

FAN MAGAZINE

BY DAVID FORTHOFFER

If a character will not be used more than once, you will not need to copy the data onto a character or monster sheet. Only POW used and personal and weapon damage must be written down during play, and these statistics can be changed right on the page if the player or referee prefers.

COLUMN ONE of information within a character's statistics holds the character number, STR, CON, etc. Individual characters of a single type are numbered for easy referenced for easy reference and enclosed by a "=" to make the number more noticeable.

COLUMN TWO begins with bonuses computed from STR, CON, etc. *Def* means Defense; *Kno* means Knowledge; *Man* means Manipulation; *Per* means Perception; *Stl* means Stealth.

The defense bonus should be subtracted from an attacker's attack bonus. Defense will never be negative. Remaining bonuses are for your use in appropriate situations. They have already been applied to any skills listed for the character in question.

The second column continues with "T.F." This is the Treasure Factor (TF) for the character, based on all factors listed in *RuneQuest*, Ch. IX. Spells are handled differently. A Multimissile 4 spell aids a character more than a Multimissile 1 spell. Even a character with non-combat spells such as Healing and Detection is harder to find and kill than the same character without the non-combat spells. Therefore 1/2 point is added to the TF for each point of battle magic. This method is simple enough that you can undo it if you have a better system. The other difference is in the TF for a character's poison. This poison has the potency of the individual's CON, but the TF is based on the average CON of the species. This usually results in a TF of 3.

The second column ends with "ENC e/mm." The Encumbrance (ENC) for the character is "e." The maximum ENC based on STR and CON is "mm." All characters in this book have been adjusted so that the maximum ENC is at least the actual ENC—movement and fighting abilities are not degraded. ENC numbers are given so that you know how much more a given character can carry. And the maximum ENC of riding animals can determine how much the animal carries. Counting SIZ point of the rider as one ENC point, no rider will be more than the animal's maximum ENC—but ignore the rider's ENC because that is more indicative of awkwardness than weight. This relation is true throughout the book, though it may not be a universal rule.

COLUMN THREE starts with four basic skills: *Hide* means Hide in Cover; *Lisn* means Listen; *MvQt* means Move Quietly; *SpHd* means Spot Hidden Item and *Spot Trap*. These skills have been appropriately modified by bonuses. The consistent combination of two skills under *SpHd* saves print space.

The third column continues with "Spl SR" and "Mov..." Spl SR is the character's strike rank for spells, based on DEX. "Mov..." indicates the char-

acter's movement class. "Move: nn" means that the movement class is "nn." "Mov m/nn" means that the movement class for one mode (e.g., ground travel) is "m," while the movement class for the second mode (e.g., flying) is "nn."

The third column ends cryptically with numbers not used unless the character picks up a different, unlisted weapon. These numbers are formatted as "saaapppd." "S" is the basic weapon strike rank, derived from DEX and SIZ. "Aaa" is the attack bonus, and "ppp" is the parry bonus. "D" is the damage bonus, indicated by the following codes:

"-" means -1D4 "B" means +2D6
"." means no bonus "C" means +3D6
"+" means +1D4 "D" means +4D6, etc.
"A" means +1D6

Listed weapons already have received such bonuses.

COLUMN FOUR lists hit range, name, armor, and hit points for each body location. The hit range is the range of rolls on 1D20 for which a location is hit, given a successful attack.

WEAPONS, SPELLS, SKILLS, & ADDITIONAL INFORMATION are beneath the main body of the statistics. Each weapon is on its own line, starting with the name. If the name ends with @ the weapon can impale. The name of the weapon is followed by the damage it does (parenthesized), then by its attack percentage, and then the strike rank, "SR," at which a successful attack would hit. These values are omitted for defensive weapons such as shields. If the weapon can be used to parry, the parry percentage "Par" is next, followed by a string of dots with the number of points parryable at the extreme right. All values for a weapon have been determined by considering basic weapon characteristics, learned attack and parry percentages, and any applicable bonuses. Everything is ready for the character to use his or her given weapons. But remember that values must be re-computed if the character uses a different weapon or if the weapon is used by a different character (see the paragraph on cryptic numbers, above).

Beneath the lines of weapons are spells, if any. Each character's INT is large enough to include all of the spells listed. If a spell is followed by a number, it costs that many POW points to use the spell. If the number is parenthesized, the spell is not variable and the number is there just to remind you. Spells with no numbers are 1 point spells. I have avoided Vigor, Strength, and Coordination spells because they affect bonuses, skills, and hit points as well as STR, CON, and DEX, which makes life more difficult for referees. On the other hand, Mobility and Glamour (2) have no side effects, and are used.

Beneath possible lines of spells are skills, if any. The percentages are the result of basic skills, bonuses, and learned skills.

-D.F.



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SAMPLE ELF	Column One	Column Two	Column Three	Column Four
This character is equipped with a short spear and an elf bow, as the first two lines beneath CHA, ENC, etc., indicate. These weapons are followed by a line of spells (Healing, Multimissile) and a line for skills—Camouflage is the only one present. Note that both POW and the elf's hit points are in the lower right hand corner.	=11=	Def 15%	Hide 50%	R Leg (01-04) 3/4
	STR 11	Man 15%	Lisn 45%	L Leg (05-08) 3/4
	CON 11	Stl 15%	MvQt 45%	Abdom (09-11) 3/4
	SIZ 10	Kno 10%	SpHd 50%	Chest (12) 3/5
	INT 18	Per 10%	Move: 9	R Arm (13-15) 3/3
	DEX 16	T. F. 10	Spl SR 1	L Arm (16-18) 3/3
	CHA 12	ENC 4/11	3 15 15.	Head (19-20) 3/4
	1H Short Spear@ (D6+1)	45%	SR 5	Par 35%.....15
	Elf Bow@ (D8+1)	45%	SR 1	Par 35%.....10
	Healing 2; Multimissile 1			POW 12
	Camouflage 35%			HP 11

PRE-ROLLED RUNEQUEST CHARACTERS

ADRYAMI

Dryad:

=1= Def 20% Hide 95% R Leg (01-03) 0/3
 STR 10 Man 15% Lisc 95% L Leg (04-06) 0/3
 CON 14 Stl 25% MvQt 95% Abdom (07-11) 0/3
 SIZ 3 Kno 10% SpHd 95% Chest (12) 0/4
 INT 18 Per 10% Move: 9 R Arm (13-15) 0/2
 DEX 16 T. F. 18 Spl SR 1 L Arm (16-18) 0/2
 CHA 12 ENC 0/10 4 15 20. Head (19-20) 0/3
 Disruption; Multimissile 3; Light; POW 17
 Detect Spirit; Detect Life; Healing 6 HP 12
 RUNE: Shield 2; Concealment; Spirit Shield 2;
 Extension 2; Spell Teaching
 HAS BELOW ALLIED SPIRIT:

Allied Spirit bound into a cat:

=1= Def 20% Hide 95% RH Leg (01-02) 1/2
 STR 5 Man 15% Lisc 75% L Leg (03-04) 1/2
 CON 14 Stl 25% MvQt 95% H qtrs (05-07) 1/4
 SIZ 3 Kno 5% SpHd 95% F qtrs (08-10) 1/4
 INT 13 Per 5% Move: 12 RF Leg (11-13) 1/2
 DEX 20 T. F. 10 Spl SR 0 LF Leg (14-16) 1/2
 CHA 14 ENC 0/5 3 15 20- Head (17-20) 1/3
 Claw (1) 90% SR 8 POW 11
 Bite (2) 50% SR 8 HP 12
 Disruption; Mobility; Protection 4;
 Invisibility (3); Detect Traps (2)

Pixie:

=1= Def 10% Hide 95% R Leg (01-03) 0/2
 STR 5 Man 5% Lisc 75% L Leg (04-06) 0/2
 CON 10 Stl 15% MvQt 95% Abdom (07-11) 0/2
 SIZ 3 Kno 5% SpHd 75% Chest (12) 0/3
 INT 13 Per 5% Mov 3/10 R Arm (13-15) 0/1
 DEX 12 T. F. 7 Spl SR 3 L Arm (16-18) 0/1
 CHA 12 ENC 1/5 6 5 10- Head (19-20) 0/2
 Sling (D8) 45% SR 3 POW 15
 Multimissile 2; Healing 4 HP 8

Pixie:

=2= Def 20% Hide 95% R Leg (01-03) 0/1
 STR 7 Man 15% Lisc 80% L Leg (04-06) 0/1
 CON 7 Stl 25% MvQt 95% Abdom (07-11) 0/1
 SIZ 4 Kno 10% SpHd 85% Chest (12) 0/2
 INT 18 Per 10% Mov 3/10 R Arm (13-15) 0/0
 DEX 15 T. F. 5 Spl SR 2 L Arm (16-18) 0/0
 CHA 11 ENC 1/7 5 15 20- Head (19-20) 0/1
 Sling (D8) 25% SR 2 POW 13
 Befuddle; Glue; Mobility; Healing 2 HP 5

Runner:

=1= Def 5% Hide 95% R Leg (01-03) 0/5
 STR 8 Man 5% Lisc 70% L Leg (04-06) 0/5
 CON 18 Stl 10% MvQt 90% Abdom (07-11) 0/5
 SIZ 7 Kno 0% SpHd 70% Chest (12) 0/6
 INT 11 Per 0% Move 5/9 R Arm (13-15) 0/4
 DEX 14 T. F. 6 Spl SR 2 L Arm (16-18) 0/4
 CHA 10 ENC 1/8 4 5 5. Head (19-20) 0/5
 Whipstick (D6) 40% SR 9 Par 30%.....0
 Camouflage 60% POW 12
 HP 17

Runner:

=2= Def 5% Hide 95% R Leg (01-03) 0/4
 STR 7 Man 5% Lisc 65% L Leg (04-06) 0/4
 CON 13 Stl 5% MvQt 85% Abdom (07-11) 0/4
 SIZ 10 Kno -5% SpHd 65% Chest (12) 0/5
 INT 7 Per -5% Move 5/9 R Arm (13-15) 0/3
 DEX 17 T. F. 4 Spl SR 1 L Arm (16-18) 0/3
 CHA 12 ENC 1/7 3 5 5. Head (19-20) 0/4
 Whipstick (D6) 10% SR 8 Par 15%.....0
 Camouflage 35% POW 12
 HP 13

Elves:

=1= Def 15% Hide 50% R Leg (01-04) 4/4
 STR 10 Man 15% Lisc 35% L Leg (05-08) 4/4
 CON 15 Stl 15% MvQt 50% Abdom (09-11) 4/4
 SIZ 11 Kno 5% SpHd 35% Chest (12) 4/5
 INT 16 Per 5% Move: 9 R Arm (13-15) 4/3
 DEX 17 T. F. 9 Spl SR 1 L Arm (16-18) 4/3
 CHA 12 ENC 9/10 3 15 15. Head (19-20) 4/4
 Medium Shield Par 40%.....12
 Shortsword@ (D6+1) 50% SR 6 Par 40%.....20
 2 Javelins@ (D10) 50% SR 1 Par 25%.....10
 Elf Bow@ (D8+1) 50% SR 1 Par 40%.....0
 Multimissile 1; Silence; Healing 5 POW 9
 HP 15

=2= Def 20% Hide 55% R Leg (01-04) 4/5
 STR 10 Man 20% Lisc 40% L Leg (05-08) 4/5
 CON 16 Stl 20% MvQt 55% Abdom (09-11) 4/5
 SIZ 9 Kno 10% SpHd 40% Chest (12) 4/6
 INT 19 Per 10% Move: 9 R Arm (13-15) 4/4
 DEX 19 T. F. 11 Spl SR 0 L Arm (16-18) 4/4
 CHA 10 ENC 9/10 2 20 20. Head (19-20) 4/5
 Medium Shield Par 40%.....12
 Shortsword@ (D6+1) 55% SR 5 Par 40%.....20
 2 Javelins@ (D10) 55% SR 0 Par 25%.....10
 Elf Bow@ (D8+1) 55% SR 0 Par 40%.....0
 Disruption; Mobility; Healing 2 POW 12
 HP 16

=3= Def 25% Hide 60% R Leg (01-04) 3/3
 STR 10 Man 25% Lisc 45% L Leg (05-08) 3/3
 CON 12 Stl 25% MvQt 60% Abdom (09-11) 3/3
 SIZ 12 Kno 15% SpHd 45% Chest (12) 3/4
 INT 24 Per 15% Move: 9 R Arm (13-15) 3/2
 DEX 20 T. F. 9 Spl SR 0 L Arm (16-18) 3/2
 CHA 16 ENC 9/10 2 25 25. Head (19-20) 3/3
 Medium Shield Par 40%.....12
 Shortsword@ (D6+1) 60% SR 5 Par 40%.....20
 2 Javelins@ (D10) 60% SR 0 Par 25%.....10
 Elf Bow@ (D8+1) 60% SR 0 Par 40%.....0
 Harmonize (2); Healing 2 POW 7
 HP 12

=4= Def 15% Hide 50% R Leg (01-04) 3/4
 STR 14 Man 15% Lisc 40% L Leg (05-08) 3/4
 CON 14 Stl 15% MvQt 55% Abdom (09-11) 3/4
 SIZ 9 Kno 10% SpHd 35% Chest (12) 3/5
 INT 20 Per 10% Move: 9 R Arm (13-15) 3/3
 DEX 15 T. F. 8 Spl SR 2 L Arm (16-18) 3/3
 CHA 13 ENC 10/14 4 15 15. Head (19-20) 3/4
 Large Shield Par 50%.....16
 Shortsword@ (D6+1) 50% SR 7 Par 35%.....20
 2 Javelins@ (D10) 50% SR 2 Par 20%.....10
 Elf Bow@ (D8+1) 50% SR 2 Par 35%.....0
 Binding; Glue; Healing 2 POW 7
 HP 14

=5= Def 10% Hide 45% R Leg (01-04) 3/5
 STR 14 Man 10% Lisc 30% L Leg (05-08) 3/5
 CON 17 Stl 10% MvQt 45% Abdom (09-11) 3/5
 SIZ 9 Kno 0% SpHd 30% Chest (12) 3/6
 INT 9 Per 0% Move: 9 R Arm (13-15) 3/4
 DEX 18 T. F. 9 Spl SR 1 L Arm (16-18) 3/4
 CHA 14 ENC 10/14 3 10 10. Head (19-20) 3/5
 Large Shield Par 55%.....16
 Shortsword@ (D6+1) 45% SR 6 Par 40%.....20
 2 Javelins@ (D10) 45% SR 1 Par 25%.....10
 Elf Bow@ (D8+1) 45% SR 1 Par 40%.....0
 Farsee; Detect Life; Healing 2 POW 7
 HP 17

DWARVES

=1= Def 5% Hide 50% R Leg (01-04) 3/4
 STR 11 Man 5% Lisc 50% L Leg (05-08) 3/4
 CON 13 Stl 5% MvQt 30% Abdom (09-11) 5/4
 SIZ 11 Kno 0% SpHd 60% Chest (12) 5/5
 INT 11 Per 0% Move: 6 R Arm (13-15) 3/3
 DEX 14 T. F. 8 Spl SR 2 L Arm (16-18) 3/3
 CHA 13 ENC 6/11 4 5 5. Head (19-20) 4/4
 Light Crossbow@ (2D4+2) 30% SR 2 Par 25%.....6
 1H War Hammer@ (D6+2) 30% SR 7 Par 30%.....20
 1H Scimitar (D8+1) 20% SR 6 Par 20%.....20
 Medium Shield Par 30%.....12
 Multimissile 2; Healing 4 POW 15
 HP 13

=2= Def 0% Hide 45% R Leg (01-04) 3/4
 STR 15 Man 0% Lisc 50% L Leg (05-08) 3/4
 CON 13 Stl 0% MvQt 30% Abdom (09-11) 5/4
 SIZ 11 Kno 0% SpHd 55% Chest (12) 5/5
 INT 11 Per 0% Move: 6 R Arm (13-15) 3/3
 DEX 11 T. F. 8 Spl SR 3 L Arm (16-18) 3/3
 CHA 12 ENC 7/14 5 0 0+ Head (19-20) 4/4
 Light Crossbow@ (2D4+2) 25% SR 3 Par 20%.....6
 1H War Hammer@ (D6+D4+2) 25% SR 8 Par 25%.....20
 1H Battle Axe (D8+D4+2) 25% SR 8 Par 25%.....15
 Medium Shield Par 25%.....12
 Invisibility (3); Healing 2 POW 11
 HP 13

=3= Def 0% Hide 50% R Leg (01-04) 3/4
 STR 16 Man 0% Lisc 50% L Leg (05-08) 3/4
 CON 15 Stl 5% MvQt 30% Abdom (09-11) 5/4
 SIZ 8 Kno 0% SpHd 60% Chest (12) 5/5
 INT 10 Per 0% Move: 6 R Arm (13-15) 3/3
 DEX 12 T. F. 7 Spl SR 3 L Arm (16-18) 3/3
 CHA 15 ENC 7/16 5 0 0. Head (19-20) 4/4
 Light Crossbow@ (2D4+2) 25% SR 3 Par 20%.....6
 1H War Hammer@ (D6+2) 25% SR 8 Par 25%.....20
 1H Battle Axe (D8+2) 25% SR 8 Par 25%.....15
 Medium Shield Par 25%.....12
 Glue; Healing 2 POW 8
 HP 14

