

Animals

Animals

The following section lists non-fantastic creatures that can be encountered in the Creature Encounter. Unless specified otherwise, an animal has no alignment. Where certain supernatural beings associate with a given animal, the bond is one of friendship and mutual support not a metaphysical alignment tie.

BIRDS

Eagle							
AHP	12	OCV	5(10)*	DCV	1(6)	NWI	-1(-5)*
S	20(+1)	St	16(+1)	D	10	A	14
MR	4(30)	NAV	0	C	12	NF	1-6 1 6-9 1D2* 10 1D3+2**
EnL	21	DTV	-2	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	4	INT	3
		PR	0	SIZE	2	HC	14%

*() Used in a phase he is diving.

**First 2 are adults. The rest are eggs or nestlings.

Special - If eagle scores a hit on his dive add 2 to his SB.

Falcon							
AHP	7	OCV	2(4)*	DCV	2(9)	NWI	+1(-3)*
S	10	St	11	D	12	A	28(+1)
MR	3(36)	NAV	0	C	7	NF	1-6 1 6-9 1D2* 10 1D3+2**
EnL	16	DTV	-1	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	1	INT	3
		PR	0	SIZE	0	HC	9%

Special - If falcon scores a hit on his dive add 1 to his SB.

Hawk							
AHP	10	OCV	2(4)*	DCV	2(8)	NWI	0(-4)*
S	15	St	14	D	12	A	17(+1)
MR	4(32)	NAV	0	C	11	NF	1-7 1 8-10 1D3+2*
EnL	18	DTV	-1	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	4	INT	3
		PR	0	SIZE	1	HC	13%

*As for eagle

Special - If hawk scores a hit on his dive add 2 to his SB.

Owl							
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AHP	8	OCV	2(4)*	DCV	3(8)	NWI	+1(-4)*
S	13	St	9	D	16(+1)	A	16(+1)
MR	5(26)	NAV	0	C	10	NF	1-7 1 8-10 1D3+2*
EnL	26	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	4
		PR	0	SIZE	1	HC	10%

* As for eagle.

Songbird

AHP	2	OCV	0	DCV	1(4)	NWI	+3
S	1(-1)	St	1(-1)	D	12	A	15
MR	4(18)	NAV	0	C	6	NF	1-7 1D6 8-10 1D3+2*
EnL	15	DTV	-1	CDF	1	CL	NA
SS	Varies			MDV	2	INT	3
		PR	0	SIZE	1	HC	4%

* A nest is found. One is an adult. The rest are eggs or hatchlings. If the nest is attacked, another adult arrives in 1D10 phases.

NOTE - This is a generic value for all small, non-predatory birds.

Vulture

AHP	10	OCV	3	DCV	2(4)	NWI	-2
S	10	St	16(+1)	D	10	A	12
MR	6(20)	NAV	0	C	14	NF	1-7 2D6 8-10 1D3+2*
EnL	30	DTV	-2	CDF	1	CL	NA
SS	Diurnal Scavenger			MDV	4	INT	4
		PR	2	SIZE	1	HC	10%

* A nest is found. See Songbird.

BOVINES

Auroch Bull

AHP	33	OCV	12	DCV	6	NWI	0(-6)*
S	60(+3)	St	48(+2)	D	7	A	6
MR	16	NAV	3	C	24(+1)	NF	1-7 1 8+9 1D3 10 1D6+1**
EnL	25	DTV	-4*	CDF	4	CL	NA
SS	Diurnal Herbivore			MDV	6	INT	1
		PR	6	SIZE	4	HC	36%

* The () NWI applies for charges or tramples.

** The first one present is an adult male. The next is an adult female. All others are calves.

Auroch Cow							
AHP	29	OCV	10	DCV	4	NWI	0(-3)*
S	48(+2)	St	38(+2)	D	10	A	9
MR	15	NAV	1	C	28(+1)	NF	See Above
EnL	25	DTV	-4*	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	6	INT	1
		PR	6	SIZE	3	HC	33%

APPEARANCE - The Auroch is an immense beast. Males average seven feet at the shoulder. Females are five to six feet at the shoulder. The spread of a male's horns is at least two yards. Females do not have such horns. Their horns are pointed and sharp, not immense.

