AR.									
Bite (Poison 22. Persistent resist BD) x number of heads.									
Large: 12									

Greater Hydra					Chaos				
BD	25	AG	8	IN	(12)	CH	(24)	AT	16
DF	12	PW	30	AC	18	SE	12	RE	0
Fear E. Difficult									
Chaos Feature: Roll 1D: 1 = 3 chaos features, 2-4 = 2 chaos features, 5-8 = 1 chaos feature.									
SE(Night Vision): 8									
Elemental Shield: 8. Red elemental attacks by val.									
Skin: 12. Val AR.									
Bite (Poison 30. Persistent resist BD) x number of heads.									
Large: 30									

Stoorworm					Chaos				
BD	16	AG	10	IN	8	CH	(18)	AT	12
DF	9	PW	25	AC	10	SE	8	RE	0
Fear Diff									
Chaos Feature: Roll 1D: 1 = 3 chaos features, 2-3 = 2 chaos features, 3-5 = 1 chaos feature.									
SE(Night Vision): 8									
Elemental Shield: 8. Red elemental attacks by val.									

Skin: 9. Val AR.
Bite.
Large: 10
Poison Breath: 12. R1. Cone. Persistent resist BD. ½ result ignores armour.
Flight: 12

Headhanger					Chaos				
BD	14	AG	8	IN	(6)	CH	(12)	AT	10
DF	10	PW	20	AC	12	SE	8	RE	0
Fear V. Diff									
Chaos Feature: Roll 1D: 1 = 2 chaos features, 2 = 1 chaos features.									
SE(Night Vision): 8									
Claws, Small Bite (1/2 BD- not sharp) x number of heads.									
Eat Head: vs DF. R1. If target mortally wounded or reduced to 0 EN makes this attack as an automatic follow up. Snips off and swallows head. Targets spirit (IN and PW) is trapped in head and can be used by headhanger (only intelligent targets). Drains 1 permanent PW per week from the head and adds 1 permanent BD. Headhangers loose 1 permanent BD/week. When head reaches 0 PW the spirit is annihilated and the head dies and drops off. Headhangers can also eat the heads of victims they capture at the end of combat.									

Fang Snake					Chaos				
BD	8	AG	8	IN	(4)	CH	(8)	AT	8
DF	10	PW	12	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Bite (Poison 25. Persistent resist BD).									
Skin: 4. Val AR.									

Rainbow Snake					Chaos				
BD	10	AG	10	IN	(4)	CH	(8)	AT	9
DF	10	PW	15	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Bite.									
Skin: 4. Val AR.									
Paralysis Aura: 9. Area Sphere. Mag. MT resist PW. Only works on non-chaos creatures.									

Slime Snake					Chaos				
BD	12	AG	8	IN	(4)	CH	(8)	AT	8
DF	8	PW	15	AC	8	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Grab (-4 resist due to slime), Crush									
Skin: 5. Val AR.									
Large: 4									

Spine Snake					Chaos				
BD	8	AG	10	IN	(4)	CH	(8)	AT	8
DF	10	PW	12	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									

Spines: 8. Ranged. Solid. Sharp.									
Skin: 4. Val AR.									

Weapon Snake					Chaos				
BD	10	AG	8	IN	(4)	CH	(8)	AT	8
DF	10	PW	12	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Males: Broadsword, Females: Mace.									
Skin: 4. Val AR.									

Spit Snake					Chaos				
BD	6	AG	8	IN	(4)	CH	(8)	AT	8
DF	10	PW	12	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Spit: 8. R10. Acid.									
Skin: 4. Val AR.									

Stake Snake					Chaos				
BD	8	AG	8	IN	(4)	CH	(8)	AT	8
DF	10	PW	12	AC	10	SE	6	RE	0
Fear Avg									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
SE(IR Vision): 6									
Stake: 8. Thrown. Sharp. Snake flies to hit target.									
Skin: 4. Val AR.									

Walktapus					Chaos				
BD	16	AG	12	IN	8	CH	(16)	AT	12
DF	12	PW	20	AC	14	SE	10	RE	0
Fear Diff									
Chaos Feature: Roll 1D: 1 = 1 chaos features.									
Grab, Crush x 4									
SE(Night Vision): 10									
Toughness: 8									
Bite (Poison 25. Persistent resist BD).									
Skin: 4. Val AR.									
Only killed by being dissolved in concentrated acid otherwise each part regenerates into a new walktapus in about 3 days.									

Other Chaos Cults

These tables are not associated with a particular chaos race but may be followed by them or other normally non-chaotic creatures.

Krjalk

Krjalk Religion. 4 Rolls for starting NPC:

D100	Ability
01-10	Stealth: 2
11-20	Killing: 2

21-30	Ritual of Conversion: 1. Po. R1. Persistent. Willing target gains a positive chaos feature for 1 day. Roll 2D – if score is equal to or less than the number of times target has been give a feature roll 1D: <ol style="list-style-type: none"> 1. Target has 1D chaos features (randomly positive or negative) for the next 1D days. 2. Target is tainted by chaos and detects as a chaos creature. 3. Target turns into a broo. 4. Target is warped into a chaos monstrosity. Each STAT randomly either goes up or down 1D. The target becomes Hideous and gains 3 chaos features. Roll randomly to see if they are positive or negative. 5-6. Target gains a negative chaos feature. 7-8. Target gains a positive chaos feature. 9-10. Target gains an unusual appearance e.g. little horns, strange coloured eyes etc.
31-50	Become Krjalk: 1. Po. Persistent. All chaos features and their physical effects disappear but the NPC still detects as chaotic.
51-60	Power Drain: 6. Sp. Mag. Ranged. Drain PW ½ result.
61-70	Dismiss Magic: 8. Sp. Ranged. Target persistent spell is reduced by result.
71-80	Wall of Chaos: 8. Sp. Ranged. Line. Persistent. Anyone crossing barrier must resist Result vs PW or gain a negative chaos feature for 1 day. On a roll of 1 on 1D the result is permanent.
81-90	Cause Fear: 8. Sp. Mag. Ranged. Fear check of result.
91-95	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
96-00	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.