=4= Def 0% Hide 45% R Leg (01-04) 3/4
 STR 22 Man 5% Lisc 50% L Leg (05-08) 3/4
 CON 15 Stl 0% MvQt 30% Abdom (09-11) 5/4
 SIZ 10 Kno 0% SpHd 55% Chest (12) 5/5
 INT 10 Per 0% Move: 6 R Arm (13-15) 3/3
 DEX 10 T. F. 9 Spl SR 3 L Arm (16-18) 3/3
 CHA 14 ENC 6/19 5 5 0+ Head (19-20) 4/4
 Light Crossbow@ (2D4+2) 30% SR 3 Par 25%.....6
 1H War Hammer@ (D6+D4+2) 30% SR 8 Par 30%.....20
 1H Scimitar (D8+D4+1) 20% SR 7 Par 20%.....20
 Medium Shield Par 30%.....12
 Speedart; Healing 2 POW 10
 HP 15

=5= Def 0% Hide 45% R Leg (01-04) 3/5
 STR 16 Man 0% Lisc 50% L Leg (05-08) 3/5
 CON 16 Stl 0% MvQt 30% Abdom (09-11) 5/5
 SIZ 11 Kno 0% SpHd 55% Chest (12) 5/6
 INT 11 Per 0% Move: 6 R Arm (13-15) 3/4
 DEX 9 T. F. 9 Spl SR 3 L Arm (16-18) 3/4
 CHA 11 ENC 6/16 5 0 0+ Head (19-20) 4/5
 Light Crossbow@ (2D4+2) 25% SR 3 Par 20%.....6
 1H War Hammer@ (D6+D4+2) 25% SR 8 Par 25%.....20
 1H Scimitar (D8+D4+1) 15% SR 7 Par 15%.....20
 Medium Shield Par 25%.....12
 Repair (2); Healing 2 POW 11
 HP 16

GARGOYLES

3

=1= Def 0% Hide 0% R Leg (01-03) 6/5
 STR 23 Man -5% Lisc 50% L Leg (04-06) 6/5
 CON 14 Stl -10% MvQt 10% Abdom (07-09) 6/5
 SIZ 10 Kno -10% SpHd 0% Chest (10) 6/6
 INT 4 Per -10% Move 5/9 R Wing (11-12) 6/4
 DEX 12 T. F. 14 Spl SR 3 L Wing (13-14) 6/4
 CHA 5 ENC 0/19 5 -5 0A R Arm (15-16) 6/4
 L Arm (17-18) 6/4
 Head (19-20) 6/5

Claw (2D6) 30% SR 9 POW 9
 Claw (2D6) 30% SR 12 HP 14
 Climbing 20%; Jumping 40%

=2= Def 0% Hide 0% R Leg (01-03) 6/5
 STR 26 Man 0% Lisc 50% L Leg (04-06) 6/5
 CON 15 Stl -10% MvQt 10% Abdom (07-09) 6/5
 SIZ 10 Kno -10% SpHd 0% Chest (10) 6/6
 INT 4 Per -10% Move 5/9 R Wing (11-12) 6/4
 DEX 12 T. F. 14 Spl SR 3 L Wing (13-14) 6/4
 CHA 14 ENC 0/21 5 0 0A R Arm (15-16) 6/4
 L Arm (17-18) 6/4
 Head (19-20) 6/5

Claw (2D6) 35% SR 9 POW 13
 Claw (2D6) 35% SR 12 HP 15
 Climbing 20%; Jumping 40%

=3= Def 0% Hide 0% R Leg (01-03) 6/5
 STR 26 Man 10% Lisc 55% L Leg (04-06) 6/5
 CON 14 Stl 0% MvQt 15% Abdom (07-09) 6/5
 SIZ 9 Kno -5% SpHd 0% Chest (10) 6/6
 INT 6 Per -5% Move 5/9 R Wing (11-12) 6/4
 DEX 13 T. F. 14 Spl SR 2 L Wing (13-14) 6/4
 CHA 5 ENC 0/20 4 10 0A R Arm (15-16) 6/4
 L Arm (17-18) 6/4
 Head (19-20) 6/5

Claw (2D6) 45% SR 8 POW 16
 Claw (2D6) 45% SR 12 HP 14
 Climbing 20%; Jumping 40%

=4= Def 0% Hide 0% R Leg (01-03) 6/5
 STR 20 Man -5% Lisc 50% L Leg (04-06) 6/5
 CON 14 Stl -5% MvQt 10% Abdom (07-09) 6/5
 SIZ 11 Kno -10% SpHd 0% Chest (10) 6/6
 INT 4 Per -10% Move 5/9 R Wing (11-12) 6/4
 DEX 14 T. F. 13 Spl SR 2 L Wing (13-14) 6/4
 CHA 11 ENC 0/17 4 -5 0+ R Arm (15-16) 6/4
 L Arm (17-18) 6/4
 Head (19-20) 6/5

Claw (D6+D4) 30% SR 8 POW 15
 Claw (D6+D4) 30% SR 12 HP 14
 Climbing 20%; Jumping 40%

=5= Def 0% Hide 0% R Leg (01-03) 6/4
 STR 19 Man 0% Lisc 55% L Leg (04-06) 6/4
 CON 10 Stl -5% MvQt 15% Abdom (07-09) 6/4
 SIZ 13 Kno -5% SpHd 0% Chest (10) 6/5
 INT 5 Per -5% Move 5/9 R Wing (11-12) 6/3
 DEX 16 T. F. 13 Spl SR 1 L Wing (13-14) 6/3
 CHA 12 ENC 0/15 3 0 0+ R Arm (15-16) 6/3
 L Arm (17-18) 6/3
 Head (19-20) 6/4

Claw (D6+D4) 35% SR 7 POW 11
 Claw (D6+D4) 35% SR 12 HP 11
 Climbing 20%; Jumping 40%

=6= Def 5% Hide 5% R Leg (01-03) 6/5
 STR 21 Man 10% Lisc 55% L Leg (04-06) 6/5
 CON 13 Stl 5% MvQt 15% Abdom (07-09) 6/5
 SIZ 12 Kno -5% SpHd 5% Chest (10) 6/6
 INT 5 Per -5% Move 5/9 R Wing (11-12) 6/4
 DEX 18 T. F. 14 Spl SR 1 L Wing (13-14) 6/4
 CHA 12 ENC 0/17 3 10 5A R Arm (15-16) 6/4
 L Arm (17-18) 6/4
 Head (19-20) 6/5

Claw (2D6) 45% SR 7 POW 14
 Claw (2D6) 45% SR 12 HP 13
 Climbing 20%; Jumping 40%

SKELETONS

=1= Def 0% Hide 25% R Leg (01-04) 0/1
 STR 9 Man -5% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 10% MvQt 0% Abdom (09-11) 0/1
 SIZ 8 Kno -5% SpHd 10% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 10 T. F. 3 Spl SR 3 L Arm (16-18) 0/1
 CHA 2 ENC 3/9 5-5 0. Head (19-20) 0/1
 Medium Shield Par 50%.....12
 1H Scimitar (D8+1) 50% SR 7 Par 50%.....20
 POW 1
 HP 10

=2= Def 0% Hide 15% R Leg (01-04) 0/1
 STR 10 Man -5% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 0% MvQt 0% Abdom (09-11) 0/1
 SIZ 13 Kno -5% SpHd 0% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 9 T. F. 4 Spl SR 3 L Arm (16-18) 0/1
 CHA 1 ENC 3/10 5-5 0. Head (19-20) 0/1
 Medium Shield Par 45%.....12
 1H Scimitar (D8+1) 45% SR 7 Par 45%.....20
 POW 1
 HP 12

=3= Def 0% Hide 25% R Leg (01-04) 0/1
 STR 11 Man -5% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 10% MvQt 0% Abdom (09-11) 0/1
 SIZ 7 Kno -5% SpHd 10% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 9 T. F. 3 Spl SR 3 L Arm (16-18) 0/1
 CHA 1 ENC 3/11 5-5 0. Head (19-20) 0/1
 Medium Shield Par 45%.....12
 1H Scimitar (D8+1) 45% SR 7 Par 45%.....20
 POW 1
 HP 10

=4= Def 0% Hide 15% R Leg (01-04) 0/1
 STR 10 Man -10% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 0% MvQt 0% Abdom (09-11) 0/1
 SIZ 10 Kno -5% SpHd 0% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 6 T. F. 4 Spl SR 4 L Arm (16-18) 0/1
 CHA 2 ENC 3/10 6-10 0. Head (19-20) 0/1
 Medium Shield Par 30%.....12
 Shortsword@ (D6+1) 30% SR 9 Par 30%.....20
 POW 1
 HP 11

=5= Def 0% Hide 15% R Leg (01-04) 0/1
 STR 10 Man -10% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 0% MvQt 0% Abdom (09-11) 0/1
 SIZ 12 Kno -5% SpHd 0% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 6 T. F. 4 Spl SR 4 L Arm (16-18) 0/1
 CHA 3 ENC 3/10 6-10 0. Head (19-20) 0/1
 Medium Shield Par 30%.....12
 Shortsword@ (D6+1) 30% SR 9 Par 30%.....20
 POW 1
 HP 11

=6= Def 0% Hide 15% R Leg (01-04) 0/1
 STR 12 Man -10% Liscn 0% L Leg (05-08) 0/1
 CON na Stl 0% MvQt 0% Abdom (09-11) 0/1
 SIZ 9 Kno -5% SpHd 0% Chest (12) 0/1
 INT 0 Per -5% Move: 8 R Arm (13-15) 0/1
 DEX 6 T. F. 4 Spl SR 4 L Arm (16-18) 0/1
 CHA 1 ENC 4/12 6-10 0. Head (19-20) 0/1
 Large Shield Par 30%.....16
 Shortsword@ (D6+1) 30% SR 9 Par 30%.....20
 POW 1
 HP 11

Pixie Skeleton: (cannot fly)
 =1= Def 0% Hide 25% R Leg (01-04) 0/0
 STR 6 Man -5% Liscn 5% L Leg (05-08) 0/0
 CON 14 Stl 15% MvQt 0% Abdom (09-11) 0/0
 SIZ 4 Kno -5% SpHd 25% Chest (12) 0/0
 INT 10 Per -5% Move: 8 R Arm (13-15) 0/0
 DEX 10 T. F. 3 Spl SR 3 L Arm (16-18) 0/0
 CHA 1 ENC 3/6 6-5 0- Head (19-20) 0/0
 2 Darts@ (D6) 50% SR 3 Par 50%.....8
 POW 1
 HP 11

Pixie Skeleton: (cannot fly)
 =2= Def 0% Hide 20% R Leg (01-04) 0/0
 STR 5 Man -5% Liscn 5% L Leg (05-08) 0/0
 CON 14 Stl 10% MvQt 0% Abdom (09-11) 0/0
 SIZ 6 Kno -5% SpHd 20% Chest (12) 0/0
 INT 10 Per -5% Move: 8 R Arm (13-15) 0/0
 DEX 11 T. F. 3 Spl SR 3 L Arm (16-18) 0/0
 CHA 2 ENC 1/5 6-5 0- Head (19-20) 0/0
 Sling (D8) 55% SR 3
 POW 1
 HP 12

Trollkin Skeleton:
 =3= Def 0% Hide 20% R Leg (01-04) 0/0
 STR 10 Man -5% Liscn 5% L Leg (05-08) 0/0
 CON 14 Stl 10% MvQt 0% Abdom (09-11) 0/0
 SIZ 8 Kno -5% SpHd 20% Chest (12) 0/0
 INT 10 Per -5% Move: 8 R Arm (13-15) 0/0
 DEX 11 T. F. 4 Spl SR 3 L Arm (16-18) 0/0
 CHA 1 ENC 3/10 5-5 0. Head (19-20) 0/0
 Small Shield Par 55%.....8
 Sling (D8) 55% SR 3
 POW 1
 1H Light Mace (D6+2) 55% SR 8 Par 55%.....20
 HP 12

Trollkin Skeleton:
 =4= Def 0% Hide 20% R Leg (01-04) 5/1
 STR 9 Man 0% Liscn 5% L Leg (05-08) 4/1
 CON 14 Stl 10% MvQt 0% Abdom (09-11) 1/1
 SIZ 10 Kno -5% SpHd 20% Chest (12) 3/1
 INT 10 Per -5% Move: 8 R Arm (13-15) 6/1
 DEX 14 T. F. 5 Spl SR 2 L Arm (16-18) 3/1
 CHA 2 ENC 4/9 4 0 0. Head (19-20) 3/1
 Small Shield Par 70%.....8
 1H Short Spear@ (D6+1) 70% SR 6 Par 70%.....15
 Sling (D8) 70% SR 2
 POW 1
 HP 13

Great Troll Skeleton:
 =5= Def 0% Hide 0% R Leg (01-04) 0/3
 STR 23 Man 0% Liscn 5% L Leg (05-08) 0/3
 CON 14 Stl -25% MvQt 0% Abdom (09-11) 0/3
 SIZ 33 Kno -5% SpHd 0% Chest (12) 0/3
 INT 10 Per -5% Move: 8 R Arm (13-15) 0/3
 DEX 12 T. F. 9 Spl SR 3 L Arm (16-18) 0/3
 CHA 3 ENC 4/19 3 0 0B Head (19-20) 0/3
 Large Shield Par 60%.....16
 1H Bstd Sword (D10+2D6+1) 60% SR 5 Par 60%.....20
 POW 1
 HP 19

Great Troll Skeleton:
 =6= Def 0% Hide 0% R Leg (01-04) 3/3
 STR 32 Man 10% Liscn 5% L Leg (05-08) 0/3
 CON 14 Stl -25% MvQt 0% Abdom (09-11) 0/3
 SIZ 33 Kno -5% SpHd 0% Chest (12) 1/3
 INT 10 Per -5% Move: 8 R Arm (13-15) 4/3
 DEX 11 T. F. 10 Spl SR 3 L Arm (16-18) 0/3
 CHA 3 ENC 4/23 3 10 0C Head (19-20) 4/3
 Large Shield Par 55%.....16
 1H Bstd Sword (D10+3D6+1) 55% SR 5 Par 55%.....20
 POW 1
 HP 19

=1= Def 0% Hide 10% R Leg (01-04) 2/5
 STR 23 Man 0% Liscn 0% L Leg (05-08) 2/5
 CON 18 Stl 0% MvQt 20% Abdom (09-11) 2/5
 SIZ 15 Kno -5% SpHd 0% Chest (12) 2/6
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/4
 DEX 11 T. F. 10 Spl SR 3 L Arm (16-18) 2/4
 CHA 1 ENC 2/21 4 0 0A Head (19-20) 4/5
 Fist (D6+D4) 55% SR 8 POW 1
 1H Heavy Mace (D8+D6+2) 55% SR 7 Par 55%....20
 HP 18

=2= Def 0% Hide 10% R Leg (01-04) 2/6
 STR 21 Man 0% Liscn 0% L Leg (05-08) 2/6
 CON 19 Stl 0% MvQt 20% Abdom (09-11) 2/6
 SIZ 13 Kno -5% SpHd 0% Chest (12) 2/7
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/5
 DEX 11 T. F. 10 Spl SR 3 L Arm (16-18) 2/5
 CHA 1 ENC 2/20 5 0 0A Head (19-20) 4/6
 Fist (D6+D4) 55% SR 9 POW 1
 1H Heavy Mace (D8+D6+2) 55% SR 8 Par 55%....20
 HP 19

=3= Def 0% Hide 15% R Leg (01-04) 2/5
 STR 25 Man 0% Liscn 0% L Leg (05-08) 2/5
 CON 19 Stl 5% MvQt 20% Abdom (09-11) 2/5
 SIZ 8 Kno -5% SpHd 5% Chest (12) 2/6
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/4
 DEX 7 T. F. 10 Spl SR 4 L Arm (16-18) 2/4
 CHA 3 ENC 2/22 6 0 0A Head (19-20) 4/5
 Fist (D6+D4) 35% SR 10 POW 1
 1H Heavy Mace (D8+D6+2) 35% SR 9 Par 35%....20
 HP 17

=4= Def 0% Hide 15% R Leg (01-04) 2/5
 STR 21 Man 0% Liscn 0% L Leg (05-08) 2/5
 CON 17 Stl 5% MvQt 20% Abdom (09-11) 2/5
 SIZ 10 Kno -5% SpHd 5% Chest (12) 2/6
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/4
 DEX 11 T. F. 9 Spl SR 3 L Arm (16-18) 2/4
 CHA 3 ENC 2/19 5 0 0+ Head (19-20) 4/5
 Fist (2D4) 55% SR 9 POW 1
 1H Heavy Mace (D8+D4+2) 55% SR 8 Par 55%....20
 HP 16

=5= Def 0% Hide 10% R Leg (01-04) 2/6
 STR 21 Man 0% Liscn 0% L Leg (05-08) 2/6
 CON 20 Stl 0% MvQt 20% Abdom (09-11) 2/6
 SIZ 14 Kno -5% SpHd 0% Chest (12) 2/7
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/5
 DEX 9 T. F. 10 Spl SR 3 L Arm (16-18) 2/5
 CHA 1 ENC 2/21 5 0 0A Head (19-20) 4/6
 Fist (D6+D4) 45% SR 9 POW 1
 1H Heavy Mace (D8+D6+2) 45% SR 8 Par 45%....20
 HP 20

=6= Def 0% Hide 5% R Leg (01-04) 2/7
 STR 19 Man -10% Liscn 0% L Leg (05-08) 2/7
 CON 22 Stl -5% MvQt 20% Abdom (09-11) 2/7
 SIZ 14 Kno -5% SpHd 0% Chest (12) 2/8
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/6
 DEX 7 T. F. 11 Spl SR 4 L Arm (16-18) 2/6
 CHA 3 ENC 2/19 6-10 0A Head (19-20) 4/7
 Fist (D6+D4) 35% SR 10 POW 1
 1H Heavy Mace (D8+D6+2) 35% SR 9 Par 35%....20
 HP 22