SPECIAL - The Auroch is an immense ancient form of cattle that averages five to six feet at the shoulder. They are exceptionally wild. Auroch bulls aggressively defend their terrain. If you trespass on the range they consider to be theirs they attack until you are dead or you leave. Few cultures have domesticated them.

CATTLE

Statistics for the common domestic cattle used by most cultures.

Bull							
AHP	20	OCV	6	DCV	4	NWI	0(-2)*
S	30(+1)	St	25(+1)	D	6	A	9
MR	18	NAV	0	C	25(+1)	NF	See Cow
EnL	29	DTV	-3	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	6	INT	2
		PR	4	SIZE	3	HC	25%
Cow							
AHP	16	OCV	5	DCV	4	NWI	0(-1)*
S	19(+1)	St	15	D	8	A	8
MR	18	NAV	0	C	30(+1)	NF	1-7 1D3 8+9 2D6* 10 D100**
EnL	34	DTV	-2	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	6	INT	2
		PR	2	SIZE	3	HC	23%

* One is a Bull. The next 1D3+1 are adult cows. The rest are calves.

** A domestic herd. Ten percent are bulls (RD). Forty percent are cows (RU). The rest are calves. Such a herd is guarded 60% of the time.

Ox							
AHP	28	OCV	9	DCV	4	NWI	0(-3)*
S	40(+2)	St	30(+1)	D	8	A	6
MR	16	NAV	1	C	46(+2)	NF	1D3*
EnL	50	DTV	-1	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	2
		PR	6	SIZE	3	HC	23%

*() NWI applies when an ox charges or tramples.

Swamp Buffalo							
AHP	23	OCV	7	DCV	4	NWI	0(-4)*
S	30(+1)	St	26(+1)	D	10	A	10
MR	18	NAV	2	C	36(+2)	NF	1-5 1D6 6-9 1D10** 10 3D10**
EnL	40	DTV	-3*	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	2
		PR	6	SIZE	3	HC	31%

*() NWI used when it hits on a charge

**Herds 10% (RD) are males. 40% (RU) are calves. The remainder, with at least one per herd, is adult female.

NOTE - Domestic bovines do not fight into their DTV. Wild forms do.

CANINES

Dog I (Domestic Dog)							
AHP	9	OCV	3	DCV	4	NWI	+1
S	9	St	20(+1)	D	10	A	12
MR	17	NAV	0	C	8	NF	2D6*
EnL	17	DTV	-2	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	2	INT	3
		PR	2	SIZE	0	HC	14%

*Randomly encountered pack. This class of dogs is encountered on the street and wandering in city areas. They are generally mutts less than one foot at the shoulder.

Dog II (Domestic Dog)							
AHP	10	OCV	3	DCV	8	NWI	0
S	12	St	20(+1)	D	12	A	15
MR	20	NAV	0	C	12	NF	1D10*
EnL	21	DTV	-1	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	3	INT	3
		PR	2	SIZE	1	HC	16%

*The class of dog used for hunting, guarding herds and dwellings, etc. These are bred work dogs. The various shepherd breeds are good examples. They run between one and one and a half feet at the shoulder.

Dog III (Domestic Dog)							
AHP	14	OCV	2	DCV	8	NWI	-1
S	16(+1)	St	24(+1)	D	13	A	18(+1)
MR	18	NAV	0	C	16(+1)	NF	1D3**
EnL	32	DTV	-2	CDF	2	CL	NA
SS	Diurnal Carnivore			MDV	6	INT	4
		PR	4	SIZE	2	HC	20%

**Used to guard wealthy residents and military establishments. Dogs of this class are highly trained war dogs. These dogs are bred and trained as guardians and for combat. They can obey various commands. Good examples are wolfhounds, mastiffs and great danes.