Thanatar

Thanatar Religion. 4 Rolls for starting NPC:

D100	Ability
01-05	Stealth: 3
06-10	Killing: 3
11-15	Perception: 2
16-20	Athletic: 2
21-25	Gymnastic: 2
26-30	Academic: 2
31-35	Language: 2
36-40	Magic: 2
41-45	Cunning: 3
46-48	Atyar's Knowledge Eater: 1. Po. Rit(Diff/0.1). R1. The caster touches a piece of writing equivalent to a small book or scroll. The caster has perfect recall of the writing and the writing itself is completely destroyed.
49-60	Head of Than: 1. En. Mag. R1. If the spell succeeds the target's spirit is trapped inside its severed head which remains as an undead. Also as the spell is cast roll 1D. On a roll of 1 the caster gains a chaos feature (randomly positive or negative). As long as the head is carried the caster can use any spells or skills the victim knew at 1 vall lower. The caster can also use the victim's temporary PW but the victim does not regain this and if reduced to 0 temporary PW the victims spirit escapes and the head starts to decay. The owner can give PW back to the head. The spirit also escapes if the head is destroyed.
61-64	Atyar's Consume Mind: 1. En. Mag. Rit(V.Diff/4). Target is permanently drained to IN 5. The caster gains ½ IN drained as temporary IN but it is not lost unless drained.
65-67	Clubbing: 1. Sp. Persistent. +val AT with blunt weapon.
68-70	Searing Cold: 8. Sp. Ranged. Elemental(Cold).
71-73	Snuff: 4. Sp. Ranged. Reduce elemental fire (persistent) magic or normal by result.

74-76	Cause Fear: 8. Sp. Mag. Ranged. Fear check of result.
77-79	Mind Fog: 8. Sp. Mag. Ranged. IN drain ½ result.
80-81	Animate Skeleton: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
82-83	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
84-88	Darklight: 6. Sp. Area Sphere x Val. Persistent. Illuminates with light only visible to Thanatar cultists.
89-90	Death: 8. Sp. Mag. Ranged. ½ result BD drain.
91-93	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
94-95	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.
96-98	Hate Knowledge Spirit: 8. Sp. Spi. Ranged. Persistent resist PW. -1/2 result IN.
99-00	Hate Knowledge Possession: 1. Po. Spi. Ranged. Dis: Hate Knowledge.

Pocharngo

Porcharngo Religion. 4 Rolls for starting NPC:

D100	Ability
01-10	Survival: 2
11-20	Stealth: 2
21-30	Killing: 2
31-40	Cunning: 2
41-50	Chaos Mutant: 1. En. NPC has a positive chaos feature and chaos features don't risk turning into a broo.
51-60	Shambling Horror: 1. En. NPC gains 3 positive and 1 negative chaos feature and gains the disadvantage: monstrous. Each subsequent use gains two positive and a negative feature.
61-70	Consume: 8. Sp. Mag. Ranged. Persistent resist PW. Damage ignores armour.
71-75	Corruption: 1. En. Mag. R1. Persistent, no resistance, result decreases by 1 a turn. Each turn target gains 1 random chaos feature (positive or negative). No risk of turning into a broo.
76-80	Create Gorp: 1. Po. R1, Creates a gorp out of earth.
81-85	Withering: 1. Po. Mag. Ranged. Target rolls on the mortal wound table – but is not disabled and does not require treatment to survive..
86-90	Spawn: 1. Po. Rit(Diff/1). R1. Turns a natural creature into the equivalent chaos creature. It must serve the caster whilst it lives. For example human becomes greyskin. Rat becomes slime rat etc.
91-95	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
96-00	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.

Dragons

Scout Dragonewt					Draconic				
BD	6	AG	8	IN	6	CH	6	AT	6
DF	8	PW	6	AC	6	SE	6	RE	3
Darts, Sling, Dagger.									
NB: always Follower.									

Warrior Dragonewt					Draconic				
BD	10	AG	8	IN	8	CH	8	AT	8
DF	8	PW	10	AC	8	SE	8	RE	4
Broadsword, Self Bow, Darts, Dagger.									
Skin: 4. Val AR.									
NB: Usually 0-40 XP.									

Noble Dragonewt					Draconic				
BD	10	AG	10	IN	12	CH	14	AT	10
DF	10	PW	16	AC	10	SE	8	RE	6

Skin: 2. Val AR.									
Dragonbone Armour: 7. Val AR. -1 AG. -1 DF.									
Broadsword, Stave Bow, Darts, Dagger (all enchanted dragonbone (as bronze) and +2 damage if used by a dragonewt).									
NB: Usually 41-70 XP.									

Ruler Dragonewt					Draconic				
BD	18	AG	12	IN	20	CH	20	AT	12
DF	12	PW	35	AC	16	SE	12	RE	8
Skin: 10. Val AR.									
Broadsword, Stave Bow, Darts, Dagger (all enchanted dragonbone (as bronze) and +2 damage if used by a dragonewt).									
Large: 8									
Flying: 16									
NB: Usually 71-100 XP with some hero abilities.									