=7= Def 0% Hide 10% R Leg (01-04) 2/5
 STR 17 Man -10% Liscn 0% L Leg (05-08) 2/5
 CON 17 Stl 0% MvQt 20% Abdom (09-11) 2/5
 SIZ 9 Kno -5% SpHd 0% Chest (12) 2/6
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/4
 DEX 7 T. F. 9 Spl SR 4 L Arm (16-18) 2/4
 CHA 2 ENC 2/17 6-10 0+ Head (19-20) 4/5
 Fist (2D4) 35% SR 10 POW 1
 1H Heavy Mace (D8+D4+2) 35% SR 9 Par 35%....20
 HP 16

=8= Def 0% Hide 10% R Leg (01-04) 2/3
 STR 23 Man -5% Liscn 0% L Leg (05-08) 2/3
 CON 13 Stl 0% MvQt 20% Abdom (09-11) 2/3
 SIZ 12 Kno -5% SpHd 0% Chest (12) 2/4
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/2
 DEX 7 T. F. 9 Spl SR 4 L Arm (16-18) 2/2
 CHA 3 ENC 2/18 6 -5 0A Head (19-20) 4/3
 Fist (D6+D4) 35% SR 10 POW 1
 1H Heavy Mace (D8+D6+2) 35% SR 9 Par 35%....20
 HP 12

=9= Def 0% Hide 15% R Leg (01-04) 2/8
 STR 25 Man 5% Liscn 0% L Leg (05-08) 2/8
 CON 26 Stl 5% MvQt 20% Abdom (09-11) 2/8
 SIZ 12 Kno -5% SpHd 5% Chest (12) 2/9
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/7
 DEX 9 T. F. 12 Spl SR 3 L Arm (16-18) 2/7
 CHA 1 ENC 2/25 5 5 0A Head (19-20) 4/8
 Fist (D6+D4) 45% SR 9 POW 1
 1H Heavy Mace (D8+D6+2) 45% SR 8 Par 45%....20
 HP 25

=10= Def 0% Hide 5% R Leg (01-04) 2/7
 STR 24 Man 0% Liscn 0% L Leg (05-08) 2/7
 CON 23 Stl -5% MvQt 20% Abdom (09-11) 2/7
 SIZ 18 Kno -5% SpHd 0% Chest (12) 2/8
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/6
 DEX 11 T. F. 12 Spl SR 3 L Arm (16-18) 2/6
 CHA 1 ENC 2/24 4 0 0B Head (19-20) 4/7
 Fist (2D6+D4) 55% SR 8 POW 1
 1H Heavy Mace (D8+2D6+2) 55% SR 7 Par 55%....20
 HP 24

=11= Def 0% Hide 10% R Leg (01-04) 2/7
 STR 22 Man 0% Liscn 0% L Leg (05-08) 2/7
 CON 22 Stl 0% MvQt 20% Abdom (09-11) 2/7
 SIZ 16 Kno -5% SpHd 0% Chest (12) 2/8
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/6
 DEX 9 T. F. 11 Spl SR 3 L Arm (16-18) 2/6
 CHA 1 ENC 2/22 4 0 0A Head (19-20) 4/7
 Fist (D6+D4) 45% SR 8 POW 1
 1H Heavy Mace (D8+D6+2) 45% SR 7 Par 45%....20
 HP 22

=12= Def 0% Hide 15% R Leg (01-04) 2/4
 STR 20 Man -5% Liscn 0% L Leg (05-08) 2/4
 CON 14 Stl 5% MvQt 20% Abdom (09-11) 2/4
 SIZ 12 Kno -5% SpHd 5% Chest (12) 2/5
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/3
 DEX 11 T. F. 8 Spl SR 3 L Arm (16-18) 2/3
 CHA 3 ENC 2/17 5 -5 0+ Head (19-20) 4/4
 Fist (2D4) 55% SR 9 POW 1
 1H Heavy Mace (D8+D4+2) 55% SR 8 Par 55%....20
 HP 13

=13= Def 0% Hide 10% R Leg (01-04) 2/6
 STR 12 Man -5% Liscn 0% L Leg (05-08) 2/6
 CON 20 Stl 0% MvQt 20% Abdom (09-11) 2/6
 SIZ 15 Kno -5% SpHd 0% Chest (12) 2/7
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/5
 DEX 9 T. F. 9 Spl SR 3 L Arm (16-18) 2/5
 CHA 2 ENC 1/12 4 -5 0+ Head (19-20) 4/6
 Fist (2D4) 45% SR 8 POW 1
 1H War Hammer@ (D6+D4+2) 45% SR 7 Par 45%....20
 HP 20

=14= Def 0% Hide 10% R Leg (01-04) 2/5
 STR 18 Man -10% Liscn 0% L Leg (05-08) 2/5
 CON 17 Stl 0% MvQt 20% Abdom (09-11) 2/5
 SIZ 11 Kno -5% SpHd 0% Chest (12) 2/6
 INT 0 Per -5% Move: 6 R Arm (13-15) 2/4
 DEX 7 T. F. 9 Spl SR 4 L Arm (16-18) 2/4
 CHA 3 ENC 2/18 6-10 0+ Head (19-20) 4/5
 Fist (2D4) 35% SR 10 POW 1
 1H Heavy Mace (D8+D4+2) 35% SR 9 Par 35%....20
 HP 16

CENTAURS

=1= Def 5% Hide 15% RH Leg (01-02) 2/5
 STR 15 Man 10% Lissn 60% LH Leg (03-04) 2/5
 CON 15 Stl -5% MvQt 30% H qtrs (05-06) 2/7
 SIZ 24 Kno 0% SpHd 45% F qtrs (07-09) 2/7
 INT 12 Per 0% Move: 12 RF Leg (10-11) 2/5
 DEX 19 T. F. 10 Spl SR 0 LF Leg (12-13) 2/5
 CHA 14 ENC 8/15 0 10 5A Chest (14) 2/7
 R Arm (15-16) 2/5
 L Arm (17-18) 2/5
 Head (19-20) 2/6

Kick (D8+D6+1) 35% SR 3 POW 10
 Small Shield Par 30%.....8
 Self Bow@ (D6+1) 35% SR 0 Par 25%.....6
 1H Heavy Mace (D8+D6+2) 45% SR 3 Par 40%....20
 Lance@ (D10+D6+1) 20% SR 0 Par 5%.....20
 Multimissile 2; Mobility; Healing 2 HP 18
 Tracking 30%; Jumping 60%; Play Lyre 25%

=2= Def 0% Hide 10% RH Leg (01-02) 2/4
 STR 18 Man 5% Lissn 60% LH Leg (03-04) 2/4
 CON 11 Stl -10% MvQt 30% H qtrs (05-06) 2/6
 SIZ 23 Kno 0% SpHd 40% F qtrs (07-09) 2/6
 INT 12 Per 0% Move: 12 RF Leg (10-11) 2/4
 DEX 14 T. F. 10 Spl SR 2 LF Leg (12-13) 2/4
 CHA 15 ENC 8/15 2 5 0B Chest (14) 2/6
 R Arm (15-16) 2/4
 L Arm (17-18) 2/4
 Head (19-20) 2/5

Kick (D8+2D6+1) 30% SR 5 POW 10
 Small Shield Par 25%.....8
 Self Bow@ (D6+1) 30% SR 2 Par 20%.....6
 1H Heavy Mace (D8+2D6+2) 40% SR 5 Par 35%...20
 Lance@ (D10+2D6+1) 15% SR 2 Par 0% HP 14
 Multimissile 2; Mobility; Healing 2
 Tracking 30%; Jumping 55%; Play Lyre 20%

=3= Def 0% Hide 5% RH Leg (01-02) 2/5
 STR 15 Man 5% Lissn 60% LH Leg (03-04) 2/5
 CON 12 Stl -15% MvQt 30% H qtrs (05-06) 2/7
 SIZ 25 Kno 0% SpHd 35% F qtrs (07-09) 2/7
 INT 12 Per 0% Move: 12 RF Leg (10-11) 2/5
 DEX 14 T. F. 10 Spl SR 2 LF Leg (12-13) 2/5
 CHA 18 ENC 8/14 2 5 0A Chest (14) 2/7
 R Arm (15-16) 2/5
 L Arm (17-18) 2/5
 Head (19-20) 2/6

Kick (D8+D6+1) 30% SR 5 POW 13
 Small Shield Par 20%.....8
 Self Bow@ (D6+1) 30% SR 2 Par 15%.....6
 1H Heavy Mace (D8+D6+2) 40% SR 5 Par 30%....20
 Lance@ (D10+D6+1) 15% SR 2 Par 0% HP 16
 Multimissile 2; Mobility; Healing 2
 Tracking 30%; Jumping 55%; Play Lyre 20%

=4= Def 0% Hide 10% RH Leg (01-02) 2/4
 STR 16 Man 10% Lissn 60% LH Leg (03-04) 2/4
 CON 10 Stl -10% MvQt 30% H qtrs (05-06) 2/6
 SIZ 26 Kno 0% SpHd 40% F qtrs (07-09) 2/6
 INT 10 Per 0% Move: 12 RF Leg (10-11) 2/4
 DEX 17 T. F. 10 Spl SR 1 LF Leg (12-13) 2/4
 CHA 12 ENC 8/13 1 10 0B Chest (14) 2/6
 R Arm (15-16) 2/4
 L Arm (17-18) 2/4
 Head (19-20) 2/5

Kick (D8+2D6+1) 35% SR 4 POW 12
 Small Shield Par 25%.....8
 Self Bow@ (D6+1) 35% SR 1 Par 20%.....6
 1H Heavy Mace (D8+2D6+2) 45% SR 4 Par 35%...20
 Lance@ (D10+2D6+1) 20% SR 1 Par 0% HP 14
 Multimissile 2; Mobility; Healing 2
 Tracking 30%; Jumping 60%; Play Lyre 25%

MINOTAURS

=1= Def 0% Hide 5% R Leg (01-04) 5/5
 STR 24 Man 5% Lissn 40% L Leg (05-08) 5/5
 CON 13 Stl -15% MvQt 30% Abdom (09-11) 5/5
 SIZ 23 Kno 0% SpHd 5% Chest (12) 5/6
 INT 10 Per 0% Move: 10 R Arm (13-15) 5/4
 DEX 9 T. F. 18 Spl SR 3 L Arm (16-18) 5/4
 CHA 9 ENC 2/19 3 5 0B Head (19-20) 6/5
 Gore@ (D10+2D6) 70% SR 7 Par 65%.....6
 2H Great Axe (4D6+2) 80% SR 5 Par 45%.....15
 Healing 4 POW 14
 Tracking 40%; Jumping 85% HP 16

=2= Def 0% Hide 5% R Leg (01-04) 5/6
 STR 24 Man 5% Lissn 40% L Leg (05-08) 5/6
 CON 18 Stl -15% MvQt 30% Abdom (09-11) 5/6
 SIZ 21 Kno 0% SpHd 5% Chest (12) 5/7
 INT 11 Per 0% Move: 10 R Arm (13-15) 5/5
 DEX 11 T. F. 17 Spl SR 3 L Arm (16-18) 5/5
 CHA 10 ENC 1/21 4 5 0B Head (19-20) 6/6
 Gore@ (D10+2D6) 30% SR 8 Par 25%.....6
 2H Poleaxe (2D8+2D6) 40% SR 5 Par 25%.....12
 Healing 4 POW 13
 Tracking 20%; Jumping 45% HP 21

=3= Def 0% Hide 0% R Leg (01-04) 5/7
 STR 25 Man 10% Lissn 35% L Leg (05-08) 5/7
 CON 18 Stl -20% MvQt 25% Abdom (09-11) 5/7
 SIZ 25 Kno -5% SpHd 0% Chest (12) 5/8
 INT 7 Per -5% Move: 10 R Arm (13-15) 5/6
 DEX 14 T. F. 17 Spl SR 2 L Arm (16-18) 5/6
 CHA 6 ENC 1/22 2 10 0B Head (19-20) 6/7
 Gore@ (D10+2D6) 35% SR 6 Par 30%.....6
 2H Poleaxe (2D8+2D6) 45% SR 3 Par 30%.....12
 Healing 4 POW 18
 Tracking 15%; Jumping 50% HP 22

=4= Def 0% Hide 5% R Leg (01-04) 5/7
 STR 30 Man 20% Lissn 40% L Leg (05-08) 5/7
 CON 18 Stl -15% MvQt 30% Abdom (09-11) 5/7
 SIZ 28 Kno 0% SpHd 5% Chest (12) 5/8
 INT 11 Per 0% Move: 10 R Arm (13-15) 5/6
 DEX 13 T. F. 19 Spl SR 2 L Arm (16-18) 5/6
 CHA 8 ENC 1/24 2 20 0C Head (19-20) 6/7
 Gore@ (D10+3D6) 45% SR 6 Par 35%.....6
 2H Poleaxe (2D8+3D6) 55% SR 3 Par 35%.....12
 Healing 4 POW 12
 Tracking 20%; Jumping 60% HP 22

=5= Def 0% Hide 5% R Leg (01-04) 5/5
 STR 27 Man 15% Lissn 40% L Leg (05-08) 5/5
 CON 13 Stl -15% MvQt 30% Abdom (09-11) 5/5
 SIZ 25 Kno 0% SpHd 5% Chest (12) 5/6
 INT 11 Per 0% Move: 10 R Arm (13-15) 5/4
 DEX 13 T. F. 14 Spl SR 2 L Arm (16-18) 5/4
 CHA 11 ENC 1/20 2 15 0B Head (19-20) 6/5
 Gore@ (D10+2D6) 40% SR 6 Par 30%.....6
 2H Poleaxe (2D8+2D6) 50% SR 3 Par 30%.....12
 Healing 4 POW 9
 Tracking 20%; Jumping 55% HP 17

=6= Def 0% Hide 0% R Leg (01-04) 5/6
 STR 20 Man 0% Lissn 40% L Leg (05-08) 5/6
 CON 17 Stl -20% MvQt 30% Abdom (09-11) 5/6
 SIZ 26 Kno 0% SpHd 0% Chest (12) 5/7
 INT 10 Per 0% Move: 10 R Arm (13-15) 5/5
 DEX 9 T. F. 17 Spl SR 3 L Arm (16-18) 5/5
 CHA 7 ENC 2/19 3 0 0B Head (19-20) 6/6
 Gore@ (D10+2D6) 25% SR 7 Par 15%.....6
 2H Great Axe (4D6+2) 35% SR 5 Par 15%.....15
 Healing 4 POW 17
 Tracking 20%; Jumping 40% HP 21

FLYING THINGS

7

Big Dragon:

=1=	Def	0%	Hide	0%	RH Leg	(01-02)	8/8
STR	57	Man	55%	Lisn	85%	LH Leg	(03-04) 8/8
CON	12	Stl	-55%	MvQt	15%	H qtrs	(05-06) 8/8
SIZ	60	Kno	5%	SpHd	15%	Tail	(07-08) 8/7
INT	16	Per	5%	Mov	7/12	F qtrs	(09-10) 8/9
DEX	12	T. F.	30	Spl	SR 3	R Wing	(11-12) 8/7
CHA	16	ENC	0/35	3	55	OF L Wing	(13-14) 8/7
						RF Leg	(15-16) 8/8
						LF Leg	(17-18) 8/8
						Head	(19-20) 8/8

Bite (8D6) 65% SR 7 POW 20
Claw (7D6) 65% SR 7 HP 24

Breathes Fire (7D6) 60% SR 3
Demoralize; Mobility; Detect Gold;
Farsee; Protection 4; Healing 5

Little Dragon:

=2=	Def	0%	Hide	0%	RH Leg	(01-02)	4/5
STR	35	Man	25%	Lisn	85%	LH Leg	(03-04) 4/5
CON	10	Stl	-20%	MvQt	15%	H qtrs	(05-06) 4/5
SIZ	32	Kno	5%	SpHd	50%	Tail	(07-08) 4/4
INT	15	Per	5%	Mov	7/12	F qtrs	(09-10) 4/6
DEX	10	T. F.	17	Spl	SR 3	R Wing	(11-12) 4/4
CHA	10	ENC	0/23	3	25	OC L Wing	(13-14) 4/4
						RF Leg	(15-16) 4/5
						LF Leg	(17-18) 4/5
						Head	(19-20) 4/5

Bite (5D6) 35% SR 7 POW 19
Claw (4D6) 35% SR 7 HP 15

Breathes Fire (4D6) 30% SR 3
Demoralize; Protection 2; Healing 4

Manticores:

=1=	Def	0%	Hide	0%	RH Leg	(01-02)	4/7
STR	30	Man	15%	Lisn	65%	LH Leg	(03-04) 4/7
CON	19	Stl	-10%	MvQt	50%	H qtrs	(05-06) 4/7
SIZ	18	Kno	0%	SpHd	10%	Tail	(07-08) 4/6
INT	9	Per	0%	Move:	9	F qtrs	(09-10) 4/8
DEX	12	T. F.	16	Spl	SR 3	R Wing	(11-12) 4/6
CHA	9	ENC	0/25	4	15	OB L Wing	(13-14) 4/6
						RF Leg	(15-16) 4/7
						LF Leg	(17-18) 4/7
						Head	(19-20) 4/7