Hyena							
AHP	12	OCV	2	DCV	5	NWI	-2
S	13	St	15	D	14	A	15
MR	16	NAV	0	C	20(+1)	NF	1-6 3D10** 7-10 2D6
EnL	29	DTV	-1	CDF	2	CL	NA
SS	Noct. Carnivore and Scavenger			MDV	2	INT	3
		PR	2	SIZE	1	HC	18%

**A pack den. 50% (RU) are pups. Reduce values as specified for the bear cub.

Wild Dog							
AHP	9	OCV	3	DCV	4	NWI	-2
S	10	St	20(+1)	D	11	A	14
MR	18	NAV	0	C	6	NF	1-7 2D6* 8-10 2D10**
EnL	15	DTV	-3	CDF	1	CL	NA
SS	Diurnal Carnivore			MDV	4	INT	3
		PR	2	SIZE	1	HC	13%

*Hunting pack. All are adults.

**Pack den 30% (RU) adults guarding pups. The rest are pups. Reduce as for bear cubs.

Wolf							
AHP	15	OCV	6	DCV	5	NWI	0(-2)*
S	16(+1)	St	34(+2)	D	14	A	19(+1)
MR	18	NAV	0	C	10	NF	1-8 2D6* 9+10 2D10**
EnL	26	DTV	-3	CDF	2	CL	NA
SS	Inter. Carnivore			MDV	7	INT	4
		PR	4	SIZE	1	HC	22%

*Hunting pack. All are adults.

**30% (RD) are adults. The rest are pups. Reduce as for bear cubs.

NOTE - Packs of dogs, especially wild packs, have a set pecking order and operate with cunning on the hunt. Referee them accordingly.

EQUINES

Burro/Donkey							
AHP	8	OCV	2	DCV	8	NWI	-3
S	10	St	14	D	10	A	11
MR	18	NAV	0	C	8	NF	2D6*
EnL	17	DTV	-1	CDF	1	CL	NA
SS	Diurnal Herbivore			MDV	2	INT	3
		PR	0	SIZE	1	HC	11%

*2D6 when encountering a wild herd. For domestic herds multiply number by 1D6, 20% males (RD), 30% females (RU) and the rest young. At least one adult female must be in the herd.

Draft Horse							
AHP	25	OCV	2	DCV	8	NWI	0
S	32(+2)	St	39(+2)	D	13	A	18(+1)
MR	20	NAV	0	C	29(+1)	NF	1- 8 1* 9+10 3D10*
EnL	33	DTV	-4	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	2
		PR	6	SIZE	3	HC	34%

*A single animal in city or elsewhere.

**If domestic herd sex parameters are as for Donkey. Wild herds have one stallion as for deer. Reduce foal (young) members as for bear cubs.

Mule							
AHP	13	OCV	5	DCV	4	NWI	0
S	22(+1)	St	24(+1)	D	10	A	9
MR	16	NAV	1	C	6	NF	1D3*
EnL	10	DTV	-2	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	2
		PR	2	SIZE	2	HC	15%

No wild form of the mule exists. Mules are totally immune to the Sidh Magic Wildness spell.

Riding Horse I (Steppe Pony)							
AHP	14	OCV	3	DCV	5	NWI	0
S	15	St	14	D	10	A	14
MR	25	NAV	0	C	27(+1)	NF	1-7 1D3 8-10 3D10*
EnL	31	DTV	-2	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	2	INT	2
		PR	2	SIZE	2	HC	21%

*A wild herd. No more than 10% (RU) are adult males. Otherwise use parameters for donkey.

Riding Horse II (Mustang)							
AHP	15	OCV	4	DCV	6	NWI	0
S	16(+1)	St	15	D	11	A	15
MR	27	NAV	0	C	29(+1)	NF	1-7 1D3 8-10 3D10*
EnL	33	DTV	-2	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	2
		PR	2	SIZE	2	HC	22%

*As for Riding Horse I.

Riding Horse III							
AHP	17	OCV	6	DCV	7	NWI	-1
S	18(+1)	St	17(+1)	D	13	A	17(+1)
MR	29	NAV	0	C	33(+2)	NF	1-6 1 7-9 1D3+1 10 2D6+1**
EnL	37	DTV	-3	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	4	INT	2
		PR	6	SIZE	3	HC	25%

*A herd. 80% chance it is domestic. If so it will be guarded.