Masgisaur					Animal Nature				
BD	14	AG	8	IN	16	CH	16	AT	8
DF	8	PW	20	AC	10	SE	8	RE	2
Skin: 6. Val AR.									
Large: 8									

Dream Dragon					Animal Nature				
BD	25	AG	12	IN	7	CH	20	AT	14
DF	10	PW	30	AC	14	SE	10	RE	0
Fear Diff									
Bite, Claws									
Breath: 16. R1. Cone. ½ result poison ignores armour or Elemental.									
Skin: 12. Val AR.									
Large: 20									
SE (IR Vision): 10									
Flying: 20									
Elemental Shield: 8. Red elemental attacks by val.									

Wyrm					Explorer				
BD	15	AG	14	IN	18	CH	18	AT	10
DF	10	PW	25	AC	12	SE	10	RE	5
Bite									
Skin: 9. Val AR.									
Large: 12									
Flying: 18									

Dragon					Draconic				
BD	25	AG	12	IN	25	CH	30	AT	14
DF	10	PW	45	AC	20	SE	20	RE	0
Fear E. Diff									
Bite, Claws -all as area effects									
Breath: 35. R1. Cone. ½ result poison ignores armour or Elemental.									
Skin: 15. Val AR.									
Large: 80									
SE (IR Vision): 20									
Flying: 20									
Elemental Shield: 16. Red elemental attacks by val.									
NB: usually 101+ XP with many Hero abilities.									

Small Demi Bird					Animal Nature				
BD	10	AG	8	IN	(4)	CH	(8)	AT	6

DF	7	PW	10	AC	7	SE	7	RE	0
Bite									
Skin: 3. Val AR.									
Running: 6									
Large: 6									

Large Demi Bird					Animal Nature				
BD	12	AG	8	IN	(4)	CH	(8)	AT	7
DF	7	PW	10	AC	7	SE	7	RE	0
Bite									
Skin: 4. Val AR.									
Running: 6									
Large: 8									

Darvan					Animal Nature				
BD	18	AG	4	IN	(3)	CH	(16)	AT	6
DF	5	PW	16	AC	5	SE	4	RE	0
Horn.									
Skin: 8. Val AR.									
Running: 6									
Brave: 5									
Large: 20									

Wyvern					Animal Nature				
BD	18	AG	10	IN	8	CH	16	AT	10
DF	8	PW	18	AC	10	SE	8	RE	0
Fear (-2)									
SE(Night Vision): 8									
SE(IR Vision): 8									
Skin: 10 Val AR.									
Elemental Shield: 8. Red elemental attacks by val.									
Bite									
Singer (Poison 22. Persistent resist BD).									
Large: 12									

Draconic Religion. 4 Rolls for starting NPC (Dragonewts, Dragons, Magisaur, Wyrms):

D100	Ability
01-10	Athletic: 2
11-20	Stealth: 2
21-30	Academic: 2
31-40	Magic: 3
41-45	Avoid Detection: 4. Sp. Persistent. +val Stealth.
46-50	Frightful Visage: 1. Sp. Persistent. Caster causes Fear – val or increases fear by val.
51-55	Sinuous Body: 3. Sp. Persistent. Val DF.
56-60	Breath Fire: 9. Po. Persistent. Whilst active has the ability to use: R1. Area Cone. Elemental(Fire).
61-65	Dragon Might: 6. Sp. Persistent. Val BD.
66-70	Dragon Claw: 3. Po. Persistent. Caster has Claws dealing +val damage.
71-75	Scorn Wounds: 1. Po. Persistent. Caster can drain PW to ignore damage 5/PW.
76-80	Sprout Wings: 12. Po. Persistent. Caster can fly val.
81-84	Don Dragonbone Armour: 4. Po. Rit(Diff/0.5). Dragonbone armour has +val AR.
85-88	Heroic Leap: 21. Po. Persistent. Can leap val.
89-92	Lighting Fast: 1. Po. Persistent. 2 actions.
93-94	Reflect Magic: 8. Sp. Persistent. Roll val vs attacking magic. On success reflect at caster.
95-96	Strike Soul: 8. Sp. Mag. Ranged. ½ result PW drain.

97-98	Reflect Elemental Attack: 8. Sp. Persistent. Roll val vs attacking element. On success reflect at caster.
99-00	Show Dragon Soul: 8. Sp. Area Effect Sphere x val. Fear check -val.

Giants

Dringi					Mysterious Endeavour				
BD	20	AG	6	IN	6	CH	12	AT	8
DF	6	PW	20	AC	6	SE	6	RE	4
Maul.									
Skin: 10. Val AR.									
SE (Dark Vision): 8									
SE (dark Sense): 4									
Elemental Resistance: 8									
Large: 14									
Running: 4									
Immune to Mind Control.									

Mountain Giant					Demolisher				
BD	16	AG	6	IN	5	CH	12	AT	8
DF	6	PW	20	AC	6	SE	6	RE	4
Club									
Skin: 5. Val AR.									
Elemental Resistance: 8									
Large: 12									
Running: 4									

True Giant					Mysterious Endeavour				
BD	25	AG	6	IN	16	CH	18	AT	10
DF	6	PW	35	AC	10	SE	20	RE	8
All attacks as area effect.									
Skin: 12. Val AR.									
Elemental Resistance: 12									
Large: 60									
Running: 4									

Intelligent Animals

Baboon

Baboon					Tribal Loyalty				
BD	8	AG	8	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	2
Bite, 2H Short Spear									
Skin: 2. Val AR.									
Running: 4 (on all fours – can't carry anything).									