Claw (3D6) 50% SR 8 POW 15
Sting w/ Poison=CON (3D6) 30% SR 8 HP 21

=2=	Def	0%	Hide	0%	RH Leg	(01-02)	4/10
STR	24	Man	0%	Lisn	60%	LH Leg	(03-04) 4/10
CON	24	Stl	-25%	MvQt	45%	H qtrs	(05-06) 4/10
SIZ	25	Kno	-5%	SpHd	0%	Tail	(07-08) 4/9
INT	8	Per	-5%	Move:	9	F qtrs	(09-10) 4/11
DEX	11	T. F.	17	Spl	SR 3	R Wing	(11-12) 4/9
CHA	9	ENC	0/24	3	0	OB L Wing	(13-14) 4/9
						RF Leg	(15-16) 4/10
						LF Leg	(17-18) 4/10
						Head	(19-20) 4/10

Claw (3D6) 35% SR 7 POW 9
Sting w/ Poison=CON (3D6) 15% SR 7 HP 28

=3=	Def	0%	Hide	0%	RH Leg	(01-02)	4/9
STR	28	Man	10%	Lisn	65%	LH Leg	(03-04) 4/9
CON	23	Stl	-15%	MvQt	50%	H qtrs	(05-06) 4/9
SIZ	21	Kno	0%	SpHd	5%	Tail	(07-08) 4/8
INT	11	Per	0%	Move:	9	F qtrs	(09-10) 4/10
DEX	10	T. F.	17	Spl	SR 3	R Wing	(11-12) 4/8
CHA	10	ENC	0/26	4	10	OB L Wing	(13-14) 4/8
						RF Leg	(15-16) 4/9
						LF Leg	(17-18) 4/9
						Head	(19-20) 4/9

Claw (3D6) 45% SR 8 POW 9
Sting w/ Poison=CON (3D6) 25% SR 8 HP 26

Wyverns:

=1=	Def	0%	Hide	0%	R Leg	(01-03)	6/7
STR	27	Man	15%	Lisn	50%	L Leg	(04-06) 6/7
CON	15	Stl	-25%	MvQt	20%	Abdom	(07-08) 6/7
SIZ	35	Kno	0%	SpHd	5%	Chest	(09-11) 6/8
INT	10	Per	0%	Mov	6/10	Tail	(12) 6/7
DEX	16	T. F.	23	Spl	SR 1	RWing	(13-14) 6/6
CHA	10	ENC	0/21	1	15	OC LWing	(15-16) 6/6
						Head	(17-20) 6/7

Bite (D8+3D6) 35% SR 5 POW 12
Sting w/ Poison=CON (4D6) 30% SR 5 HP 21
Invisibility (3); Healing 4

=2=	Def	0%	Hide	0%	R Leg	(01-03)	6/9
STR	27	Man	20%	Lisn	50%	L Leg	(04-06) 6/9
CON	20	Stl	-15%	MvQt	20%	Abdom	(07-08) 6/9
SIZ	32	Kno	0%	SpHd	15%	Chest	(09-11) 6/10
INT	10	Per	0%	Mov	6/10	Tail	(12) 6/9
DEX	18	T. F.	23	Spl	SR 1	RWing	(13-14) 6/8
CHA	7	ENC	0/24	1	20	OC LWing	(15-16) 6/8
						Head	(17-20) 6/9

Bite (D8+3D6) 40% SR 5 POW 16
Sting w/ Poison=CON (4D6) 35% SR 5 HP 25
Countermagic 4; Healing 4

=3=	Def	0%	Hide	0%	R Leg	(01-03)	6/8
STR	31	Man	20%	Lisn	45%	L Leg	(04-06) 6/8
CON	16	Stl	-25%	MvQt	15%	Abdom	(07-08) 6/8
SIZ	36	Kno	-5%	SpHd	5%	Chest	(09-11) 6/9
INT	8	Per	-5%	Mov	6/10	Tail	(12) 6/8
DEX	17	T. F.	21	Spl	SR 1	RWing	(13-14) 6/7
CHA	7	ENC	0/24	1	20	OC LWing	(15-16) 6/7
						Head	(17-20) 6/8

Bite (D8+3D6) 40% SR 5 POW 18
Sting w/ Poison=CON (4D6) 35% SR 5 HP 22
Befuddle; Healing 3

=4=	Def	0%	Hide	0%	R Leg	(01-03)	6/10
STR	36	Man	25%	Lisn	45%	L Leg	(04-06) 6/10
CON	22	Stl	-25%	MvQt	15%	Abdom	(07-08) 6/10
SIZ	35	Kno	-5%	SpHd	5%	Chest	(09-11) 6/11
INT	7	Per	-5%	Mov	6/10	Tail	(12) 6/10
DEX	18	T. F.	20	Spl	SR 1	RWing	(13-14) 6/9
CHA	9	ENC	0/29	1	25	OC LWing	(15-16) 6/9
						Head	(17-20) 6/10

Bite (D8+3D6) 45% SR 5 POW 12
Sting w/ Poison=CON (4D6) 40% SR 5 HP 28
Shimmer 2; Healing 2

Manticore:

=4=	Def	0%	Hide	0%	RH Leg	(01-02)	4/8
STR	32	Man	15%	Lisn	60%	LH Leg	(03-04) 4/8
CON	19	Stl	-15%	MvQt	45%	H qtrs	(05-06) 4/8
SIZ	24	Kno	-5%	SpHd	5%	Tail	(07-08) 4/7
INT	7	Per	-5%	Move:	9	F qtrs	(09-10) 4/9
DEX	15	T. F.	17	Spl	SR 2	R Wing	(11-12) 4/7
CHA	12	ENC	0/26	2	15	OB L Wing	(13-14) 4/7
						RF Leg	(15-16) 4/8
						LF Leg	(17-18) 4/8
						Head	(19-20) 4/8

Claw (3D6) 50% SR 6 POW 13
Sting w/ Poison=CON (3D6) 30% SR 6 HP 22

=5=	Def	0%	Hide	0%	RH Leg	(01-02)	4/9
STR	21	Man	0%	Lisn	60%	LH Leg	(03-04) 4/9
CON	23	Stl	-20%	MvQt	45%	H qtrs	(05-06) 4/9
SIZ	24	Kno	-5%	SpHd	0%	Tail	(07-08) 4/8
INT	7	Per	-5%	Move:	9	F qtrs	(09-10) 4/10
DEX	11	T. F.	17	Spl	SR 3	R Wing	(11-12) 4/8
CHA	8	ENC	0/21	3	0	OB L Wing	(13-14) 4/8
						RF Leg	(15-16) 4/9
						LF Leg	(17-18) 4/9
						Head	(19-20) 4/9

Claw (3D6) 35% SR 7 POW 17
Sting w/ Poison=CON (3D6) 15% SR 7 HP 26

=1= Def 10% Hide 20% R Leg (01-04) 2/3
 STR 15 Man 10% Lisc 15% L Leg (05-08) 2/3
 CON 12 Stl 10% MvQt 15% Abdom (09-11) 2/3
 SIZ 12 Kno 5% SpHd 20% Chest (12) 2/4
 INT 16 Per 5% Move: 8 L Arm (13-15) 2/2
 DEX 14 T. F. 12 Spl SR 2 R Arm (16-18) 2/2
 CHA 10 ENC 7/14 4 10 10+ Head (19-20) 4/3
 Large Shield Par 35%.....16
 3 Throwing Axes (D6) 35% SR 2 Par 25%.....15
 1H Bastard Sword (D10+D4+1) 25% SR 6 Par 15%20
 Silence; Invisibility (3); Healing 4 POW 12
 Jumping 35%; Camouflage 15% HP 12

=2= Def 5% Hide 15% R Leg (01-04) 2/3
 STR 11 Man 5% Lisc 10% L Leg (05-08) 2/3
 CON 11 Stl 5% MvQt 10% Abdom (09-11) 2/3
 SIZ 12 Kno 0% SpHd 15% Chest (12) 2/4
 INT 11 Per 0% Move: 8 L Arm (13-15) 2/2
 DEX 15 T. F. 9 Spl SR 2 R Arm (16-18) 2/2
 CHA 10 ENC 6/11 4 5 5. Head (19-20) 4/3
 Medium Shield Par 20%.....12
 3 Throwing Axes (D6) 30% SR 2 Par 25%.....15
 1H War Hammer@ (D6+2) 35% SR 7 Par 25%.....20
 Multimissile 2; Healing 2 POW 9
 Jumping 30%; Camouflage 15% HP 11

=3= Def 10% Hide 20% R Leg (01-04) 2/4
 STR 12 Man 10% Lisc 10% L Leg (05-08) 2/4
 CON 13 Stl 10% MvQt 10% Abdom (09-11) 2/4
 SIZ 12 Kno 0% SpHd 20% Chest (12) 2/5
 INT 11 Per 0% Move: 8 L Arm (13-15) 2/3
 DEX 18 T. F. 9 Spl SR 1 R Arm (16-18) 2/3
 CHA 13 ENC 7/12 3 10 10. Head (19-20) 4/4
 Large Shield Par 40%.....16
 3 Throwing Axes (D6) 35% SR 1 Par 30%.....15
 1H Scimitar (D8+1) 30% SR 5 Par 25%.....20
 Disruption; Detect Gold; Healing 2 POW 10
 Jumping 35%; Camouflage 15% HP 13

=4= Def 5% Hide 15% R Leg (01-04) 2/4
 STR 10 Man 5% Lisc 15% L Leg (05-08) 2/4
 CON 14 Stl 5% MvQt 15% Abdom (09-11) 2/4
 SIZ 10 Kno 5% SpHd 15% Chest (12) 2/5
 INT 14 Per 5% Move: 8 L Arm (13-15) 2/3
 DEX 12 T. F. 9 Spl SR 3 R Arm (16-18) 2/3
 CHA 12 ENC 6/10 5 5 5. Head (19-20) 4/4
 Medium Shield Par 15%.....12
 3 Throwing Axes (D6) 30% SR 3 Par 20%.....15
 1H Light Mace (D6+2) 40% SR 8 Par 25%.....20
 Fireblade (4); Healing 2 POW 12
 Jumping 30%; Camouflage 15% HP 14

=5= Def 10% Hide 20% R Leg (01-04) 2/4
 STR 8 Man 10% Lisc 15% L Leg (05-08) 2/4
 CON 14 Stl 10% MvQt 15% Abdom (09-11) 2/4
 SIZ 9 Kno 5% SpHd 20% Chest (12) 2/5
 INT 15 Per 5% Move: 8 L Arm (13-15) 2/3
 DEX 14 T. F. 9 Spl SR 2 R Arm (16-18) 2/3
 CHA 12 ENC 3/ 8 4 10 10. Head (19-20) 4/4
 Small Shield Par 20%.....8
 3 Throwing Daggers@ (D6) 40% SR 2 Par 30%...12
 Rapier@ (D6+1) 25% SR 6 Par 15%.....12
 Mobility; Silence; Healing 2 POW 14
 Jumping 35%; Camouflage 15% HP 14

=6= Def 10% Hide 15% R Leg (01-04) 2/3
 STR 12 Man 10% Lisc 15% L Leg (05-08) 2/3
 CON 11 Stl 5% MvQt 15% Abdom (09-11) 2/3
 SIZ 16 Kno 5% SpHd 15% Chest (12) 2/4
 INT 13 Per 5% Move: 8 L Arm (13-15) 2/2
 DEX 13 T. F. 11 Spl SR 2 R Arm (16-18) 2/2
 CHA 16 ENC 7/12 3 10 10+ Head (19-20) 4/3
 Large Shield Par 35%.....16
 3 Throwing Axes (D6) 35% SR 2 Par 25%.....15
 1H War Hammer@ (D6+D4+2) 40% SR 6 Par 25%...20
 Binding; Multimissile 2; Healing 2 POW 10
 Jumping 35%; Camouflage 15% HP 12

=7= Def 20% Hide 20% R Leg (01-04) 2/4
 STR 14 Man 20% Lisc 20% L Leg (05-08) 2/4
 CON 12 Stl 10% MvQt 20% Abdom (09-11) 2/4
 SIZ 18 Kno 10% SpHd 20% Chest (12) 2/5
 INT 18 Per 10% Move: 8 L Arm (13-15) 2/3
 DEX 17 T. F. 10 Spl SR 1 R Arm (16-18) 2/3
 CHA 16 ENC 6/13 2 20 20+ Head (19-20) 4/4
 Large Shield Par 40%.....16
 Composite Bow@ (D8+1) 45% SR 1 Par 30%.....10
 1H Bastard Sword (D10+D4+1) 35% SR 4 Par 15%20
 Bludgeon 2; Healing 2 POW 13
 Jumping 45%; Camouflage 15% HP 14

=8= Def 5% Hide 10% R Leg (01-04) 2/4
 STR 14 Man 5% Lisc 10% L Leg (05-08) 2/4
 CON 12 Stl 0% MvQt 10% Abdom (09-11) 2/4
 SIZ 15 Kno 0% SpHd 10% Chest (12) 2/5
 INT 12 Per 0% Move: 8 L Arm (13-15) 2/3
 DEX 13 T. F. 11 Spl SR 2 R Arm (16-18) 2/3
 CHA 13 ENC 7/13 3 5 5+ Head (19-20) 4/4
 Large Shield Par 35%.....16
 Composite Bow@ (D8+1) 30% SR 2 Par 25%.....10
 1H Heavy Mace (D8+D4+2) 40% SR 6 Par 35%...20
 Countermagic 4; Healing 2 POW 17
 Jumping 30%; Camouflage 15% HP 13

=9= Def 5% Hide 10% R Leg (01-04) 2/2
 STR 9 Man 5% Lisc 15% L Leg (05-08) 2/2
 CON 8 Stl 0% MvQt 15% Abdom (09-11) 2/2
 SIZ 15 Kno 5% SpHd 10% Chest (12) 2/3
 INT 14 Per 5% Move: 8 L Arm (13-15) 2/1
 DEX 9 T. F. 9 Spl SR 3 R Arm (16-18) 2/1
 CHA 13 ENC 5/ 9 4 5 5. Head (19-20) 4/2
 Medium Shield Par 15%.....12
 Self Bow@ (D6+1) 30% SR 3 Par 20%.....6
 1H Scimitar (D8+1) 25% SR 6 Par 10%.....20
 Light; Repair (2); Healing 2 POW 17
 Jumping 30%; Camouflage 15% HP 9

=10= Def 0% Hide 5% R Leg (01-04) 2/3
 STR 15 Man 0% Lisc 10% L Leg (05-08) 2/3
 CON 9 Stl -5% MvQt 10% Abdom (09-11) 2/3
 SIZ 15 Kno 0% SpHd 5% Chest (12) 2/4
 INT 12 Per 0% Move: 8 L Arm (13-15) 2/2
 DEX 12 T. F. 9 Spl SR 3 R Arm (16-18) 2/2
 CHA 17 ENC 7/12 4 0 0+ Head (19-20) 4/3
 Large Shield Par 30%.....16
 Composite Bow@ (D8+1) 25% SR 3 Par 20%.....10
 1H Heavy Mace (D8+D4+2) 35% SR 7 Par 30%...20
 Multimissile 2; Healing 2 POW 9
 Jumping 25%; Camouflage 15% HP 10

=11= Def 0% Hide 5% R Leg (01-04) 2/3
 STR 14 Man 0% Lisc 5% L Leg (05-08) 2/3
 CON 10 Stl -5% MvQt 5% Abdom (09-11) 2/3
 SIZ 13 Kno -5% SpHd 5% Chest (12) 2/4
 INT 8 Per -5% Move: 8 L Arm (13-15) 2/2
 DEX 15 T. F. 9 Spl SR 2 R Arm (16-18) 2/2
 CHA 11 ENC 6/12 4 0 0+ Head (19-20) 4/3
 Large Shield Par 35%.....16
 Composite Bow@ (D8+1) 25% SR 2 Par 25%.....10
 1H Bastard Sword (D10+D4+1) 15% SR 6 Par 10%20
 Harmonize (2); Healing 2 POW 12
 Jumping 25%; Camouflage 15% HP 11

=12= Def 10% Hide 10% R Leg (01-04) 2/6
 STR 9 Man 10% Lisc 20% L Leg (05-08) 2/6
 CON 17 Stl 0% MvQt 20% Abdom (09-11) 2/6
 SIZ 18 Kno 10% SpHd 10% Chest (12) 2/7
 INT 17 Per 10% Move: 8 L Arm (13-15) 2/5
 DEX 10 T. F. 11 Spl SR 3 R Arm (16-18) 2/5
 CHA 14 ENC 5/ 9 4 10 10+ Head (19-20) 4/6
 Medium Shield Par 15%.....12
 Self Bow@ (D6+1) 35% SR 3 Par 20%.....6
 1H Light Mace (D6+D4+2) 45% SR 7 Par 30%...20
 Disruption; Farsee; Healing 2 POW 15
 Jumping 35%; Camouflage 15% HP 19

=1= Def 10% Hide 65% R Leg (01-04) 6/4
 STR 11 Man 10% Liscn 65% L Leg (05-08) 6/4
 CON 14 Stl 5% MvQt 65% Abdom (09-11) 7/4
 SIZ 13 Kno 5% SpHd 65% Chest (12) 7/5
 INT 15 Per 5% Move: 8 L Arm (13-15) 6/3
 DEX 14 T. F. 18 Spl SR 2 R Arm (16-18) 6/3
 CHA 8 ENC 7/11 4 10 10. Head (19-20) 7/4
 Medium Shield Par 40%.....12
 3 Throwing Axes (D6) 60% SR 2 Par 25%.....15
 1H Scimitar (D8+1) 50% SR 6 Par 35%.....20
 1H War Hammer@ (D6+2) 60% SR 7 Par 45%.....20
 Disruption; Multimissile 4; Detect Life; POW 14
 Protection 2; Healing 4 HP 15
 Jumping 35%; Camouflage 15%