Riding Horse IV							
AHP	20	OCV	6	DCV	9	NWI	0
S	21(+1)	St	18(+1)	D	16(+1)	A	20(+1)
MR	32	NAV	0	C	41(+2)	NF	1-7 1D3 8-10 2D6*
EnL	50	DTV	-4	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	5	INT	3
		PR	6	SIZE	3	HC	30%

*Horses of Riding Horse IV quality are carefully bred animals. Their herds are smaller and heavily guarded.

War Horse I							
AHP	15	OCV	4	DCV	5	NWI	0(-2)*
S	18(+1)	St	15	D	9	A	11
MR	21	NAV	0	C	27(+1)	NF	1-7 1D3 8-10 3D10**
EnL	31	DTV	-2	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	2	INT	2
		PR	2	SIZE	1	HC	21%

*NWI () applies for charges and trample attempts

**A herd. Sex division as for Riding horse of like type.

Special – Can be trained to operate in combat.

War Horse II (Steppe Horse)							
AHP	17	OCV	5	DCV	5	NWI	0(-3)*
S	20(+1)	St	16(+1)	D	10	A	12
MR	23	NAV	1	C	32(+2)	NF	1-7 1D3 8-10 3D10**
EnL	41	DTV	-3	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	4	INT	3
		PR	6	SIZE	2	HC	24%

*As for Warhorse I. Does not apply for untrained Steppe Horses.

** As for riding horse of like type.

Special – As for Warhorse I.

War Horse III							
AHP	20	OCV	6	DCV	6	NWI	0(-4)*
S	24(+1)	St	18(+1)	D	12	A	15
MR	26	NAV	0	C	38(+2)	NF	1-7 1D3 8-10 2D10**
EnL	47	DTV	-3	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	5	INT	3
		PR	6	SIZE	3	HC	28%

*As for Warhorse I.

**As for riding horse of like type.

Special – As for Warhorse I.

War Horse IV							
AHP	24	OCV	7	DCV	9	NWI	0(-5)*
S	27(+1)	St	22(+1)	D	16(+1)	A	20(+1)
MR	28	NAV	1	C	47(+2)	NF	1-7 1 8-10 2D6**
EnL	63	DTV	-4	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	7	INT	4
		PR	6	SIZE	3	HC	35%

*As for Warhorse I.

** As for riding horse IV

Special – As for Warhorse I. This is the ultimate in finely bred warhorses. They are rare and extremely expensive.

FELINES

Cat							
AHP	5	OCV	0	DCV	3(5)	NWI	0
S	5(-1)	St	6	D	15	A	24(+1)
MR	6(16)	NAV	0	C	8	NF	1D3*
EnL	17	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	3	INT	3
		PR	0	SIZE	0	HC	7%

The stats above are for the domestic Cat only.

Desert Lion

Seth

Male							
AHP	22	OCV	7	DCV	4(7)	NWI	-4
S	34(+2)	St	14	D	15	A	17(+1)
MR	7(21)**	NAV	1	C	40(+2)	NF	1-7 1D3 8-10 2D6+2*
EnL	65	DTV	-2*	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	5
		PR	4	SIZE	3	HC	27%

*A pride of lions. 10% (RU) are adult males, 40% (RU) are adult females. The rest are cubs. Reduce statistics as for bear cub.

** See Leopard.

Female							
AHP	23	OCV	7	DCV	5(8)	NWI	-3
S	30(+1)	St	16(+1)	D	17(+1)	A	19(+1)
MR	8(23)**	NAV	1	C	44(+2)	NF	1-7 1D3 8-10 2D6+2*
EnL	69	DTV	-4*	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	5
		PR	6	SIZE	3	HC	30%

Appearance – The desert lion is a tawny, black maned lion. It is the most intelligent of the lion forms. Females are lightly maned. Males have darker, heavier manes.

SPECIAL – Desert Lions are the servants of Seth and, metaphysically, have a place as his children and guardians. Seth is depicted as either a snake headed god or a lion headed one, depending on his manifestation at the time. When he is the dark lion of despair, i.e. lion headed, his children stand with him. He is a god of Chaos.