Grandfather Baboon. 4 Rolls for starting NPC:

D100	Ability
01-10	Athletic: 3
11-20	Survival: 2
21-25	Killing: 2
26-35	Stealth: 3
36-45	Nature Lore: 2
46-50	Cunning: 2
51-60	Cautious: 2

61-65	Baboon Strength: 4. Sp. Persistent. +val BD.
66-70	Iron Fur: 4. Sp. Persistent. +val AR.
71-75	Iron Tooth: 2. Sp. Persistent. +val damage with teeth.
76-80	Fight Praxian Magic: 4. +val PW against Praxian spirits and spells.
81-85	Rally Band: 4. Sp. Area Sphere x Val. All band members can roll Fear +val to rally.
86-90	Howl of Courage: 1. Sp. Area Sphere x 6 Persistent result. Band members in sphere get +1 AT – no more than one howl active at a time.
91-95	Hurt from a Distance: 6. Sp. Mag. Ranged. ½ result damage. Ignores armour.
96-00	Run Faster: 2. Sp. Persistent. +val AG.

Durulz

Durulz (Duck)					Tribal Loyalty				
BD	4	AG	6	IN	6	CH	6	AT	6
DF	8	PW	6	AC	6	SE	6	RE	2
Dagger, Throwstick									
Swimming: 6									

NPCs usually worship Humakt, Orlanth or River Gods.

Morokanth

Morokanth					Tribal Loyalty				
BD	10	AG	6	IN	6	CH	6	AT	6
DF	6	PW	6	AC	6	SE	6	RE	2
Claws, 2H Short Spear.									
Running: 4 (on all fours – can't carry anything).									
No thumbs – can't hold things well.									

NPCs usually worship Waha or Eiritha. Waha worshippers have the following changes to their ability table:

No Herdbeast and no automatic disadvantage.

36-45	Brave: 2
56-60	Beast Hater Spirit: SE(10). Detect Herdbeast.
86-90	Call Dark Eater: 8. Sp. Ranged. Area Effect. Within area all SE is reduced by result. Drain BD ½ result within area. Persistent.
96-97	Hate Human Possession: 1. Po. Spi. Dis: Hate Humans.

Eiritha worshippers have the following changes to their ability table:

No Herdbeast and no automatic disadvantage.

Newtling

Newtling					Tribal Loyalty				
BD	5	AG	7	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	2
Trident, Sling, LNM (fishskin), Target									
Swimming: 6									

NPCs usually worship river gods.

Spiders

Great Spider					Tribal Loyalty				
BD	10	AG	10	IN	8	CH	6	AT	8
DF	8	PW	10	AC	8	SE	5	RE	0
Grab, Stinger (Poison 20. Persistent resist BD)									
SE (Night Vision): 5									
Poison Resistance: 6									
Web: 18. R1. Area 1 square. PT resist BD. Persistent. Not useable as an attack – only makes barrier. Spider is immune.									
Skin: 5 AR.									
Large: 4									

Lesser Spider					Tribal Loyalty				
BD	8	AG	8	IN	(8)	CH	(6)	AT	7
DF	7	PW	8	AC	8	SE	5	RE	0
Grab, Stinger (Poison 20. Persistent resist BD)									
SE (Night Vision): 5									
Poison Resistance: 6									
Web: 18. R1. Area 1 square. PT resist BD. Persistent. Not useable as an attack – only makes barrier. Spider is immune.									
Skin: 5 AR.									

Aranea. 4 Rolls for starting NPC:

D100	Ability
01-10	Athletic: 2
11-20	Stealth: 3
21-30	Killing: 2
31-40	Survival: 2
41-50	Nature Lore: 2
51-55	Perception: 2
56-65	Transform Head: 2. Po. Persistent. If non spider gain Stinger (Poison 20. Persistent resist BD). Stinger +val damage and +val poison.
66-70	Transform Body: 2. Po. Persistent. Gain + val AR, + val web. If non-spider ability to spin webs 18 and skin AR 5.
71-75	Transform Limbs: 2. Po. Persistent. +val AG. If non-spider gain immunity to webs.
76-80	Speak with Others: 2. Po. Persistent. Gain ability to speak to and understand other Aranea cultists of any race.
81-85	Throw Web: 8. Sp. Ranged. Area Effect Sphere. PT resist BD.
86-90	Web of Darkness: 8. Sp. Ranged. Area Effect Sphere. Drain SE(Vision) ½ Result.
91-95	Fear of Spiders: 2. Sp. Persistent. Cause fear val in non-spiders or Aranea worshippers.
96-00	Seal Carapace: 2. Po. R1. Aranea worshipper or spider has a hurt healed.

Mostali

Iron Mostali					Mysterious Purpose				
BD	8	AG	4	IN	6	CH	6	AT	8
DF	6	PW	6	AC	6	SE	4	RE	6
Greataxe, Crossbow, HM									
Wear Armour: 2. Reduce all penalties for armour by 2.									
Toughness: 2									
SE (Night Vision): 4									
SE (Darksense): 4									

Elemental Shield: 4. Val AR vs Elements.
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Individualist Dwarf					Greed				
BD	8	AG	4	IN	7	CH	7	AT	7
DF	6	PW	7	AC	6	SE	4	RE	5
Warhammer, Crossbow, Theuros, HM									
Wear Armour: 2. Reduce all penalties for armour by 2.									
Toughness: 2									
SE (Night Vision): 4									
SE (Darksense): 4									
Elemental Shield: 4. Val AR vs Elements.									