=2= Def 10% Hide 65% R Leg (01-04) 6/3
 STR 10 Man 10% Liscn 65% L Leg (05-08) 6/3
 CON 10 Stl 5% MvQt 65% Abdom (09-11) 7/3
 SIZ 13 Kno 5% SpHd 65% Chest (12) 7/4
 INT 13 Per 5% Move: 8 L Arm (13-15) 6/2
 DEX 13 T. F. 19 Spl SR 2 R Arm (16-18) 6/2
 CHA 11 ENC 7/10 4 10 10. Head (19-20) 7/3
 Medium Shield Par 40%.....12
 3 Throwing Axes (D6) 60% SR 2 Par 25%.....15
 1H Scimitar (D8+1) 50% SR 6 Par 35%.....20
 1H Light Mace (D6+2) 65% SR 7 Par 50%.....20
 Fireblade (4); Mobility; Silence; POW 10
 Farsee; Repair (2); Healing 4 HP 11
 Jumping 35%; Camouflage 15%

=3= Def 10% Hide 75% R Leg (01-04) 6/4
 STR 12 Man 10% Liscn 65% L Leg (05-08) 6/4
 CON 15 Stl 15% MvQt 65% Abdom (09-11) 7/4
 SIZ 8 Kno 5% SpHd 75% Chest (12) 7/5
 INT 16 Per 5% Move: 8 L Arm (13-15) 6/3
 DEX 15 T. F. 16 Spl SR 2 R Arm (16-18) 6/3
 CHA 12 ENC 8/12 4 10 10. Head (19-20) 7/4
 Large Shield Par 55%.....16
 3 Throwing Axes (D6) 60% SR 2 Par 25%.....15
 1H Scimitar (D8+1) 50% SR 6 Par 35%.....20
 1H War Hammer@ (D6+2) 60% SR 7 Par 45%.....20
 Harmonize (2); Detect Detection; POW 11
 Countermagic; Healing 4 HP 14
 Jumping 35%; Camouflage 15%

=4= Def 5% Hide 60% R Leg (01-04) 6/4
 STR 9 Man 5% Liscn 60% L Leg (05-08) 6/4
 CON 13 Stl 0% MvQt 60% Abdom (09-11) 7/4
 SIZ 14 Kno 0% SpHd 60% Chest (12) 7/5
 INT 11 Per 0% Move: 8 L Arm (13-15) 6/3
 DEX 15 T. F. 18 Spl SR 2 R Arm (16-18) 6/3
 CHA 11 ENC 7/9 4 5 5. Head (19-20) 7/4
 Medium Shield Par 40%.....12
 3 Throwing Axes (D6) 55% SR 2 Par 25%.....15
 1H Scimitar (D8+1) 45% SR 6 Par 35%.....20
 1H Light Mace (D6+2) 60% SR 7 Par 50%.....20
 Invisibility (3); Repair (2); Healing 6 POW 9
 Jumping 30%; Camouflage 15% HP 14

=5= Def 5% Hide 60% R Leg (01-04) 6/3
 STR 11 Man 5% Liscn 65% L Leg (05-08) 6/3
 CON 11 Stl 0% MvQt 65% Abdom (09-11) 7/3
 SIZ 13 Kno 5% SpHd 60% Chest (12) 7/4
 INT 14 Per 5% Move: 8 L Arm (13-15) 6/2
 DEX 12 T. F. 19 Spl SR 3 R Arm (16-18) 6/2
 CHA 16 ENC 7/11 5 5 5. Head (19-20) 7/3
 Medium Shield Par 35%.....12
 3 Throwing Axes (D6) 55% SR 3 Par 20%.....15
 1H Scimitar (D8+1) 45% SR 7 Par 30%.....20
 1H War Hammer@ (D6+2) 55% SR 8 Par 40%.....20
 Befuddle; Binding; Multimissile 3; POW 9
 Dispel Magic 4; Healing 4 HP 12
 Jumping 30%; Camouflage 15%

=6= Def 10% Hide 65% R Leg (01-04) 6/4
 STR 14 Man 10% Liscn 65% L Leg (05-08) 6/4
 CON 12 Stl 5% MvQt 65% Abdom (09-11) 7/4
 SIZ 13 Kno 5% SpHd 65% Chest (12) 7/5
 INT 16 Per 5% Move: 8 L Arm (13-15) 6/3
 DEX 15 T. F. 21 Spl SR 2 R Arm (16-18) 6/3
 CHA 13 ENC 7/13 4 10 10+ Head (19-20) 7/4
 Large Shield Par 25%.....16
 Composite Bow@ (D8+1) 75% SR 2 Par 25%.....10
 1H Bastard Sword (D10+D4+1) 30% SR 6 Par 20%20
 2H Poleaxe (2D8+D4) 65% SR 5 Par 50%.....12
 Bladesharp 4; Detect Detection; POW 13
 Repair (2); Protection 4; Healing 4 HP 13
 Jumping 35%; Camouflage 15%

=7= Def 15% Hide 65% R Leg (01-04) 6/4
 STR 13 Man 15% Liscn 70% L Leg (05-08) 6/4
 CON 13 Stl 5% MvQt 70% Abdom (09-11) 7/4
 SIZ 18 Kno 10% SpHd 65% Chest (12) 7/5
 INT 18 Per 10% Move: 8 L Arm (13-15) 6/3
 DEX 16 T. F. 22 Spl SR 1 R Arm (16-18) 6/3
 CHA 12 ENC 7/13 2 15 15+ Head (19-20) 7/4
 Large Shield Par 25%.....16
 Composite Bow@ (D8+1) 80% SR 1 Par 25%.....10
 1H Bastard Sword (D10+D4+1) 35% SR 4 Par 20%20
 2H Poleaxe (2D8+D4) 70% SR 3 Par 50%.....12
 Multimissile 4; Detection Blank 3; POW 15
 Invisibility (3); Silence; Healing 4 HP 15
 Jumping 40%; Camouflage 15%

=8= Def 5% Hide 60% R Leg (01-04) 6/4
 STR 12 Man 5% Liscn 65% L Leg (05-08) 6/4
 CON 14 Stl 0% MvQt 65% Abdom (09-11) 7/4
 SIZ 13 Kno 5% SpHd 60% Chest (12) 7/5
 INT 16 Per 5% Move: 8 L Arm (13-15) 6/3
 DEX 12 T. F. 21 Spl SR 3 R Arm (16-18) 6/3
 CHA 18 ENC 8/12 5 5 5+ Head (19-20) 7/4
 Large Shield Par 20%.....16
 Staff Sling (D10) 70% SR 4 Par 20%.....10
 1H Scimitar (D8+D4+1) 30% SR 7 Par 20%.....20
 2H Rhomphia (2D6+D4+2) 60% SR 7 Par 45%.....12
 Fireblade (4); Mobility; Binding; POW 13
 Protection 4; Healing 4 HP 15
 Jumping 30%; Camouflage 15%

=9= Def 0% Hide 55% R Leg (01-04) 6/4
 STR 8 Man 0% Liscn 60% L Leg (05-08) 6/4
 CON 12 Stl -5% MvQt 60% Abdom (09-11) 7/4
 SIZ 14 Kno 0% SpHd 55% Chest (12) 7/5
 INT 11 Per 0% Move: 8 L Arm (13-15) 6/3
 DEX 10 T. F. 18 Spl SR 3 R Arm (16-18) 6/3
 CHA 17 ENC 5/8 5 0 0. Head (19-20) 7/4
 Small Shield Par 5%.....8
 Light Crossbow@ (2D4+2) 65% SR 3 Par 20%.....6
 Hatchet (D6+1) 35% SR 9 Par 30%.....15
 1H Sickle@ (D6+1) 55% SR 8 POW 14
 Disruption; Ignite; Glue; HP 13
 Countermagic 4; Healing 4
 Jumping 25%; Camouflage 15%

=10= Def 10% Hide 70% R Leg (01-04) 6/4
 STR 13 Man 10% Liscn 65% L Leg (05-08) 6/4
 CON 14 Stl 10% MvQt 65% Abdom (09-11) 7/4
 SIZ 11 Kno 5% SpHd 70% Chest (12) 7/5
 INT 13 Per 5% Move: 8 L Arm (13-15) 6/3
 DEX 14 T. F. 17 Spl SR 2 R Arm (16-18) 6/3
 CHA 14 ENC 7/13 4 10 10. Head (19-20) 7/4
 Large Shield Par 25%.....16
 Composite Bow@ (D8+1) 75% SR 2 Par 25%.....10
 1H Bastard Sword (D10+1) 30% SR 6 Par 20%.....20
 2H Poleaxe (2D8) 65% SR 5 Par 50%.....12
 Detect Spirit; Spirit Shield 3; POW 13
 Spirit Binding; Healing 5 HP 14
 Jumping 35%; Camouflage 15%

Officer of Good Platoon:

=1= Def 5% Hide 35% R Leg (01-04) 6/5
 STR 13 Man 5% Lsn 40% L Leg (05-08) 6/5
 CON 13 Stl 0% MvQt 40% Abdom (09-11) 6/5
 SIZ 16 Kno 5% SpHd 35% Chest (12) 6/6
 INT 15 Per 5% Move: 8 R Arm (13-15) 6/4
 DEX 9 T. F. 21 Spl SR 3 L Arm (16-18) 6/4
 CHA 13 ENC13/13 4 5 5+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 75% SR 4 Par 45%...15
 1H Long Spear (D8+D4+1) 65% SR 5 Par 20%...15
 Shortsword@ (D6+D4+1) 65% SR 7 Par 40%...20
 2 Darts@ (D6) 50% SR 3 Par 15%...8
 Large Shield Par 80%...16
 Bladesharp 4; Demoralize; Mind Speech 2; POW 8
 Countermagic 2; Repair (2); Healing 4 HP 14
 Oratory 50%; Map Making 55%; Tracking 35%

Guardian for Good Platoon:

=2= Def 5% Hide 45% R Leg (01-04) 6/6
 STR 14 Man 5% Lsn 50% L Leg (05-08) 6/6
 CON 15 Stl 0% MvQt 50% Abdom (09-11) 6/6
 SIZ 14 Kno 5% SpHd 45% Chest (12) 6/7
 INT 16 Per 5% Move: 8 R Arm (13-15) 6/5
 DEX 12 T. F. 19 Spl SR 3 L Arm (16-18) 6/5
 CHA 6 ENC10/14 5 5 5+ Head (19-20) 6/6
 2H Long Spear@ (D10+D4+1) 35% SR 5 Par 30%...15
 Shortsword@ (D6+D4+1) 25% SR 8 Par 15%...20
 2 Darts@ (D6) 25% SR 3 Par 15%...8
 Large Shield Par 40%...16
 Dispel Magic 2; Mind Speech 1; Healing 6POW 16
 Spirit Shield 2; Detect Spirit HP 16

Troops in Good Platoon, First Squad:

=3= Def 0% Hide 15% R Leg (01-04) 6/5
 STR 13 Man 0% Lsn 15% L Leg (05-08) 6/5
 CON 14 Stl 0% MvQt 15% Abdom (09-11) 6/5
 SIZ 12 Kno 0% SpHd 15% Chest (12) 6/6
 INT 10 Per 0% Move: 8 R Arm (13-15) 6/4
 DEX 10 T. F. 15 Spl SR 3 L Arm (16-18) 6/4
 CHA 10 ENC13/13 5 0 0+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 40% SR 5 Par 40%...15
 1H Long Spear (D8+D4+1) 30% SR 6 Par 10%...15
 Shortsword@ (D6+D4+1) 25% SR 8 Par 20%...20
 2 Darts@ (D6) 35% SR 3 Par 15%...8
 Large Shield Par 50%...16
 Countermagic 2; Mind Speech 1; Healing 2POW 7
 HP 14

=4= Def 0% Hide 10% R Leg (01-04) 6/5
 STR 13 Man 0% Lsn 15% L Leg (05-08) 6/5
 CON 13 Stl -5% MvQt 15% Abdom (09-11) 6/5
 SIZ 14 Kno 0% SpHd 10% Chest (12) 6/6
 INT 12 Per 0% Move: 8 R Arm (13-15) 6/4
 DEX 12 T. F. 15 Spl SR 3 L Arm (16-18) 6/4
 CHA 8 ENC13/13 5 0 0+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 40% SR 5 Par 40%...15
 1H Long Spear (D8+D4+1) 30% SR 6 Par 10%...15
 Shortsword@ (D6+D4+1) 25% SR 8 Par 20%...20
 2 Darts@ (D6) 35% SR 3 Par 15%...8
 Large Shield Par 50%...16
 Bladesharp 2; Mind Speech 1; Healing 2 POW 9
 HP 14

=5= Def 0% Hide 10% R Leg (01-04) 6/5
 STR 13 Man 0% Lsn 10% L Leg (05-08) 6/5
 CON 12 Stl -5% MvQt 10% Abdom (09-11) 6/5
 SIZ 16 Kno -5% SpHd 10% Chest (12) 6/6
 INT 8 Per -5% Move: 8 R Arm (13-15) 6/4
 DEX 13 T. F. 15 Spl SR 2 L Arm (16-18) 6/4
 CHA 13 ENC13/13 3 0 0+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 40% SR 3 Par 45%...15
 1H Long Spear (D8+D4+1) 30% SR 4 Par 15%...15
 Shortsword@ (D6+D4+1) 25% SR 6 Par 25%...20
 2 Darts@ (D6) 35% SR 2 Par 20%...8
 Large Shield Par 55%...16
 Bladesharp 2; Mind Speech 1; Healing 2 POW 18
 HP 13

Sergeant of Good Platoon, Second Squad:

=6= Def 0% Hide 35% R Leg (01-04) 6/6
 STR 15 Man 0% Lsn 40% L Leg (05-08) 6/6
 CON 15 Stl -5% MvQt 40% Abdom (09-11) 6/6
 SIZ 16 Kno 0% SpHd 35% Chest (12) 6/7
 INT 11 Per 0% Move: 8 R Arm (13-15) 6/5
 DEX 10 T. F. 20 Spl SR 3 L Arm (16-18) 6/5
 CHA 14 ENC13/15 4 0 0+ Head (19-20) 6/6
 2H Long Spear@ (D10+D4+1) 60% SR 4 Par 45%...15
 1H Long Spear (D8+D4+1) 50% SR 5 Par 20%...15
 Shortsword@ (D6+D4+1) 45% SR 7 Par 30%...20
 2 Darts@ (D6) 35% SR 3 Par 15%...8
 Large Shield Par 70%...16
 Bladesharp 2; Demoralize; Repair (2); POW 13
 Mind Speech 2; Healing 4 HP 16
 Oratory 45%; Map Making 40%; Tracking 40%

Troops of Good Platoon, Second Squad:

=7= Def 0% Hide 5% R Leg (01-04) 6/4
 STR 15 Man -5% Lsn 10% L Leg (05-08) 6/4
 CON 11 Stl -10% MvQt 10% Abdom (09-11) 6/4
 SIZ 15 Kno -5% SpHd 5% Chest (12) 6/5
 INT 8 Per -5% Move: 8 R Arm (13-15) 6/3
 DEX 9 T. F. 15 Spl SR 3 L Arm (16-18) 6/3
 CHA 16 ENC13/13 4 -5 0+ Head (19-20) 6/4
 2H Long Spear@ (D10+D4+1) 35% SR 4 Par 40%...15
 1H Long Spear (D8+D4+1) 25% SR 5 Par 10%...15
 Shortsword@ (D6+D4+1) 25% SR 7 Par 25%...20
 2 Darts@ (D6) 25% SR 3 Par 15%...8
 Large Shield Par 45%...16
 Bladesharp 2; Mind Speech 1; Healing 2 POW 10
 HP 12

=8= Def 5% Hide 15% R Leg (01-04) 6/5
 STR 15 Man 5% Lsn 20% L Leg (05-08) 6/5
 CON 12 Stl 0% MvQt 20% Abdom (09-11) 6/5
 SIZ 15 Kno 5% SpHd 15% Chest (12) 6/6
 INT 14 Per 5% Move: 8 R Arm (13-15) 6/4
 DEX 9 T. F. 15 Spl SR 3 L Arm (16-18) 6/4
 CHA 6 ENC13/14 4 5 5+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 45% SR 4 Par 40%...15
 1H Long Spear (D8+D4+1) 35% SR 5 Par 10%...15
 Shortsword@ (D6+D4+1) 35% SR 7 Par 25%...20
 2 Darts@ (D6) 35% SR 3 Par 15%...8
 Large Shield Par 45%...16
 Bladesharp 2; Mind Speech 1; Healing 2 POW 8
 HP 13

=9= Def 5% Hide 20% R Leg (01-04) 6/5
 STR 13 Man 5% Lsn 10% L Leg (05-08) 6/5
 CON 14 Stl 5% MvQt 10% Abdom (09-11) 6/5
 SIZ 12 Kno -5% SpHd 20% Chest (12) 6/6
 INT 7 Per -5% Move: 8 R Arm (13-15) 6/4
 DEX 17 T. F. 15 Spl SR 1 L Arm (16-18) 6/4
 CHA 17 ENC13/13 3 5 5+ Head (19-20) 6/5
 2H Long Spear@ (D10+D4+1) 45% SR 3 Par 50%...15
 1H Long Spear (D8+D4+1) 35% SR 4 Par 20%...15
 Shortsword@ (D6+D4+1) 35% SR 6 Par 35%...20
 2 Darts@ (D6) 35% SR 1 Par 25%...8
 Large Shield Par 55%...16
 Countermagic 2; Mind Speech 1; Healing 2POW 6
 HP 14