Leopard							
AHP	18	OCV	5	DCV	3(7)	NWI	-2
S	27(+1)	St	11	D	15	A	20(+1)
MR	8(28)**	NAV	0	C	35(+2)	NF	1-8 1 9+10 1D2+1*
EnL	44	DTV	-2	CDF	2	CL	NA
SS	Inter. Carnivore			MDV	5	INT	3
		PR	4	SIZE	2	HC	23%

*First adult female others are cubs reduce as for bear cubs.

** The () MR is for a dead run. After 3 turns the speed cannot be maintained. Reduce MR to 8.

Lion							
AHP	20	OCV	5	DCV	4(7)	NWI	0(-2)*
S	24(+1)	St	10	D	12	A	16(+1)
MR	7(21)*	NAV	1	C	36(+2)	NF	1-6 1 7-9 1D3+1 10 2D6+1**
EnL	45	DTV	-2	CDF	2	CL	NA
SS	Diurnal Carnivore			MDV	3	INT	3
		PR	4	SIZE	1	HC	23%

* See Leopard.

**A pride, sex division as for Desert Lion.

Special – MR is affected as for Leopards but only 2 full turns are allowed before reduction. Lions have no culinary preferences beyond fresh meat.

Tiger							
AHP	25	OCV	6	DCV	4(7)	NWI	-4
S	30(+1)	St	15	D	13	A	19(+1)
MR	7(25)*	NAV	1	C	55(+3)	NF	1-7 1 8+9 1D3 10 1D3+1**
EnL	71	DTV	-3	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	6	INT	4
		PR	6	SIZE	3	HC	34%

* MR as for leopard but allow 4 turns of full speed.

**One is adult female. The rest are cubs (reduce as for bear cubs).

Special –Tigers are efficient hunters expending as little energy as possible. When older they have a marked tendency to be man-eaters.

Waste Lion

Shurikal

Male							
AHP	22	OCV	8	DCV	3(6)	NWI	-3
S	35(+2)	St	20(+1)	D	10	A	13
MR	5(18)***	NAV	4	C	33(+2)	NF	1-8 1* 9+10 1D3+2**
EnL	57	DTV	-3	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	8	INT	4
		PR	6	SIZE	3	HC	27%

* A wandering female.

**First 2 are adult males. The rest are cubs reduce all stats except NAV as for bear cubs.

*** See Leopard

Female							
AHP	27	OCV	9	DCV	5(7)	NWI	-4
S	39(+2)	St	22(+1)	D	11	A	15
MR	6(20)***	NAV	5	C	47(+2)	NF	1
EnL	63	DTV	-4*	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	9	INT	4
		PR	6	SIZE	3	HC	35%

Special – Waste Lions are ravenous destroyers in service to the god Shurikal. They only associate with other lifeforms, without eating them, because their master wishes it. Even with this, they will turn on their “friend” if they are not use to slay, destroy and/or humiliate often.

Shamans who take Waste Lions as their Tonah are automatically aligned with the Kotothi. This “Tonah” is a servant of Kototh. The Shaman must be hostile to all Elder and Law creatures. The hide of an adult can be sold for NAV*4 GC.

NOTE - In those Kotothi nations where they exist they are considered to be sacred. This is especially true in the nation of Shurikal. Where such is the case, killing one is heresy. The penalty is too hideous to describe.

Wild Cat							
AHP	7	OCV	2	DCV	3(6)	NWI	-1
S	10	St	9	D	18(+1)	A	20(+1)
MR	4(18)**	NAV	0	C	9	NF	1-6 1 7-10 1D6+1*
EnL	18	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	3
		PR	0	SIZE	0	HC	9%

*First 2 are adults. The rest are kittens (reduce as for bear cubs).

** See Leopard

PORCINE

Boar							
AHP	10	OCV	2	DCV	8	NWI	0
S	9	St	18(+1)	D	8	A	17(+1)
MR	18	NAV	0	C	12	NF	1-7 2D6 8-10 1D3
EnL	16	DTV	-2	CDF	1	CL	NA
SS	Nocturnal Herbivore			MDV	2	INT	2
		PR	2	SIZE	1	HC	15%

**60% are piglets. Reduce stats as for Bear cubs above. All others are mature adults.

Hippopotamus							
AHP	25	OCV	8	DCV	2(4)	NWI	0(-3)*
S	36(+2)	St	20(+1)	D	9	A	12
MR	6(18)	NAV	0	C	44(+2)	NF	1-7 1D3 8-10 2D10**
EnL	48	DTV	-4	CDF	1	CL	NA
SS	Nocturnal Herbivore			MDV	4	INT	2
		PR	6	SIZE	3	HC	32%

* () NWI applies in the water only.