Gobbler					Mysterious Purpose				
BD	12	AG	6	IN	(8)	CH	(8)	AT	7
DF	7	PW	14	AC	8	SE	6	RE	0
Claws									
Skin: 8. Val AR.									
Large: 8									
SE (Night Vision): 6									
SE (Darksense): 4									
Elemental Shield: 6. Val AR vs Elements.									
SE (Detect Hunted Substance): 10.									

Jolanti					Mysterious Purpose				
BD	12	AG	6	IN	6	CH	6	AT	6
DF	6	PW	16	AC	6	SE	4	RE	0
Skin: 10. Val AR.									
Large: 8-30									
SE (Night Vision): 4									
SE (Darksense): 4									
Elemental Shield: 6. Val AR vs Elements.									
SE (Detect Hunted Substance): 10.									

Iron Mostal. 4 Rolls for starting NPC:

D100	Ability
01-10	Athletic: 2
11-20	Military Lore: 2
21-25	Academic: 2
26-30	Perception: 2
31-35	Chop Tress: 3. Sp. Persistent. +val damage against plants e.g. Aldryami.
36-45	Immovable Body: 4. +val BD to resist KB or any pability that causes movement.
46-55	Incandescent Hammer: 9. Sp. Ranged. Elemental (Fire).
56-65	Shred Darkness: 8. Ranged. Area Sphere. Drain SE(Vision, Darkvision, Darksense) ½ result.
66-75	Unstoppable Advance: 6. Sp. Persistent. As the caster moves forward it can move through enemy squares as long as BD+val modified exceeds opponents BD. Opponent is pushed aside if possible, otherwise back.
76-85	Stabilise Weapon: 1. Po. Persistent. Target weapon is not damaged by any attack.
86-95	Stabilise Armour: 1. Po. Persistent. Target armour is not damaged by any attack.
96-00	Enchant Iron: 2. En. Rit(v.diff/6). R1. Enchants iron armour or weapon.

Nar Sylla (Wind Children)

Nar Sylla					Exuberance				
BD	4	AG	8	IN	6	CH	8	AT	6
DF	10	PW	10	AC	10	SE	10	RE	2

Sling
Flight: 20
SE (Night Vision): 5
Air Shield: 6. Val AR vs Elemental Cold and Air.

Usually worship Orlanth.

Uz

Enlo (Trollkin)					Animal Nature				
BD	4	AG	8	IN	5	CH	4	AT	5
DF	7	PW	5	AC	6	SE	2	RE	1
Sling, Javelins, Club									
Skin: 1. Val AR.									
SE (Night Vision): 6									
SE (Dark Sense): 3									
Dis: -2 to all actions in sunlight.									

Uzko (Dark Troll)					Animal Nature				
BD	8	AG	6	IN	6	CH	6	AT	6
DF	6	PW	6	AC	6	SE	4	RE	2
Mace, Theuros, Sling, HNM.									
Skin: 1. Val AR.									
SE (Night Vision): 6									
SE (Dark Sense): 3									
Large: 2									

Uzdo (Great Troll)					Animal Nature				
BD	8	AG	6	IN	5	CH	5	AT	6
DF	6	PW	6	AC	6	SE	4	RE	2
Maul, HNM									
Skin: 2. Val AR.									
SE (Night Vision): 6									
SE (Dark Sense): 3									
Large: 4									

Romal (Cave Troll)					Animal Nature				
BD	8	AG	6	IN	(6)	CH	(6)	AT	6
DF	6	PW	6	AC	6	SE	4	RE	2
Maul, HNM									
Skin: 2. Val AR.									
SE (Night Vision): 6									
SE (Dark Sense): 3									
Large: 4									
Dis: -2 to all actions in sunlight.									
Regeneration: 6. Val Rep EN. +3 REC. Not in sunlight.									
Regenerate Hurt: regenerates hurt in 15 mins. Not in sunlight.									
Regenerate Mortal: regenerates mortal wound in 1 week. Not in sunlight.									

Kargg Beetle					Animal Nature				
BD	10	AG	6	IN	(3)	CH	(8)	AT	6
DF	5	PW	10	AC	6	SE	4	RE	0
Horns, Bite									
Skin: 5. Val AR.									
SE (Night Vision): 4									
Large: 14									
Flight: 6									

Watch Beetle					Animal Nature				
BD	10	AG	7	IN	(3)	CH	(8)	AT	7
DF	6	PW	10	AC	7	SE	6	RE	0
Bite									
Skin: 4. Val AR.									
SE (Night Vision): 6									
Large: 6									
Flight: 6									

Giant Fly					Animal Nature				
BD	10	AG	8	IN	(3)	CH	(8)	AT	4
DF	7	PW	8	AC	8	SE	6	RE	0
Skin: 3. Val AR.									
Large: 6									
Fly: 14									

Giant Butterfly					Animal Nature				
BD	10	AG	8	IN	(3)	CH	(8)	AT	4
DF	8	PW	8	AC	8	SE	4	RE	0
SE(Taste/Chemical): 8.									
Skin: 1. Val AR.									
Large: 10									
Fly: 10									

Giant Caterpillar					Animal Nature				
BD	12	AG	4	IN	(3)	CH	(8)	AT	6
DF	5	PW	8	AC	6	SE	4	RE	0
Bite									
Skin: 3. Val AR.									
Large: 12									

Argan Argar. 4 Rolls for starting NPC:

D100	Ability
01-10	Cunning: 2
11-20	Social: 3
21-25	Stealth: 2
26-30	Language: 2
31-35	Academic: 2
36-40	Craft: 2
41-45	Resist Aether: 4. +val SE(Vsion). No penalties in daylight.
46-50	Resist Iron: 1. Po. Persistent. No double damage from iron.
51-55	Vigour: 2. Sp. Persistent. +10 x val EN.
56-60	Understand Stranger: 4. +val to offset penalties to social with other races.
61-65	SE (Detect Magic): 10
66-70	Glamour: 2. Sp. Persistent. +val social.
71-75	Mindspeech: 2. Sp. Ranged. Persistent. Ling val targets in mindspeech.
76-80	Dark Walk: 8. Sp. Persistent: val reduce Vision or Night Vision unless in direct sunlight.
81-85	Lock Box or Door: 2. En. Rit(Avg/0.1). R1. Box , door or chest cannot be opened except by caster without smashing it.
86-90	Summon Shadow: 8. Sp. Ranged. Area Sphere x 3. Persistent. Red Vision val.
91-95	Suppress Aether: 8. Sp. Mag. Ranged. Target fire or light cultists takes result damage through armour.
96-00	Cure Iron Burn: 3. Po. R1. Cure hurt or mortal wound inflicted by iron.

Gorakiki. 4 Rolls for starting NPC:

D100	Ability
01-10	Stealth: 2
11-15	Perception: 2
16-20	Athletic: 2
21-30	Animal: 2
31-40	Transform Head: 2. Po. Persistent. If non-insect gain the abilities of cult insect's head +val. E.g. attacks, senses.
41-50	Transform Body: 2. Po. Persistent. Gain + val AR, + val web or other body based ability. If non-insect gain any ability associated with cult insect's body e.g armour
51-60	Transform Limbs: 2. Po. Persistent. +val AG. If non-insect gain any ability associated with cult-insects limbs e.g. flight
61-70	Speak with Others: 2. Po. Persistent. Gain ability to speak to and understand other Gorakiki of same sub-cult of any race.
71-75	Strengthen Insect Form: 2. Po. Persistent.. +val BD.
76-80	Harden Carapace: 2. Po. Persistent. +val AR.
81-85	Fear of Insects: 2. Sp. Persistent. Cause fear val in non-insects or Gorakiki worshippers.
86-95	Seal Carapace: 2. Po. R1. Gorakiki worshipper or insect has a hurt healed.
96-00	SE (UV Vision) 10.

Kygor Litor. 4 Rolls for starting NPC:

D100	Ability
01-05	Cunning: 2
06-10	Stealth: 2
11-14	Survival: 2
15-22	Social: 2
23-26	Traditional: 2
27-30	Military Lore: 2
31-35	Magic: 2
36-40	Ancestral Protector: 4. +val PW resistance.
41-45	Sister of Darkness: 3. Sp. Persistent. +val DF unless in sunlight.
46-50	Ancestral Guardian: 3. Sp. Persistent. +val AR.
51-55	Resist Chaos: 4. Sp. Persistent. +val AR vs chaos creatures and +val resistance against chaos magic or spirits.
56-60	Free Ghost: 7. Sp. Mag. Ranged. If result exceeds target ghost's PW it is dismissed.
61-62	Create Ghost: 7. Po. Rit(V.Diff/2). R1. Creates a ghost with PW equal to result and IN equal to ½ result bound to guard an area of 10 radius against all but named targets.
63-65	Summon Shade: 2. Po. R1. Persistent. Summons a shade of level up to Val to serve the caster.
66-70	Lead Mace: 2. Sp. Persistent. +val damage with mace.
71-75	Dark Eyes: 7. Sp. Mag. Ranged. Drain SE(Vision) ½ result.
76-78	Fear Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. –Result to Fear rolls.
79-80	Fear Possession: 1. Po. Spi. Ranged. Dis: Cowardly.
81-85	Night Whisper: 1. Po. Persistent. Ranged. Speak to target without anyone else hearing.
86-89	Lead Foot: 7. Sp. Mag. Ranged. Drain AG ½ result.
90-93	Counter Chaos: Sp. Ranged. Mag. Persistent resist PW. Target chaos feature is negated.
94-96	Gerak's Leap: 10. Leaping.
97-98	Stone Biter: 2. Po. Persistent. Caster can eat through 1 square of stone every 5 mins and counts as having a bite + val damage vs mostali.
99-00	Enchant Lead: 1. En. Rit(diff/6). R1. Enchants lead armour or weapon.

Xiola Umbar. 4 Rolls for starting NPC:

Bless Childbirth

D100	Ability
01-05	Cunning: 2
06-15	Medical: 2
16-20	Nature Lore: 2
21-25	Social: 2
26-30	Magic: 2
31-35	Perception:2
36-40	Shield of Darkness: 8. Sp. Area Sphere. Persistent. Red SE(vision) Val.
41-45	Turn Blow: 4. Sp. Persistent. Val AR.
46-50	Attract Attention: 8. Sp. Area Sphere x 5. Mind Control resist IN. Cannot attack anyone but caster.
51-55	Resist Magic: 3. +val magic resistance.
56-60	Summon Darkness: 8. Sp. Ranged. Area Sphere x 3. Persistent. Reduce SE(Vision or Nightvision) val.
61-65	Heal: 6. Sp. R1. Result Rep EN. +2 REC.
66-70	Hide: 2. Area Sphere x2. +val Hide.
71-75	Summon Shade: 2. Po. R1. Persistent. Summons a shade of level up to Val to serve the caster.
76-80	Heal Wounds: 1. Po. R1. Heals hurt.
81-85	Regenerate Limb: 1. Po. R1. Rit (v.diif/4). Regenerates lost limb in 1 week.
86-90	Group Defence: 4. Sp. Area Sphere x2. Persistent. Any enemy crossing takes a Mag attack and takes result damage through armour.
91-95	Healing Trance: 1. Po. Touch. Rit(Diff/1). Target falls into a deep sleep and heals at x8 rate.
96-00	Cure Disease: 1. Po. Rit(diff/1), R1. Target disease spirit possession is banished.