=10= Def 5% Hide 10% R Leg (01-04) 6/7
 STR 13 Man 5% Lsn 15% L Leg (05-08) 6/7
 CON 17 Stl -5% MvQt 15% Abdom (09-11) 6/7
 SIZ 18 Kno 0% SpHd 10% Chest (12) 6/8
 INT 9 Per 0% Move: 8 R Arm (13-15) 6/6
 DEX 14 T. F. 16 Spl SR 2 L Arm (16-18) 6/6
 CHA 13 ENC13/13 3 5 5+ Head (19-20) 6/7
 2H Long Spear@ (D10+D4+1) 45% SR 3 Par 45%...15
 1H Long Spear (D8+D4+1) 35% SR 4 Par 15%...15
 Shortsword@ (D6+D4+1) 35% SR 6 Par 30%...20
 2 Darts@ (D6) 35% SR 2 Par 20%...8
 Large Shield Par 50%...16
 Countermagic 2; Mind Speech 1; Healing 2POW 10
 HP 19

=1= Def 0% Hide 10% R Leg (01-04) 2/5
 STR 11 Man -5% Liscn 0% L Leg (05=08) 2/5
 CON 12 Stl -10% MvQt 0% Abdom (09-11) 2/5
 SIZ 13 Kno -10% SpHd 0% Chest (12) 2/6
 INT 4 Per -10% Move: 8 R Arm (12-15) 2/4
 DEX 13 T. F. 9 Spl SR 2 L Arm (16-18) 2/4
 CHA 7 ENC 8/11 4 -5 0. Head (19-20) 3/5
 2H Long Spear@ (D10+1) 30% SR 4 Par 30%.....15
 1H Long Spear@ (D8+1) 20% SR 5 Par 20%.....15
 Medium Shield Par 25%.....12
 Disruption; Healing 3 POW 13
 Set/Disarm Trap 15%; Camouflage 10% HP 13

=2= Def 0% Hide 10% R Leg (01-04) 2/3
 STR 14 Man 0% Liscn 20% L Leg (05=08) 2/3
 CON 9 Stl 0% MvQt 20% Abdom (09-11) 2/3
 SIZ 9 Kno 0% SpHd 20% Chest (12) 2/4
 INT 11 Per 0% Move: 8 R Arm (12-15) 2/2
 DEX 9 T. F. 9 Spl SR 3 L Arm (16-18) 2/2
 CHA 11 ENC 8/12 5 0 0. Head (19-20) 3/3
 2H Long Spear@ (D10+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Protection 2; Healing 3 POW 8
 Set/Disarm Trap 10%; Camouflage 10% HP 9

=3= Def 10% Hide 25% R Leg (01-04) 2/4
 STR 11 Man 10% Liscn 10% L Leg (05=08) 2/4
 CON 11 Stl 15% MvQt 10% Abdom (09-11) 2/4
 SIZ 8 Kno 0% SpHd 25% Chest (12) 2/5
 INT 12 Per 0% Move: 8 R Arm (12-15) 2/3
 DEX 18 T. F. 8 Spl SR 1 L Arm (16-18) 2/3
 CHA 9 ENC 8/11 3 10 10. Head (19-20) 3/4
 2H Long Spear@ (D10+1) 45% SR 3 Par 35%.....15
 1H Long Spear@ (D8+1) 35% SR 4 Par 25%.....15
 Medium Shield Par 30%.....12
 Befuddle; Healing 3 POW 13
 Set/Disarm Trap 20%; Camouflage 10% HP 10

=4= Def 5% Hide 15% R Leg (01-04) 2/4
 STR 16 Man 5% Liscn 15% L Leg (05=08) 2/4
 CON 12 Stl 5% MvQt 15% Abdom (09-11) 2/4
 SIZ 12 Kno 5% SpHd 15% Chest (12) 2/5
 INT 15 Per 5% Move: 8 R Arm (12-15) 2/3
 DEX 9 T. F. 11 Spl SR 3 L Arm (16-18) 2/3
 CHA 8 ENC 8/14 5 5 5+ Head (19-20) 3/4
 2H Long Spear@ (D10+D4+1) 40% SR 5 Par 25%.....15
 1H Long Spear@ (D8+D4+1) 30% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Countermagic 2; Healing 3 POW 11
 Set/Disarm Trap 15%; Camouflage 10% HP 12

=5= Def 0% Hide 10% R Leg (01-04) 2/5
 STR 11 Man 0% Liscn 35% L Leg (05=08) 2/5
 CON 14 Stl 0% MvQt 35% Abdom (09-11) 2/5
 SIZ 10 Kno 0% SpHd 35% Chest (12) 2/6
 INT 11 Per 0% Move: 8 R Arm (12-15) 2/4
 DEX 9 T. F. 9 Spl SR 3 L Arm (16-18) 2/4
 CHA 8 ENC 8/11 5 0 0. Head (19-20) 3/5
 2H Long Spear@ (D10+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Mobility; Healing 3 POW 12
 Set/Disarm Trap 10%; Camouflage 10% HP 14

=6= Def 0% Hide 35% R Leg (01-04) 2/5
 STR 11 Man 0% Liscn 30% L Leg (05=08) 2/5
 CON 13 Stl 0% MvQt 30% Abdom (09-11) 2/5
 SIZ 10 Kno -5% SpHd 35% Chest (12) 2/6
 INT 7 Per -5% Move: 8 R Arm (12-15) 2/4
 DEX 15 T. F. 10 Spl SR 2 L Arm (16-18) 2/4
 CHA 16 ENC 8/11 4 0 0. Head (19-20) 3/5
 2H Long Spear@ (D10+1) 35% SR 4 Par 30%.....15
 1H Long Spear@ (D8+1) 25% SR 5 Par 20%.....15
 Medium Shield Par 25%.....12
 Shimmer 2; Healing 3 POW 8
 Set/Disarm Trap 10%; Camouflage 20% HP 13

=7= Def 0% Hide 10% R Leg (01-04) 2/4
 STR 11 Man 0% Liscn 20% L Leg (05=08) 2/4
 CON 12 Stl 0% MvQt 20% Abdom (09-11) 2/4
 SIZ 12 Kno 0% SpHd 20% Chest (12) 2/5
 INT 12 Per 0% Move: 8 R Arm (12-15) 2/3
 DEX 10 T. F. 10 Spl SR 3 L Arm (16-18) 2/3
 CHA 8 ENC 8/11 5 0 0. Head (19-20) 3/4
 2H Long Spear@ (D10+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Dispel Magic 2; Healing 3 POW 11
 Set/Disarm Trap 10%; Camouflage 10% HP 12

=8= Def 0% Hide 10% R Leg (01-04) 2/4
 STR 11 Man 0% Liscn 10% L Leg (05=08) 2/4
 CON 11 Stl 0% MvQt 10% Abdom (09-11) 2/4
 SIZ 12 Kno 0% SpHd 10% Chest (12) 2/5
 INT 12 Per 0% Move: 8 R Arm (12-15) 2/3
 DEX 11 T. F. 10 Spl SR 3 L Arm (16-18) 2/3
 CHA 11 ENC 8/11 5 0 0. Head (19-20) 3/4
 2H Long Spear@ (D10+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Fanaticism 2; Healing 3 POW 9
 Set/Disarm Trap 10%; Camouflage 20% HP 11

=9= Def 5% Hide 30% R Leg (01-04) 2/5
 STR 11 Man 5% Liscn 25% L Leg (05=08) 2/5
 CON 15 Stl 10% MvQt 25% Abdom (09-11) 2/5
 SIZ 5 Kno 5% SpHd 30% Chest (12) 2/6
 INT 13 Per 5% Move: 8 R Arm (12-15) 2/4
 DEX 9 T. F. 9 Spl SR 3 L Arm (16-18) 2/4
 CHA 9 ENC 8/11 6 5 5. Head (19-20) 3/5
 2H Long Spear@ (D10+1) 40% SR 6 Par 25%.....15
 1H Long Spear@ (D8+1) 30% SR 7 Par 15%.....15
 Medium Shield Par 20%.....12
 Demoralize; Healing 3 POW 14
 Set/Disarm Trap 15%; Camouflage 10% HP 14

=10= Def 0% Hide 40% R Leg (01-04) 2/3
 STR 11 Man 0% Liscn 35% L Leg (05=08) 2/3
 CON 10 Stl 5% MvQt 35% Abdom (09-11) 2/3
 SIZ 6 Kno 0% SpHd 40% Chest (12) 2/4
 INT 9 Per 0% Move: 8 R Arm (12-15) 2/2
 DEX 11 T. F. 9 Spl SR 3 L Arm (16-18) 2/2
 CHA 11 ENC 8/11 6 0 0. Head (19-20) 3/3
 2H Long Spear@ (D10+1) 35% SR 6 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 7 Par 15%.....15
 Medium Shield Par 20%.....12
 Harmonize (2); Healing 3 POW 14
 Set/Disarm Trap 10%; Camouflage 35% HP 9

=11= Def 0% Hide 5% R Leg (01-04) 2/5
 STR 11 Man 0% Liscn 10% L Leg (05=08) 2/5
 CON 13 Stl -5% MvQt 10% Abdom (09-11) 2/5
 SIZ 13 Kno 0% SpHd 5% Chest (12) 2/6
 INT 12 Per 0% Move: 8 R Arm (12-15) 2/4
 DEX 11 T. F. 9 Spl SR 3 L Arm (16-18) 2/4
 CHA 10 ENC 8/11 5 0 0. Head (19-20) 3/5
 2H Long Spear@ (D10+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Detect Enemies; Healing 3 POW 9
 Set/Disarm Trap 10%; Camouflage 10% HP 14

=12= Def 0% Hide 5% R Leg (01-04) 2/2
 STR 11 Man 0% Liscn 10% L Leg (05=08) 2/2
 CON 5 Stl -5% MvQt 10% Abdom (09-11) 2/2
 SIZ 14 Kno 0% SpHd 5% Chest (12) 2/3
 INT 11 Per 0% Move: 8 R Arm (12-15) 2/1
 DEX 10 T. F. 9 Spl SR 3 L Arm (16-18) 2/1
 CHA 7 ENC 8/ 8 5 0 0+ Head (19-20) 3/2
 2H Long Spear@ (D10+D4+1) 35% SR 5 Par 25%.....15
 1H Long Spear@ (D8+D4+1) 25% SR 6 Par 15%.....15
 Medium Shield Par 20%.....12
 Disruption; Healing 3 POW 14
 Set/Disarm Trap 35%; Camouflage 10% HP 6

Trader:

=1= Def 5% Hide 15% R Leg (01-04) 0/4
 STR 9 Man 5% Liscn 15% L Leg (05-08) 0/4
 CON 12 Stl 5% MvQt 15% Abdom (09-11) 0/4
 SIZ 11 Kno 5% SpHd 15% Chest (12) 0/5
 INT 14 Per 5% Move: 8 R Arm (13-15) 0/3
 DEX 10 T. F. 14 Spl SR 3 L Arm (16-18) 0/3
 CHA 14 ENC 4/9 5 5 5. Head (19-20) 0/4
 Light Crossbow@ (2D4+2) 80% SR 3 Par 20%.....6
 Fist (D4) 65% SR 9 POW 18
 2H Quarterstaff (D8) 45% SR 5 Par 70%.....15
 Glamour (2); Detect Gems (2); Detect Silver;
 Detect Magic; Repair (2); HP 12
 Dispel Magic 3; Healing 3
 Oratory 80%

Grocer:

=2= Def 0% Hide 5% R Leg (01-04) 0/4
 STR 17 Man 0% Liscn 10% L Leg (05-08) 0/4
 CON 11 Stl -5% MvQt 10% Abdom (09-11) 0/4
 SIZ 14 Kno 0% SpHd 5% Chest (12) 0/5
 INT 9 Per 0% Move: 8 R Arm (13-15) 0/3
 DEX 12 T. F. 7 Spl SR 3 L Arm (16-18) 0/3
 CHA 8 ENC 2/14 5 0 0+ Head (19-20) 0/4
 Fist (2D4) 40% SR 9 POW 17
 Hoe (D6+D4) 60% SR 9 Par 40%.....5
 Farsee; Light; Healing 4 HP 12

Banker:

=3= Def 5% Hide 15% R Leg (01-04) 0/4
 STR 4 Man 0% Liscn 10% L Leg (05-08) 0/4
 CON 10 Stl 5% MvQt 10% Abdom (09-11) 0/4
 SIZ 9 Kno 0% SpHd 15% Chest (12) 0/5
 INT 9 Per 0% Move: 8 R Arm (13-15) 0/3
 DEX 14 T. F. 3 Spl SR 2 L Arm (16-18) 0/3
 CHA 9 ENC 1/4 4 0 5. Head (19-20) 0/4
 3 Throwing Daggers@ (D6) 25% SR 2 Par 25%...1
 Safe with money and 120% lock.....8
 Evaluate Treasure 80%; Greed 100% POW 1
 NOTE: Money loaned at 5%/week interest HP 1

Village Idiot:

=4= Def 0% Hide 0% R Leg (01-04) 0/
 STR 17 Man -5% Liscn 5% L Leg (05-08) 0/
 CON 16 Stl -15% MvQt 5% Abdom (09-11) 0/
 SIZ 18 Kno -5% SpHd 0% Chest (12) 0/
 INT 6 Per -5% Move: 8 R Arm (13-15) 0/
 DEX 10 T. F. 8 Spl SR 3 L Arm (16-18) 0/
 CHA 8 ENC 3/17 4 -5 0A Head (19-20) 0/
 Fist (D6+D4) 20% SR 8 POW 8
 2H Club (D10+D6+2) 20% SR 7 Par 25%.....20
 Healing 1 HP 18

Alchemist:

=5= Def 5% Hide 15% R Leg (01-04) 0/6
 STR 9 Man 5% Liscn 10% L Leg (05-08) 0/6
 CON 17 Stl 5% MvQt 10% Abdom (09-11) 0/6
 SIZ 12 Kno 0% SpHd 15% Chest (12) 0/7
 INT 11 Per 0% Move: 8 R Arm (13-15) 0/5
 DEX 15 T. F. 7 Spl SR 2 L Arm (16-18) 0/5
 CHA 17 ENC 1/9 4 5 5. Head (19-20) 0/6
 3 Throwing Daggers@ (D6) 55% SR 2 Par 30%...12
 (Daggers have Blade Venom 12) POW 18
 Acid Making 20 HP 17

Poison and Antidote making:

Blade Venom 12; Blade Venom Antidote 6;
 Manticore Venom 4; Manticore Venom Antidote 9
 Poison Gas 1; Poison Gas Antidote 8
 Wyvern Venom 6; Wyvern Venom Antidote 15
 Spider Venom 2; Spider Venom Antidote 20
 Herbal Poison 20; Herbal Poison Antidote 20
 Mineral Poison 20; Mineral Poison Antidote 20
 Can make the following battle magic potions:
 Multimissile 4; Protection 4; Mobility;
 Healing 6; Fireblade (4); Firearrow (2);
 Repair (2); Detect Traps (2); Dispel Magic 6
 Has two POW 6 restoring potions for self.