** A pod of hippopotami. One is adult male. 20% are adult female (RU). The rest are young.

Pig							
AHP	8	OCV	2	DCV	3	NWI	0
S	8	St	15	D	8	A	14
MR	15	NAV	0	C	9	NF	1-7 2D6 8-10 3D10*
EnL	13	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Herbivore			MDV	1	INT	2
		PR	0	SIZE	1	HC	12%

* A domestic herd. Ten percent (RU) are adult male. Thirty percent (RD) are sows. The remainder are piglets.

URSOIDS

Bear							
AHP	25	OCV	8	DCV	5	NWI	-3
S	30(+1)	St	35(+2)	D	10	A	14
MR	16	NAV	1	C	35(+2)	NF	1-8 1 9+10 1D3**
EnL	44	DTV	-4	CDF	1	CL	NA
SS	Diurnal Omnivore			MDV	1	INT	3
		PR	8	SIZE	3	HC	35%

**If 1D3 encountered first is adult female the others are immature cubs. If cubs reduce above stats by 50% (RU).

Cliff Bear							
AHP	32	OCV	10	DCV	4	NWI	-5
S	44(+2)	St	25(+1)	D	8	A	9
MR	14	NAV	2	C	59(+3)	NF	1-8 1 9 1D2* 10 1D6+1***
EnL	75	DTV	-4*	CDF	4	CL	NA
SS	Diurnal Omnivore			MDV	5	INT	4
		PR	8	SIZE	8	HC	42%

**Breeding pair without cubs.

***Breeding pair of 2 adults. The rest are cubs. Reduce cub stats as for Bear cub above. Cubs are friendly while adults will be aggressive and protective.

OTHER ANIMALS

Anaconda							
AHP	20	OCV	0	DCV	8	NWI	0
S	40(+2)	St	23(+1)	D	NA	A	6
MR	8	NAV	0	C	17(+1)	NF	1D3*
EnL	18	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	1
		PR	4	SIZE	5	HC	20%

* If one is present roll D100. If the result is 50 or less, it is a mother on a clutch of 2D6 eggs. She will fight with Uncontrollable Battle Fury if the nest is attacked.

SPECIAL - This serpent is 20 to 30 feet long. It lives by pulping and swallowing animals up to the size of a donkey in one gulp. The phase after scoring a hit the snake can attempt to coil around the target hit. If another hit is scored, he does. An enemy wrapped in its coils will take 1D6+SB hits each phase automatically until it is dead. To escape you must kill the serpent or be pulled free somehow.

Antelope							
AHP	7	OCV	2	DCV	8	NWI	0
S	4(-1)	St	13	D	30(+1)	A	20(+1)
MR	28	NAV	0	C	15	NF	1-7 2D10 8+9 D100 10 1D2*
EnL	19	DTV	-1	CDF	1	CL	NA
SS	Diurnal Herbivore			MDV	1	INT	2
		PR	0	SIZE	1	HC	14%

If anything other than 1D2* a herd is encountered. If 2D10 see deer for sex division, if D100 see Donkey.

Asp							
AHP	3	OCV	0	DCV	8	NWI	0
S	2(-1)	St	8	D	NA	A	10
MR	8	NAV	0	C	2(-1)	NF	1D6
EnL	4	DTV	-1	CDF	1+(BL/2)	CL	NA
SS	Nocturnal Carnivore			MDV	1	INT	1
		PR	0	SIZE	0	HC	5%

Appearance -Varies. These general statistics are used for unaligned, non-Kotothi poisonous serpents.