Zorak Zoran. 4 Rolls for starting NPC:

Beserker Rage: 6. At. Persistent. +val BD. +1/2 val AT vs Chaos. No parry.

Disadvantage: Aggressive (major).

D100	Ability
01-05	Athletic: 2
06-10	Stealth: 2
11-15	Killing: 2
16-20	Survival: 2
21-25	Perception: 2
26-30	Brave: 2
31-35	Lead Guardian: 2. Sp. Persistent. Val AR.
36-38	Fire Guardian: 6. val AR vs Fire.
39-43	Resist Chaos: 2. Val AR and val DF vs chaos.
44-49	Lead Mace: 2. Sp. Persistent. +val damage with blunt.
50-54	Summon Darkness: 8. Sp. Ranged. Area Sphere x 3. Persistent. Reduce SE(Vision or Nightvision) val.
55-57	SE (Detect Enemies): 10
58-60	Blunting: 6. Sp. Mag. Ranged. Persistent resist PW. Target's sharp weapons deal - ½ result damage.
61-63	Suppress Fire: 6. Sp. Ranged. Area Effect. Target fire or fire spell of val less than result is put out.
64-67	Flame Mace: 6. Sp. Persistent. Spear deals result Elemental(Fire) in addition to normal damage.
68-69	Call Fire: 4. Sp. Ranged. Area Effect. Elemental (Fire). Persistent.
70-71	Command Ghost: 8. Sp. Mag. Ranged. Mind Control resist IN. Control target.
72-73	Summon Shade: 2. Po. R1. Persistent. Summons a shade of level up to Val to serve the caster.

74-75	Create Ghost: 7. Po. Rit(V.Diff/2). R1. Creates a ghost with PW equal to result and IN equal to ½ result bound to guard an area of 10 radius against all but named targets.
76-77	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
78-79	Animate Skeleton: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
80-82	Seal Wound: 2. Po. Used as a free follow up to a blow with a crushing weapon. A hurt or mortal wound inflicted by the weapon cannot be healed by magic.
83-84	Fear Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. –Result to Fear rolls.
85-86	Fear Possession: 1. Po. Spi. Ranged. Dis: Cowardly.
87-88	Violence Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. –Result to Cautious rolls.
89-90	Violence Possession: 1. Po. Spi. Ranged. Dis: Aggressive.
91-92	Hate Aldryami Possession: 1. Po. Spi. Ranged. Dis: Hate Aldryami.
93-94	Hate Mostali Possession: 1. Po. Spi. Ranged. Dis: Hate Mostali.
95-96	Hate Humans Possession: 1. Po. Spi. Ranged. Dis: Hate Humans.
97-98	Hate Dragonewts Possession: 1. Po. Spi. Ranged. Dis: Hate Dragonewts.
99-00	Hate Chaos Possession: 1. Po. Spi. Ranged. Dis: Hate Chaos.

Ghosts

Possession Ghost		Varies	
IN	8	PW	12
Spirit Attack: 6. Sp. Spi. R1. PW drain ½ result.			
Dominant Possession: 1. Po. R1. Target must have 0 PW. Target's IN, PW and personality are suppressed and the target is controlled by the ghost.			

Insane Ghost		Demolisher	
IN	8	PW	12
Spirit Attack: 6. Sp. Spi. R1. PW drain ½ result.			
Permanent Drain: 1. Po. R1. Target must have 0 PW. Target's permanent PW is drained by 1. PW is gained by ghost.			

Passion Ghost		Vengeance	
IN	8	PW	12
Spirit Attack: 6. Sp. Spi. R1. PW drain ½ result.			
Passions Possession: 1. Po. R1. Target must have 0 PW. Dis: varies e.g. Hate, Aggressive, Love, Cowardly etc.			

Highly variable IN and PW – above are typical. Ghosts are immune to damage and can only be destroyed or banished with specialist magic. Their movement rate is equal to their IN. A ghost cannot recover PW in combat and if reduced to 0 by being drained or by making attacks it will fade – regaining PW at 1 per hour.

Elementals

Elementals have no IN, CH or SE and any ability that targets or drains these have no effect. They are completely commanded by their summoner. Each level after 1 adds 1 to each of their stats and their attack's val. Elemental have EN and take damage from this but do not take wounds and cannot recover – when they reach 0 EN they are dispelled. They must be summoned from a reasonable quantity of their element.