Innkeeper (husband):

=1= Def 5% Hide 5% R Leg (01-04) 0/5
 STR 15 Man 5% Liscn 5% L Leg (05-08) 0/5
 CON 12 Stl 0% MvQt 5% Abdom (09-11) 0/5
 SIZ 14 Kno 0% SpHd 5% Chest (12) 0/6
 INT 9 Per 0% Move: 8 R Arm (13-15) 0/4
 DEX 13 T. F. 16 Spl SR 2 L Arm (16-18) 0/4
 CHA 13 ENC 2/14 4 5 5+ Head (19-20) 0/5
 Big Club (D8+D4+2) 60% SR 7 Par 90%.....20
 Fist (2D4) 80% SR 8 POW 7
 Befuddle; Extinguish; Ironhand 2; HP 13
 Detect Enemies; Healing 2

Cook (wife):

=2= Def 10% Hide 20% R Leg (01-04) 0/3
 STR 11 Man 10% Liscn 10% L Leg (05-08) 0/3
 CON 9 Stl 15% MvQt 10% Abdom (09-11) 0/3
 SIZ 8 Kno 5% SpHd 20% Chest (12) 0/4
 INT 14 Per 5% Move: 8 R Arm (13-15) 0/2
 DEX 14 T. F. 21 Spl SR 2 L Arm (16-18) 0/2
 CHA 10 ENC 2/10 4 10 10. Head (19-20) 0/3
 Pot (D4) 70% SR 8 Par 35%.....20
 Cleaver (D6+1) 90% SR 8 Par 45%.....15
 Bladesharp 4; Ignite; Repair (2); POW 13
 Glue; Healing 6 HP 8

Serving Maid:

=3= Def 5% Hide 10% R Leg (01-04) 0/3
 STR 8 Man 5% Liscn 5% L Leg (05-08) 0/3
 CON 9 Stl 5% MvQt 5% Abdom (09-11) 0/3
 SIZ 9 Kno 0% SpHd 10% Chest (12) 0/4
 INT 9 Per 0% Move: 8 R Arm (13-15) 0/2
 DEX 13 T. F. 11 Spl SR 2 L Arm (16-18) 0/2
 CHA 15 ENC 0/8 4 5 5. Head (19-20) 0/3
 Slap (1) 80% SR 8 POW 7
 Glamour (2); Healing 2 HP 9

Errand Boy:

=4= Def 0% Hide 10% R Leg (01-04) 0/2
 STR 12 Man 0% Liscn 5% L Leg (05-08) 0/2
 CON 7 Stl 5% MvQt 5% Abdom (09-11) 0/2
 SIZ 7 Kno 0% SpHd 10% Chest (12) 0/3
 INT 11 Per 0% Move: 8 R Arm (13-15) 0/1
 DEX 10 T. F. 11 Spl SR 3 L Arm (16-18) 0/1
 CHA 10 ENC 1/10 5 0 0. Head (19-20) 0/2
 Club (D6+2) 30% SR 9 Par 40%.....20
 Silence; Ignite; Repair (2); Healing 2 POW 11
 HP 6

Dog (devoted to serving maid):

STR 10 Defense 10% RH Leg (01-02) 1/3
 CON 13 Move 12 LH Leg (03-04) 1/3
 SIZ 4 Treasure 6 H qtrs (05-07) 1/5
 DEX 13 ENC= 0/12 F qtrs (08-10) 1/5
 RF Leg (11-13) 1/3
 LF Leg (14-16) 1/3
 Bite (D4) 45% SR 9 Head (17-20) 1/4
 POW 13
 HP 11

Checker Player:

=5= Def 0% Hide 5% R Leg (01-04) 0/5
 STR 18 Man 0% Liscn 5% L Leg (05-08) 0/5
 CON 15 Stl 0% MvQt 5% Abdom (09-11) 0/5
 SIZ 10 Kno 0% SpHd 5% Chest (12) 0/6
 INT 11 Per 0% Move: 8 R Arm (13-15) 0/4
 DEX 10 T. F. 13 Spl SR 3 L Arm (16-18) 0/4
 CHA 12 ENC 0/17 5 0 0+ Head (19-20) 0/5
 Fist (2D4) 60% SR 9 POW 13
 Countermagic 3; Ironhand 2; Healing 4 HP 15
 Checkers 35%; Poker 60%

TRAVELLERS

13

Courier:

=1= Def 0% Hide 40% R Leg (01-03) 2/3
 STR 11 Man 0% Lisc 90% L Leg (04-06) 2/3
 CON 8 Stl 0% MvQt 80% Abdom (07-11) 2/3
 SIZ 9 Kno 5% SpHd 70% Chest (12) 2/4
 INT 14 Per 5% Move: 8 R Arm (13-15) 2/2
 DEX 5 T. F. 14 Spl SR 5 L Arm (16-18) 2/2
 CHA 11 ENC 2/10 7 0 0. Head (19-20) 2/3
 Shortsword@ (D6+1) 55% SR 10 Par 25%.....20
 Small Shield Par 50%.....8
 Rocks (D6) 75% SR 5 POW 9
 Countermagic 3; Detect Life; Detect Enemies;
 Detect Traps (2); Mobility; Healing 6 HP 8
 Riding 90%; Climbinb 80%; Jumping 80%

Courier's Warhorse:

STR 25 Defense 0% RH Leg (01-02) 1/3
 CON 8 Move 12 LH Leg (03-04) 1/3
 SIZ 28 Treasure 9 H qtrs (05-07) 1/5
 DEX 7 ENC= 0/17 F qtrs (08-10) 1/5
 Bite (D10) 20% SR 8 RF Leg (11-13) 1/3
 Kick (D8+2D6) 50% SR 7 LF Leg (14-16) 1/3
 Trample (4D6) 30% SR 8 Head (17-20) 1/4
 Rear and Plunge (2D8+2D6) 10% SR 8 POW 8
 Carries pouch with ? HP 12
 Scent 80%

Runaway Child:

=2= Def 0% Hide 35% R Leg (01-03) 0/4
 STR 5 Man -5% Lisc 45% L Leg (04-06) 0/4
 CON 11 Stl 0% MvQt 25% Abdom (07-11) 0/4
 SIZ 8 Kno 0% SpHd 35% Chest (12) 0/5
 INT 12 Per 0% Move: 8 R Arm (13-15) 0/3
 DEX 7 T. F. 8 Spl SR 4 L Arm (16-18) 0/3
 CHA 11 ENC 0/ 5 6 -5 0. Head (19-20) 0/4
 Bufuddle; Disruption; Mobility; Binding; POW 16
 Ignite; Protection 3; Healing 3 HP 10

First Rowdy:

=3= Def 10% Hide 50% R Leg (01-03) 2/4
 STR 12 Man 5% Lisc 50% L Leg (04-06) 2/4
 CON 12 Stl 15% MvQt 30% Abdom (07-11) 2/4
 SIZ 4 Kno 5% SpHd 50% Chest (12) 2/5
 INT 16 Per 5% Move: 8 R Arm (13-15) 2/3
 DEX 12 T. F. 12 Spl SR 3 L Arm (16-18) 2/3
 CHA 7 ENC 0/12 6 5 10. Head (19-20) 0/4
 Rocks (D4) 55% SR 3 POW 9
 Knife (D4+2) 85% SR 10 Par 5%.....0
 Fireblade (4); Demoralize; Binding; HP 10
 Detect Life; Multimissile 2; Healing 3

Second Rowdy:

=4= Def 5% Hide 45% R Leg (01-03) 2/2
 STR 14 Man 5% Lisc 45% L Leg (04-06) 2/2
 CON 5 Stl 10% MvQt 25% Abdom (07-11) 2/2
 SIZ 7 Kno 0% SpHd 45% Chest (12) 2/3
 INT 11 Per 0% Move: 8 R Arm (13-15) 2/1
 DEX 13 T. F. 10 Spl SR 2 L Arm (16-18) 2/1
 CHA 13 ENC 0/10 4 5 5. Head (19-20) 0/2
 Rocks (D4) 70% SR 2 POW 11
 Knife (D4+2) 65% SR 8 Par 5%.....0
 Speedart 4; Disruption; Befuddle; HP 4
 Detect Gold; Countermagic 2; Healing 2

Third Rowdy:

=5= Def 0% Hide 40% R Leg (01-03) 2/5
 STR 14 Man 0% Lisc 45% L Leg (04-06) 2/5
 CON 15 Stl 5% MvQt 25% Abdom (07-11) 2/5
 SIZ 8 Kno 0% SpHd 40% Chest (12) 2/6
 INT 10 Per 0% Move: 8 R Arm (13-15) 2/4
 DEX 9 T. F. 10 Spl SR 3 L Arm (16-18) 2/4
 CHA 7 ENC 0/14 5 0 0. Head (19-20) 0/5
 Rocks (D4) 40% SR 3 POW 9
 Knife (D4+2) 35% SR 9 Par 0% HP 14
 Ironhand 4; Shimmer 2; Healing 4

TRADER & CO.

Trader:

=1= Def 5% Hide 75% R Leg (01-04) 2/5
 STR 13 Man 5% Lisc 95% L Leg (05-08) 2/5
 CON 13 Stl 5% MvQt 45% Abdom (09-11) 2/5
 SIZ 9 Kno 5% SpHd 95% Chest (12) 2/6
 INT 15 Per 5% Move: 8 R Arm (13-15) 2/4
 DEX 11 T. F. 17 Spl SR 3 L Arm (16-18) 2/4
 CHA 14 ENC 5/13 5 5 5. Head (19-20) 2/5
 Dagger (D4+2) 80% SR 9 Par 50%.....12
 Medium Shield Par 55%.....12
 Sling (D8) 85% SR 3 POW 6
 2H Quarterstaff (D8) 75% SR 5 Par 50%.....15
 Detect Gems (2); Detect Silver; Repair (2);
 Glamour (2); Detect Gold; HP 13
 Detect Enemies; Xenoheal 2; Healing 4
 Evaluate Treasure 95%; Riding 65%

Apprentice:

=2= Def 5% Hide 80% R Leg (01-04) 0/3
 STR 9 Man 5% Lisc 35% L Leg (05-08) 0/3
 CON 10 Stl 10% MvQt 55% Abdom (09-11) 0/3
 SIZ 6 Kno 5% SpHd 30% Chest (12) 0/4
 INT 15 Per 5% Move: 8 R Arm (13-15) 0/2
 DEX 11 T. F. 11 Spl SR 3 L Arm (16-18) 0/2
 CHA 6 ENC 2/ 9 6 5 5. Head (19-20) 0/3
 Dagger (D4+2) 50% SR 10 Par 35%.....12
 Staff Sling (D10) 65% SR 4 Par 70%.....10
 Multimissile 4; Invisibility (3); POW 10
 Mobility; Healing 3 HP 9
 Evaluate Treasure 35%; Riding 25%

Pack Horse:

STR 28 Defense 0% RH Leg (01-02) 1/3
 CON 20 Move 12 LH Leg (03-04) 1/3
 SIZ 20 Treasure 9 H qtrs (05-07) 1/5
 DEX 9 ENC= 0/19 F qtrs (08-10) 1/5
 Bite (D10+2D6) 15% SR 8 RF Leg (11-13) 1/3
 Kick (D8+2D6) 15% SR 8 LF Leg (14-16) 1/3
 Trample (4D6) 35% SR 8 Head (17-20) 1/4
 Rear and Plunge (2D8+2D6) 15% SR 8 POW 11
 Carries lots of goodies. HP 12

PILGRIMS

First Pilgrim:

=3= Def 0% Hide 20% R Leg (01-04) 0/4
 STR 10 Man 0% Lisc 40% L Leg (05-08) 0/4
 CON 12 Stl 0% MvQt 25% Abdom (09-11) 0/4
 SIZ 9 Kno 0% SpHd 15% Chest (12) 0/5
 INT 12 Per 0% Move: 8 R Arm (13-15) 0/3
 DEX 11 T. F. 10 Spl SR 3 L Arm (16-18) 0/3
 CHA 13 ENC 0/10 5 0 0. Head (19-20) 0/4
 Fist (D4) 65% SR 9 POW 10
 Ironhand 4; Mobility; Silence; Healing 6 HP 12

Second Pilgrim:

=4= Def 5% Hide 15% R Leg (01-04) 0/7
 STR 8 Man 5% Lisc 40% L Leg (05-08) 0/7
 CON 18 Stl -5% MvQt 25% Abdom (09-11) 0/7
 SIZ 17 Kno 0% SpHd 10% Chest (12) 0/8
 INT 11 Per 0% Move: 8 R Arm (13-15) 0/6
 DEX 14 T. F. 10 Spl SR 2 L Arm (16-18) 0/6
 CHA 9 ENC 0/ 8 3 5 5+ Head (19-20) 0/7
 Fist (2D4) 30% SR 7 POW 12
 Mobility; Silence; Healing 4 HP 20

Third Pilgrim:

=5= Def 5% Hide 30% R Leg (01-04) 0/5
 STR 8 Man 0% Lisc 40% L Leg (05-08) 0/5
 CON 17 Stl 10% MvQt 25% Abdom (09-11) 0/5
 SIZ 4 Kno 0% SpHd 25% Chest (12) 0/6
 INT 10 Per 0% Move: 8 R Arm (13-15) 0/4
 DEX 9 T. F. 5 Spl SR 3 L Arm (16-18) 0/4
 CHA 9 ENC 0/ 8 6 0 5- Head (19-20) 0/5
 Mobility; Silence; Healing 4 POW 14
 HP 15

ANIMALS

Mammoth:

STR 56 Defense 0%
CON 10 Move 10
SIZ 51 Treasure 21
DEX 2 ENC= 0/33

Gore@ (D8+6D6) 60% SR 9
Trample (10D6) 80% SR 9
Grab with trunk 60%

RH Leg (01-02) 6/8
LH Leg (03-04) 6/8
H qtrs (05-07) 6/9
F qtrs (08-10) 6/9
RF Leg (11-13) 6/8
LF Leg (14-16) 6/8
Trunk (17) 6/6
Head (18-20) 6/9
POW 11
HP 20

Mammoth:

STR 54 Defense 0%
CON 12 Move 10
SIZ 51 Treasure 22
DEX 6 ENC= 0/33

Gore@ (D8+6D6) 65% SR 8
Trample (10D6) 85% SR 8
Grab with trunk 60%

RH Leg (01-02) 6/9
LH Leg (03-04) 6/9
H qtrs (05-07) 6/9
F qtrs (08-10) 6/9
RF Leg (11-13) 6/9
LF Leg (14-16) 6/9
Trunk (17) 6/7
Head (18-20) 6/9
POW 13
HP 22

Rhino:

STR 37 Defense 0%
CON 13 Move 8
SIZ 39 Treasure 18
DEX 3 ENC= 0/25
Butt (D10+4D6) 65% SR 9
Bite (D10) 40% SR 9
Trample (8D6) 90% SR 9

RH Leg (01-02) 5/6
LH Leg (03-04) 5/6
H qtrs (05-07) 5/8
F qtrs (08-10) 5/8
RF Leg (11-13) 5/6
LF Leg (14-16) 5/6
Head (17-20) 5/7
POW 13
HP 20

Rhino:

STR 40 Defense 0%
CON 15 Move 8
SIZ 40 Treasure 19
DEX 3 ENC= 0/28
Butt (D10+4D6) 65% SR 9
Bite (D10) 40% SR 9
Trample (8D6) 90% SR 9

RH Leg (01-02) 5/7
LH Leg (03-04) 5/7
H qtrs (05-07) 5/9
F qtrs (08-10) 5/9
RF Leg (11-13) 5/7
LF Leg (14-16) 5/7
Head (17-20) 5/8
POW 13
HP 22

Common Bear:

STR 17 Defense 5%
CON 13 Move 8
SIZ 18 Treasure 9
DEX 13 ENC= 0/15
Bite (D8+D6) 50% SR 7
Claw (2D6) 35% SR 7
Hug (3D6) 35% SR 7

RH Leg (01-02) 2/4
LH Leg (03-04) 2/4
H qtrs (05-07) 2/6
F qtrs (08-10) 2/6
RF Leg (11-13) 2/4
LF Leg (14-16) 2/4
Head (17-20) 2/5
POW 12
HP 15

Common Bear:

STR 19 Defense 5%
CON 13 Move 8
SIZ 24 Treasure 12
DEX 18 ENC= 0/16
Bite (D8+2D6) 55% SR 5
Claw (3D6) 40% SR 5
Hug (4D6) 40% SR 5

RH Leg (01-02) 2/5
LH Leg (03-04) 2/5
H qtrs (05-07) 2/7
F qtrs (08-10) 2/7
RF Leg (11-13) 2/5
LF Leg (14-16) 2/5
Head (17-20) 2/6
POW 17
HP 16

STR 17 Defense 0%
CON 18 Move 8
SIZ 21 Treasure 11
DEX 12 ENC= 0/18
Bite (D8+D6) 45% SR 8
Claw (2D6) 30% SR 8
Hug (3D6) 30% SR 8

RH Leg (01-02) 2/6
LH Leg (03-04) 2/6
H qtrs (05-07) 2/8
F qtrs (08-10) 2/8
RF Leg (11-13) 2/6
LF Leg (14-16) 2/6
Head (17-20) 2/7
POW 11
HP 21

STR 22 Defense 0%
CON 13 Move 8
SIZ 21 Treasure 11
DEX 12 ENC= 0/18
Bite (D8+2D6) 50% SR 8
Claw (3D6) 35% SR 8
Hug (4D6) 35% SR 8

RH Leg (01-02) 2/5
LH Leg (03-04) 2/5
H qtrs (05-07) 2/7
F qtrs (08-10) 2/7
RF Leg (11-13) 2/5
LF Leg (14-16) 2/5
Head (17-20) 2/6
POW 14
HP 16

Lion:

STR 4 Defense 15%
CON 13 Move 10
SIZ 20 Treasure 9
DEX 21 ENC= 0/9
Bite (D10) 50% SR 4
Claw (D6) 70% SR 4
Rip (2D6) 90% SR 4

RH Leg (01-02) 2/4
LH Leg (03-04) 2/4
H qtrs (05-07) 2/6
F qtrs (08-10) 2/6
RF Leg (11-13) 2/4
LF Leg (14-16) 2/4
Head (17-20) 2/5
POW 14
HP 15

Lion:

STR 5 Defense 15%
CON 13 Move 10
SIZ 18 Treasure 9
DEX 24 ENC= 0/9
Bite (D10) 55% SR 4
Claw (D6) 75% SR 4
Rip (2D6) 95% SR 4

RH Leg (01-02) 2/4
LH Leg (03-04) 2/4
H qtrs (05-07) 2/6
F qtrs (08-10) 2/6
RF Leg (11-13) 2/4
LF Leg (14-16) 2/4
Head (17-20) 2/5
POW 18
HP 15

STR 6 Defense 10%
CON 11 Move 10
SIZ 15 Treasure 9
DEX 19 ENC= 0/9
Bite (D10) 50% SR 4
Claw (D6) 70% SR 4
Rip (2D6) 90% SR 4

RH Leg (01-02) 2/3
LH Leg (03-04) 2/3
H qtrs (05-07) 2/5
F qtrs (08-10) 2/5
RF Leg (11-13) 2/3
LF Leg (14-16) 2/3
Head (17-20) 2/4
POW 16
HP 12

STR 5 Defense 15%
CON 8 Move 10
SIZ 18 Treasure 8
DEX 22 ENC= 0/7
Bite (D10) 55% SR 4
Claw (D6) 75% SR 4
Rip (2D6) 95% SR 4

RH Leg (01-02) 2/3
LH Leg (03-04) 2/3
H qtrs (05-07) 2/5
F qtrs (08-10) 2/5
RF Leg (11-13) 2/3
LF Leg (14-16) 2/3
Head (17-20) 2/4
POW 16
HP 10