Special - Asps are poisonous. Roll D10 for BL and another D10 for effect:

ROLL	AFFECT	ROLL	AFFECT
1-5	Death	9	Energy Loss
6-8	Paralysis	10	Referee Discretion

Death poison kills the target. Subtract 1D10 from C each phase. When C is 0 or less, the victim dies. Paralysis effect is person immobile for BL*2 hours. Energy loss depletes BL squared EnL points in 2D10 turns. Other could be other affect like coma or some magic spell, etc. An Asp has 12 - BL doses per day. NOTE - The C loss for death poison is not permanent. If something is down to negate the poison, the points lost to it are recovered at a rate of 1D6+CB per day.

Camel (Domestic, Draft)							
AHP	30	OCV	11	DCV	4	NWI	0
S	40(+2)	St	60(+3)	D	8	A	8
MR	20	NAV	0	C	20(+1)	NF	1-5 1D6 6-10 3D10*
EnL	29	DTV	-4	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	4	INT	3
		PR	8	SIZE	3	HC	40%

Camel (Domestic, Riding)							
AHP	18	OCV	7	DCV	7	NWI	0
S	24(+1)	St	32(+2)	D	16(+1)	A	13
MR	28	NAV	0	C	16(+1)	NF	1-5 1D3 6-10 2D6*
EnL	25	DTV	-3	CDF	2	CL	NA
SS	Diurnal Herbivore			MDV	3	INT	3
		PR	6	SIZE	3	HC	24%

Camel (Domestic, War)							
AHP	27	OCV	11	DCV	6	NWI	0
S	38(+2)	St	52(+3)	D	12	A	10
MR	24	NAV	1	C	18(+1)	NF	1-5 1D2 6-10 2D6*
EnL	34	DTV	-4	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	6	INT	4
		PR	8	SIZE	3	HC	40%

* A domestic herd. There are one adult male and 1D3 adult females. The rest are young. All such herds are guarded.

Camel (Wild)							
AHP	28	OCV	2	DCV	8	NWI	0
S	32(+2)	St	50(+2)	D	12	A	10
MR	24	NAV	0	C	30(+1)	NF	1-5 1D6 6-10 2D10**
EnL	39	DTV	-4	CDF	3	CL	NA
SS	Diurnal Herbivore			MDV	4	INT	3
		PR	6	SIZE	3	HC	40%

**Herd encountered, sex division as for Donkey.

NOTE - Camels can have one or two humps. In general, most domestic camels have one. The two humped form is mostly wild and only found east of Marentia.

Crocodile							
AHP	22	OCV	8	DCV	2(6)	NWI	-4
S	32(+2)	St	30(+1)	D	12	A	10
MR	5(25)	NAV	2	C	24(+1)	NF	1-5 1 6-9 1D6 10 2D6*
EnL	33	DTV	-3	CDF	3	CL	NA
SS	Inter. Carnivore			MDV	4	INT	3
		PR	4	SIZE	2	HC	40%

* A nesting ground. There will be 1D6+3 nests. Each has 1D6-1 eggs in it. The mothers warding the nests fight with Uncontrollable Battle Fury if it is threatened.

NOTE - The reptile's full strength only applies when snapping its jaws shut. The strength for opening them is EIGHT, not thirty-two. Crocodile's like to drag prey into the water, when possible, and drown it.

Deer							
AHP	10	OCV	2	DCV	8	NWI	0
S	12	St	14	D	13	A	18(+1)
MR	25	NAV	0	C	16(+1)	NF	1-5 1 6-9 1D3** 10 2D6***
EnL	20	DTV	-1	CDF	1	CL	NA
SS	Inter. Herbivore			MDV	1	INT	2
		PR	2	SIZE	8	HC	15%

*() Only used when males charge

**First is female rest are young reduce as for bear cubs

***Rutting group 1 male and rest females. Male is protective against anyone threatening his harem.

NOTE - When single deer encountered 60% chance it is male.

Goat							
AHP	7	OCV	2	DCV	5	NWI	0(-2)*
S	6	St	15	D	14	A	17(+1)
MR	20	NAV	0	C	7	NF	1-7 1 8-10 1D10**
EnL	11	DTV	-1	CDF	1	CL	NA
SS	Diurnal Herbivore			MDV	2	INT	2
		PR	0	SIZE	1	HC	11%

*() NWI when male charges

**Herd, sex division and details as for Draft Horse

Sheep							
AHP	5	OCV	1	DCV	5	NWI	0(-2)*
S	6	St	8	D	18(+1)	A	17(+1)
MR	14	NAV	0	C	6	NF	1-7 1 8-10 2D10**
EnL	7	DTV	-1	CDF	1	CL	NA
SS	Diurnal Herbivore			MDV	1	INT	1
		PR	0	SIZE	1	HC	7%

* () NWI applies for a charging Ram only.