Salamander											
BD	4	AG	6	AT	6	DF	6	PW	6	AC	6
Burning Touch: 6. R1. Elemental Fire .											
Damage: Solid(0), Elemental Fire(0), Elemental Darkness (0), Acid(0), Physical(½), Elemental Air(½), Elemental Water (x2)											
SE (IR Vision): 6											

Lucipher											
BD	4	AG	6	AT	6	DF	6	PW	6	AC	6
Blazing Light: 6. R1. Drain SE all vision ½ result.											
Damage: Solid(0), Elemental Fire(0), Elemental Darkness (0), Acid(0), Physical(½), Elemental Air(½)											
SE (IR Vision): 6											

Shade											
BD	4	AG	6	AT	6	DF	6	PW	6	AC	6
Darkshock: 6. R1. Elemental Dark.											
Damage: Solid(0), Elemental Darkness (0), Elemental Water (0), Elemental Cold (0), Acid(0), Physical(½), Elemental Air (½), Elemental Fire (x2)											
SE (Darksense): 6											

Undine											
BD	6	AG	6	AT	6	DF	6	PW	6	AC	6
Water: 6. R1. Elemental Water.											
Damage: Solid(0), Elemental Fire(½), Elemental Darkness (0), Acid(½), Physical(½), Elemental Air(½), Elemental Water (0)											
SE (Watersense): 6											
Can only move in water.											

Gnome											
BD	10	AG	6	AT	6	DF	6	PW	6	AC	6
Grab and Crush											
Damage: Solid(½), Elemental Fire(½), Elemental Darkness (0), Acid(½), Physical(½), Elemental Air(0), Elemental Water (0), Elemental Cold (0).											
SE (Tremorsense): 6											

Ice Elemental											
BD	10	AG	6	AT	6	DF	6	PW	6	AC	6
Cold Touch: 6. R1. Elemental Cold.											
Damage: Solid(½), Elemental Fire(x2), Elemental Darkness (0), Acid(½), Physical(½), Elemental Air(½), Elemental Water (0), Elemental Cold (0).											
SE (IR Vision): 6											

Sylph											
BD	4	AG	6	AT	6	DF	6	PW	6	AC	6
Electric Touch: 6. R1. Elemental Air.											
Damage: Solid(0), Elemental Fire(½), Elemental Darkness (½), Acid(0), Physical(½), Elemental Air(0), Elemental Water (0), Elemental Cold(0).											
SE (Airsense): 6											
Flying: 8											

Lune											
BD	4	AG	6	AT	6	DF	6	PW	6	AC	6
Lunar Touch: 6. R1. Elemental Lunar.											
Damage: Solid(0), Acid(0), Physical(½), Other Elements (½)											
SE (Magical): 6											
PW and Lunar touch subject to lunar cycle.											

Otherworld Creatures

Most otherworld creatures are only encountered on heroquests – these are commonly summoned into the middle world. Add 1 to each stat and ability per level after 1. They are treated as followers. If taken out they disappear with all their equipment – they can't easily be killed by conventional means.

Certamus					Soldier				
BD	12	AG	10	IN	10	CH	12	AT	10
DF	10	PW	12	AC	10	SE	8	RE	-
Celestial Armour: 10. Val AR.									
Elemental Shield: 6.									
Enchanted Gold long thrusting spear, Enchanted gold hoplon – no penalties, composite bow firing enchanted gold arrows.									
Flying: 16									
Immune to fear and mind control.									

Vecour					Soldier				
BD	14	AG	12	IN	10	CH	10	AT	12
DF	12	PW	12	AC	10	SE	8	RE	-
Red Armour: 10. Val AR.									
Elemental Shield: 6.									
Enchanted Silver Scimitar, Enchanted Silver Hoplon – no penalties.									
Immune to fear and mind control.									
PW, BD and AR subject to Lunar Cycle.									

Ghouls

Ghoul					Animal Nature				
BD	12	AG	10	IN	(8)	CH	(8)	AT	8
DF	8	PW	10	AC	8	SE	8	RE	0
Grab, Bite (Poison 20 Persistent resist PW).									
SE (Night Vision): 8									
Fear									
Opponent killed by ghoul will become a ghoul.									

Undead

Skeletons and zombies have no IN, PW or CH and any ability that targets or drains these have no effect. They are completely commanded by their creator. They obey their masters completely like machines. They are treated as followers but can only be disabled by being hacked to pieces – they therefore ignore any damage or wounds except mortal wounds (2 x BD) and even these don't disable them – just have their random effect.. A killed outright result (3 x BD) is assumed to cut them in half or remove their heads making them ineffectual. If an undead is made ineffectual the owner may break the spell on the corpse – regaining 1 use of the enchantment that created it. Undead made from big creatures retain their Large ability but are clumsier: each 8 large is –1 AT and DF.

Skeleton											
BD	4	AG	7	AT	6	DF	6	AC	6	SE	6
Can have weapons, shields and armour,											
Supernatural Strength: 5. +val BD except for wounds and KB.											
Fear											
Elemental Shield: 4											
+6 DF vs thrusting/piercing weapons.											

Zombie											
BD	8	AG	5	AT	5	DF	5	AC	4	SE	4
Can have weapons, shields and armour,											
Supernatural Strength: 5. +val BD except for wounds and KB.											
Fear											
Elemental Shield: 4											

Animated Statue

Animated statues have no IN, PW or CH and any ability that targets or drains these have no effect. They are completely commanded by their creator. They obey their masters completely like machines. They are treated as followers but can only be disabled by being broken so are treated as having EN but ignore wounds except mortal wounds which don't disable them but have other effects. Large statues have the Large ability but are clumsier: each 8 Large is -1 AT and DF. Each level adds 1 to the stats of the statue. A character can drop the enchantment on a statue to regain 1 use of the spell.

Animated Statue											
BD	8	AG	4	AT	5	DF	5	AC	4	SE	4
Supernatural Strength: 4. +val BD except for EN and wounds.											
Damage: Sharp (0), Darkness (0), Other elements (½), Physical (½)											
Large for statues adds to EN.											