STR 5 Defense 15%
CON 13 Move 10
SIZ 20 Treasure 10
DEX 22 ENC= 0/9
Bite (D10+D4) 55% SR 4
Claw (D6+D4) 75% SR 4
Rip (2D6+D4) 95% SR 4

RH Leg (01-02) 2/4
LH Leg (03-04) 2/4
H qtrs (05-07) 2/6
F qtrs (08-10) 2/6
RF Leg (11-13) 2/4
LF Leg (14-16) 2/4
Head (17-20) 2/5
POW 14
HP 15

STR 5 Defense 10%
CON 10 Move 10
SIZ 23 Treasure 10
DEX 23 ENC= 0/8
Bite (D10+D4) 55% SR 3
Claw (D6+D4) 75% SR 3
Rip (2D6+D4) 95% SR 3

RH Leg (01-02) 2/4
LH Leg (03-04) 2/4
H qtrs (05-07) 2/6
F qtrs (08-10) 2/6
RF Leg (11-13) 2/4
LF Leg (14-16) 2/4
Head (17-20) 2/5
POW 15
HP 13

Warhorse:

STR 32 Defense 0% RH Leg (01-02) 1/6
 CON 15 Move 12 LH Leg (03-04) 1/6
 SIZ 25 Treasure 13 H qtrs (05-07) 1/8
 DEX 11 ENC= 0/24 F qtrs (08-10) 1/8
 Bite (D10+D6) 60% SR 7 RF Leg (11-13) 1/6
 Kick (D8+3D6) 40% SR 7 LF Leg (14-16) 1/6
 Trample (5D6) 80% SR 7 Head (17-20) 1/7
 Rear and Plunge (2D8+3D6) 70% SR 7 POW 11
 HP 19

Warhorse:

STR 32 Defense 0% RH Leg (01-02) 1/5
 CON 13 Move 12 LH Leg (03-04) 1/5
 SIZ 28 Treasure 13 H qtrs (05-07) 1/7
 DEX 16 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10+D6) 65% SR 5 RF Leg (11-13) 1/5
 Kick (D8+3D6) 45% SR 5 LF Leg (14-16) 1/5
 Trample (5D6) 85% SR 5 Head (17-20) 1/6
 Rear and Plunge (2D8+3D6) 75% SR 5 POW 13
 HP 17

Cavalry Horses:

STR 30 Defense 0% RH Leg (01-02) 1/6
 CON 14 Move 12 LH Leg (03-04) 1/6
 SIZ 30 Treasure 11 H qtrs (05-07) 1/8
 DEX 10 ENC= 0/22 F qtrs (08-10) 1/8
 Bite (D10+D6) 20% SR 7 RF Leg (11-13) 1/6
 Kick (D8+3D6) 20% SR 7 LF Leg (14-16) 1/6
 Trample (5D6) 40% SR 7 Head (17-20) 1/7
 Rear and Plunge (2D8+3D6) 20% SR 7 POW 9
 HP 19

Cavalry Horses:

STR 31 Defense 0% RH Leg (01-02) 1/7
 CON 18 Move 12 LH Leg (03-04) 1/7
 SIZ 26 Treasure 12 H qtrs (05-07) 1/9
 DEX 14 ENC= 0/25 F qtrs (08-10) 1/9
 Bite (D10+D6) 25% SR 6 RF Leg (11-13) 1/7
 Kick (D8+3D6) 25% SR 6 LF Leg (14-16) 1/7
 Trample (5D6) 45% SR 6 Head (17-20) 1/8
 Rear and Plunge (2D8+3D6) 25% SR 6 POW 12
 HP 22

STR 30 Defense 0% RH Leg (01-02) 1/6
 CON 15 Move 12 LH Leg (03-04) 1/6
 SIZ 28 Treasure 11 H qtrs (05-07) 1/8
 DEX 11 ENC= 0/23 F qtrs (08-10) 1/8
 Bite (D10+D6) 20% SR 7 RF Leg (11-13) 1/6
 Kick (D8+3D6) 20% SR 7 LF Leg (14-16) 1/6
 Trample (5D6) 40% SR 7 Head (17-20) 1/7
 Rear and Plunge (2D8+3D6) 20% SR 7 POW 18
 HP 19

STR 36 Defense 0% RH Leg (01-02) 1/7
 CON 18 Move 12 LH Leg (03-04) 1/7
 SIZ 35 Treasure 12 H qtrs (05-07) 1/9
 DEX 16 ENC= 0/27 F qtrs (08-10) 1/9
 Bite (D10+D6) 30% SR 5 RF Leg (11-13) 1/7
 Kick (D8+3D6) 30% SR 5 LF Leg (14-16) 1/7
 Trample (5D6) 50% SR 5 Head (17-20) 1/8
 Rear and Plunge (2D8+3D6) 30% SR 5 POW 13
 HP 24

STR 31 Defense 0% RH Leg (01-02) 1/5
 CON 14 Move 12 LH Leg (03-04) 1/5
 SIZ 24 Treasure 10 H qtrs (05-07) 1/7
 DEX 14 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10) 25% SR 6 RF Leg (11-13) 1/5
 Kick (D8+2D6) 25% SR 6 LF Leg (14-16) 1/5
 Trample (4D6) 45% SR 6 Head (17-20) 1/6
 Rear and Plunge (2D8+2D6) 25% SR 6 POW 10
 HP 17

STR 32 Defense 0% RH Leg (01-02) 1/5
 CON 13 Move 12 LH Leg (03-04) 1/5
 SIZ 32 Treasure 11 H qtrs (05-07) 1/7
 DEX 12 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10+D6) 20% SR 7 RF Leg (11-13) 1/5
 Kick (D8+3D6) 20% SR 7 LF Leg (14-16) 1/5
 Trample (5D6) 40% SR 7 Head (17-20) 1/6
 Rear and Plunge (2D8+3D6) 20% SR 7 POW 13
 HP 18

STR 32 Defense 0% RH Leg (01-02) 1/5
 CON 14 Move 12 LH Leg (03-04) 1/5
 SIZ 28 Treasure 11 H qtrs (05-07) 1/7
 DEX 12 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10+D6) 20% SR 7 RF Leg (11-13) 1/5
 Kick (D8+3D6) 20% SR 7 LF Leg (14-16) 1/5
 Trample (5D6) 40% SR 7 Head (17-20) 1/6
 Rear and Plunge (2D8+3D6) 20% SR 7 POW 8
 HP 18

STR 31 Defense 0% RH Leg (01-02) 1/7
 CON 18 Move 12 LH Leg (03-04) 1/7
 SIZ 26 Treasure 12 H qtrs (05-07) 1/9
 DEX 8 ENC= 0/25 F qtrs (08-10) 1/9
 Bite (D10+D6) 15% SR 8 RF Leg (11-13) 1/7
 Kick (D8+3D6) 15% SR 8 LF Leg (14-16) 1/7
 Trample (5D6) 35% SR 8 Head (17-20) 1/8
 Rear and Plunge (2D8+3D6) 15% SR 8 POW 15
 HP 22

STR 32 Defense 0% RH Leg (01-02) 1/5
 CON 13 Move 12 LH Leg (03-04) 1/5
 SIZ 29 Treasure 11 H qtrs (05-07) 1/7
 DEX 14 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10+D6) 25% SR 6 RF Leg (11-13) 1/5
 Kick (D8+3D6) 25% SR 6 LF Leg (14-16) 1/5
 Trample (5D6) 45% SR 6 Head (17-20) 1/6
 Rear and Plunge (2D8+3D6) 25% SR 6 POW 12
 HP 18

STR 32 Defense 0% RH Leg (01-02) 1/5
 CON 13 Move 12 LH Leg (03-04) 1/5
 SIZ 27 Treasure 11 H qtrs (05-07) 1/7
 DEX 17 ENC= 0/23 F qtrs (08-10) 1/7
 Bite (D10+D6) 30% SR 5 RF Leg (11-13) 1/5
 Kick (D8+3D6) 30% SR 5 LF Leg (14-16) 1/5
 Trample (5D6) 50% SR 5 Head (17-20) 1/6
 Rear and Plunge (2D8+3D6) 30% SR 5 POW 15
 HP 17

STR 33 Defense 0% RH Leg (01-02) 1/6
 CON 15 Move 12 LH Leg (03-04) 1/6
 SIZ 26 Treasure 11 H qtrs (05-07) 1/8
 DEX 9 ENC= 0/24 F qtrs (08-10) 1/8
 Bite (D10+D6) 25% SR 7 RF Leg (11-13) 1/6
 Kick (D8+3D6) 25% SR 7 LF Leg (14-16) 1/6
 Trample (5D6) 45% SR 7 Head (17-20) 1/7
 Rear and Plunge (2D8+3D6) 25% SR 7 POW 17
 HP 19

STR 36 Defense 0% RH Leg (01-02) 1/7
 CON 18 Move 12 LH Leg (03-04) 1/7
 SIZ 27 Treasure 12 H qtrs (05-07) 1/9
 DEX 14 ENC= 0/27 F qtrs (08-10) 1/9
 Bite (D10+D6) 30% SR 6 RF Leg (11-13) 1/7
 Kick (D8+3D6) 30% SR 6 LF Leg (14-16) 1/7
 Trample (5D6) 50% SR 6 Head (17-20) 1/8
 Rear and Plunge (2D8+3D6) 30% SR 6 POW 15
 HP 22

6-meter Spider:

=1= Def 0% Hide 35% RB Leg (01) 6/3
 STR 36 Man 20% Llsn 35% RH Leg (02) 6/3
 CON 10 Stl -5% MvQt 35% LB Leg (03) 6/3
 SIZ 15 Kno -5% SpHd 5% LH Leg (04) 6/3
 INT 7 Per -5% Move: 6 Abdom (05-08) 6/6
 DEX 13 T. F. 19 Spl SR 2 R Leg (09-10) 6/3
 CHA 3 ENC 0/23 3 20 OB RF Leg (11-12) 6/3
 L Leg (13-14) 6/3
 LF Leg (15-16) 6/3
 Head (17-20) 6/6

Bite w/ poison = 11 (3D6) 80% SR 9 POW 15
 Throw Web (GLUE STR = 8) 65% SR 2 HP 11

4-meter Spider:

=1= Def 0% Hide 55% RB Leg (01) 4/3
 STR 19 Man -5% Llsn 45% RH Leg (02) 4/3
 CON 12 Stl -5% MvQt 60% LB Leg (03) 4/3
 SIZ 9 Kno -5% SpHd 10% LH Leg (04) 4/3
 INT 5 Per -5% Move: 8 Abdom (05-08) 4/6
 DEX 12 T. F. 13 Spl SR 3 R Leg (09-10) 4/3
 CHA 1 ENC 0/16 5 -5 0+ RF Leg (11-12) 4/3
 L Leg (13-14) 4/3
 LF Leg (15-16) 4/3
 Head (17-20) 4/6

Bite w/ poison = 12 (D6+D4) 40% SR 11 POW 16
 Throw Web (GLUE STR = 5) 65% SR 2 HP 12

4-meter Spider:

=2= Def 0% Hide 60% RB Leg (01) 4/3
 STR 27 Man 5% Llsn 40% RH Leg (02) 4/3
 CON 11 Stl 0% MvQt 55% LB Leg (03) 4/3
 SIZ 7 Kno -10% SpHd 15% LH Leg (04) 4/3
 INT 4 Per -10% Move: 8 Abdom (05-08) 4/6
 DEX 13 T. F. 13 Spl SR 2 R Leg (09-10) 4/3
 CHA 3 ENC 0/19 4 5 0A RF Leg (11-12) 4/3
 L Leg (13-14) 4/3
 LF Leg (15-16) 4/3
 Head (17-20) 4/6

Bite w/ poison = 10 (2D6) 50% SR 10 POW 14
 Throw Web (GLUE STR = 4) 65% SR 2 HP 10

2-meter Spider

=1= Def 0% Hide 75% RB Leg (01) 2/3
 STR 12 Man -15% Llsn 50% RH Leg (02) 2/3
 CON 12 Stl -5% MvQt 80% LB Leg (03) 2/3
 SIZ 4 Kno -10% SpHd 15% LH Leg (04) 2/3
 INT 1 Per -10% Move: 10 Abdom (05-08) 2/6
 DEX 8 T. F. 8 Spl SR 4 R Leg (09-10) 2/3
 CHA 4 ENC 0/12 7-15 0. RF Leg (11-12) 2/3
 L Leg (13-14) 2/3
 LF Leg (15-16) 2/3
 Head (17-20) 2/6

Bite w/ poison = 10 (D6) 15% SR 12 POW 11
 Throw Web (GLUE STR = 2) 65% SR 2 HP 10

2-meter Spider

=2= Def 0% Hide 85% RB Leg (01) 2/3
 STR 13 Man -5% Llsn 50% RH Leg (02) 2/3
 CON 14 Stl 5% MvQt 80% LB Leg (03) 2/3
 SIZ 4 Kno -10% SpHd 25% LH Leg (04) 2/3
 INT 1 Per -10% Move: 10 Abdom (05-08) 2/6
 DEX 16 T. F. 9 Spl SR 1 R Leg (09-10) 2/3
 CHA 2 ENC 0/13 4 -5 0. RF Leg (11-12) 2/3
 L Leg (13-14) 2/3
 LF Leg (15-16) 2/3
 Head (17-20) 2/6

Bite w/ poison = 12 (D6) 25% SR 12 POW 12
 Throw Web (GLUE STR = 2) 65% SR 2 HP 12

6-meter Spider:

=2= Def 0% Hide 25% RB Leg (01) 6/4
 STR 40 Man 20% Llsn 35% RH Leg (02) 6/4
 CON 13 Stl -15% MvQt 35% LB Leg (03) 6/4
 SIZ 18 Kno -5% SpHd 0% LH Leg (04) 6/4
 INT 8 Per -5% Move: 6 Abdom (05-08) 6/7
 DEX 10 T. F. 20 Spl SR 3 R Leg (09-10) 6/4
 CHA 6 ENC 0/27 4 20 OC RF Leg (11-12) 6/4
 L Leg (13-14) 6/4
 LF Leg (15-16) 6/4
 Head (17-20) 6/7

Bite w/ poison = 15 (4D6) 80% SR 10 POW 13
 Throw Web (GLUE STR = 9) 65% SR 2 HP 15

4-meter Spider:

=3= Def 0% Hide 55% RB Leg (01) 4/5
 STR 31 Man 10% Llsn 45% RH Leg (02) 4/5
 CON 18 Stl -5% MvQt 60% LB Leg (03) 4/5
 SIZ 11 Kno -5% SpHd 10% LH Leg (04) 4/5
 INT 6 Per -5% Move: 8 Abdom (05-08) 4/8
 DEX 12 T. F. 17 Spl SR 3 R Leg (09-10) 4/5
 CHA 6 ENC 0/25 5 10 OB RF Leg (11-12) 4/5
 L Leg (13-14) 4/5
 LF Leg (15-16) 4/5
 Head (17-20) 4/8

Bite w/ poison = 18 (3D6) 55% SR 11 POW 14
 Throw Web (GLUE STR = 6) 65% SR 2 HP 18

4-meter Spider:

=4= Def 0% Hide 65% RB Leg (01) 4/3
 STR 27 Man 10% Llsn 45% RH Leg (02) 4/3
 CON 12 Stl 5% MvQt 60% LB Leg (03) 4/3
 SIZ 8 Kno -5% SpHd 20% LH Leg (04) 4/3
 INT 6 Per -5% Move: 8 Abdom (05-08) 4/6
 DEX 13 T. F. 15 Spl SR 2 R Leg (09-10) 4/3
 CHA 6 ENC 0/20 4 10 0A RF Leg (11-12) 4/3
 L Leg (13-14) 4/3
 LF Leg (15-16) 4/3
 Head (17-20) 4/6

Bite w/ poison = 11 (2D6) 55% SR 10 POW 13
 Throw Web (GLUE STR = 4) 65% SR 2 HP 11

2-meter Spider

=3= Def 0% Hide 80% RB Leg (01) 2/3
 STR 8 Man -10% Llsn 50% RH Leg (02) 2/3
 CON 12 Stl 0% MvQt 80% LB Leg (03) 2/3
 SIZ 4 Kno -10% SpHd 20% LH Leg (04) 2/3
 INT 2 Per -10% Move: 10 Abdom (05-08) 2/6
 DEX 11 T. F. 7 Spl SR 3 R Leg (09-10) 2/3
 CHA 2 ENC 0/8 6-10 0- RF Leg (11-12) 2/3
 L Leg (13-14) 2/3
 LF Leg (15-16) 2/3
 Head (17-20) 2/6

Bite w/ poison = 10 (D6-D4) 20% SR 12 POW 13
 Throw Web (GLUE STR = 2) 65% SR 2 HP 10

2-meter Spider

=4= Def 0% Hide 85% RB Leg (01) 2/4
 STR 17 Man -5% Llsn 50% RH Leg (02) 2/4
 CON 15 Stl 5% MvQt 80% LB Leg (03) 2/4
 SIZ 1 Kno -10% SpHd 25% LH Leg (04) 2/4
 INT 1 Per -10% Move: 10 Abdom (05-08) 2/7
 DEX 15 T. F. 9 Spl SR 2 R Leg (09-10) 2/4
 CHA 2 ENC 0/16 5 -5 0. RF Leg (11-12) 2/4
 L Leg (13-14) 2/4
 LF Leg (15-16) 2/4
 Head (17-20) 2/7

Bite w/ poison = 13 (D6) 25% SR 12 POW 13
 Throw Web (GLUE STR = 1) 65% SR 2 HP 13