** A herd. One is a ram. 30% (RU) are adult female. The rest are lambs.

(The following creatures are natural, vampiric lifeforms).

Vampire Bat							
AHP	2	OCV	0	DCV	2(6)	NWI	-2*
S	1(-1)	St	6	D	12	A	16(+1)
MR	5(21)*	NAV	0	C	1(-1)	NF	2D10
EnL	5(15)**	DTV	0	CDF	1	CL	NA
SS	Nocturnal Parasite			MDV	1	INT	2
		PR	0	SIZE	0	HC	4%

* Applies for its bite only. It cannot damage anyone in any other way.

** The () value is the energy it will drain before releasing its hold.

Appearance – A large brown or black bat with pronounced fangs. A Vampire bat has an average wingspan of 30 inches and an average body length of 9 inches.

Special – On its first attack it will do 1D6+OCV energy points on its target in addition to any hit points taken. Thereafter it will score OCV*2 energy points until it reaches its energy level or more. When this amount has been drained the bat leaves. To remove a bat that is drinking blood it must be torn off. Doing this will damage the bat and victim by 1 hit point.

Vampire bats are not affected by obscured vision or darkness in seeking targets. If they are not embedded in a victim, they have a 60% chance of dodging any hit while flying. They may not dodge and attack in the same phase. As a rule, Vampire Bats prefer the blood of horses and large animals. Unless they are exceptionally hungry or angry they will not attack human form creatures.

Vampire Worm							
AHP	2	OCV	0	DCV	2(3)	NWI	0(-2)*
S	1(-1)	St	4(-1)	D	NA	A	6
MR	4(12)	NAV	0	C	3(-1)	NF	2D6
EnL	4(12)**	DTV	0	CDF	1	CL	NA
SS	Nocturnal Parasite			MDV	1	INT	1
		PR	0	SIZE	0	HC	4%

** See Vampire Bat

Appearance – A pale worm 3-4 inches in length. As it feeds, it grows and reddens. Fully fed, it is a scarlet worm that is 3 times its normal size.

Special – As for the Vampire Bat. If the victim is asleep or unaware the victim will not realize his attack unless the victim wakes or becomes aware. Yanking the worm off can kill the victim if success is rolled on BL1 on the Magic Table. The victim of the worm bite will suffer an EL2 Disease. When the duration of the disease ends, **2D6/2 (RU)** worms burrow out of the victim's body. In doing so each worm inflicts 2 hits of HPV and energy loss.

NOTE – These worms prefer animal blood. The first choice is to attack preferred prey before other creatures.

NOTE – All animals above are as for Earth equivalent descriptions. The referee is free to add any he sees fit to do so.

General Notes

Referee should make an effort to have the animals maintain their actions dependent on their survival strategy and environment. The following rules will help this effort:

A) **Herbivores** – With few exceptions, herbivores try to avoid potential conflicts with predators, if at all possible including humans. If they are tame they will shy away. If unable to avoid, they flee or try to escape until the danger has ended. If they can't they attack.

In general, the herd as a whole tries to protect the young or let them escape on their own. The mother will protect them but will seldom risk her life to save them. In cases of a solitary female of the species that is caring for her young she is much more likely to risk serious injury.

B) **Carnivores** – Carnivores avoid conflict with humans unless they are very hungry or the young are threatened. In no case will large carnivores go out of their way to avoid conflict unless they are outnumbered. No carnivore will avoid conflict if the party is a threat to the young. In all cases, they will fight until the young are safe.

NOTE – As a general rule, the more intelligent the animal the more likely it will protect its young. This can be simulated with an INT+4 roll for carnivores or omnivores and INT+2 for

Herbivores on a 1D10. If roll is equal to or less than the roll then the animal will fight.