



GLORANTHA BESTIARY PREVIEW



THE CREATURES PRESENTED HERE ARE A HIGHLY abbreviated preview of entries from the *Glorantha Bestiary*, an upcoming sourcebook for RUNEQUEST: ROLEPLAYING IN GLORANTHA. These descriptions are provided for players and gamemasters for early use and are not final

XYIII DUCKS X:~†

Anatanthropos havardus

Mythos and History: The origin of the ducks of Genertela is a mystery to outsiders. They claim to have once been the rulers of the world until their own sins and errors forced them into subservience to lesser races (elves, trolls, etc.) and, later, to humans. Others tell of them as an avian folk who forswore their allegiance to Yelm to follow Orlanth and were denied the sky as punishment. Most ducks worship Orlanth or his kin or associated gods, such as Humakt, Heler, and Ernalda.

It is unknown whether they were originally human and became feathered and web-footed, or originally ducks cursed with flightlessness and intelligence.

Description: These small (around 1 meter tall and weighing some 35 kilograms), feathered humanoids have the heads, bills, and webbed feet of ducks. Their plumage comes in a variety of different colors. They reside mostly at Duck Point (in Sartar) and are accounted one of the tribes of Sartar. They are sometimes called *durulz* or were-ducks, but mostly commonly just ducks.

Another peculiarity of duck physiognomy, said also to be a result of the curse, is the fact that they bear live young. Yelm is said to have denied them the sky and burdened them with their young. Instead of laying their eggs and being free to fly, ducks must bear their eggs within them until they hatch alive.

Duck children are like human children, helpless when very young, and not able to fully take their place among their fellow ducks for years. Consequently, perhaps unintended by Yelm, ducks have a life expectancy equal to humans, rather than the short life of their ancestors.

Culture: Duck culture approximates the Orlanthi culture that has surrounded them since Time began.

Relationship with Other Races: Despite their small size and strength, ducks were long-respected for their keen intelligence and quickness and were honored citizens of Dragon Pass for centuries. They kept to themselves in their stilt homes along the Creek, and under Sartar and his descendants they prospered.

Even after the Lunar conquest they were honored and treated as well as any other citizen of a conquered land, until the time of Starbrow's rebellion.

The result of that ill-conceived and disunited attempt to throw over the Lunars and install the ambitious Starbrow as Queen of Sartar was a shameful treaty that, in effect, made scapegoats of the duck population of Sartar. Ducks were outlawed throughout the Empire, and entire clans were slaughtered by Sartarite and Lunar alike. Those who could, fled to their kin in the Holy Country, or to desolate regions like Prax.

Religion: Ducks tend to join certain Air or Death Rune cults (such as Orlanth and Humakt) as other cults tend to treat them with distrust.

Region of Origin: Some ducks have been known to claim their origins from the mythical land of Ganderland, an empire which is long-extinct. They are now found primarily along the coasts of Maniria and along the length of the Creek-Stream River.

Ducks and Swimming: Ducks can swim faster than humans underwater, averaging about a movement rate of 8

per melee round. Any duck can stay underwater without difficulty for six minutes and needs only make one CON×5 roll per full turn to be able to breathe for each full turn thereafter. After missing a roll, the duck will then begin to take 1D4 points damage to the abdomen each successive melee round.

Ducks are instinctively supple and dextrous underwater. For underwater fights between ducks and natural surface-dwellers like humans, the gamemaster may want to increase the surface dwellers' strike ranks and decrease their percentages to hit, while leaving the duck ratings the same above and below the surface of the water.

CHARACTERISTICS AVERAGE

STR	2D6+1	8
CON	2D6+6	13
SIZ	1D6+2	5-6
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+6	13
CHA	2D6	7

Hit Points: 12 Move: 5/8

Magic Points: 11 Base SR: 5

Armor: Cuirboilli body (3 pts.), composite helm (3 pts.), and leather limbs (2 pts.).

Skills: Boat 65%, Swim 80%.

Language: Speak Heortling 50%, Speak Tradetalk 25%.

Passions: Loyalty (ducks) 60%. Most ducks have a special passion of Cowardly 60%, which acts in a similar fashion to Honor but enforces craven behavior.

Runes: Air 60%, Death 60%.

Magic: Ducks worship the Orlanthi deities, while some favor Humakt. Special Rune magic is as per cult.

DUCK

LOCATION	D20	ARMOR/HP
Right Leg	01-04	2/4
Left Leg	05-08	2/4
Abdomen	09-11	3/4
Chest	12	3/5
Right Arm	13-15	2/3
Left Arm	16-18	2/3
Head	19-20	3/4

WEAPON	%	DAMAGE	SR	PTS
Sling	50	1D8	2	—
Shortsword	45	1D6+1-1D4	8	12
Small Shield	45	1D3-1D4	8	8



DARK TROLLS (UZKO)

Styganthropus uzko

Dark trolls are the current basic stock of the uz, deferring only to Mistress Race trolls for positions of authority. They are fully intelligent and use all weapons and magic. Their Darksense is not as good as that of the Mistress Race, but to compensate they have eyes which—though farsighted and colorblind—are useful in open spaces, heights, and depths. They have a sense of smell far superior to that of the Mistress Race. Females generally have two breasts. In ancient times, before the Curse of Kin, dark troll females occasionally bore twins or triplets. Since the Trollkin Curse, trolls have decreed that all multiple births are trollkin.

About 30% of any normal troll community consists of dark trolls, the remainder being trollkin with a smattering of great trolls. Many wild troll families consist of dark trolls only. Both great trolls and trollkin are born to dark troll mothers, though the reverse is not true.

An average male dark troll stands 185–190 centimeters tall and weighs around 130 kilograms. The average female is somewhat larger, standing 190–195 centimeters tall and weighing about 155 kilograms. Stronger than humans, they tend to fight with heavy clubs and maces after performing an ambush from the shadows with slings.

Characteristics given below are for male dark trolls. The females, who rarely need to leave their dwellings, have 3D6+10 SIZ.

CHARACTERISTICS AVERAGE

STR 3D6+6 16–17

CON 3D6 10–11

SIZ 3D6+6 16–17

INT 2D6+6 13

POW 3D6 10–11

DEX 3D6 10–11

CHA 3D6 10–11

Hit Points: 13 **Move:** 9

Magic Points: 11 **Base SR:** 4

Armor: 1-point skin. May wear any armor, hit locations chart assumes a light scale hauberk (4 pts.), cuirboilli greaves and vambraces (each 3 pts.), and an open helm (4 pts.).

Skills: Climb 40%, Darksense Scan 45%, Darksense Search 35%, Hide 40%, Intimidate 35%, Jump 40%, Listen 40%, Move Quietly 40%, Spirit Combat 40%.

Language: Speak Darktongue 50%.

Passions: Hate (Aldryami) 60%, Hate (Mostali) 60%, Love (family) 60%, Loyalty (matriarch) 60%.

Runes: All trolls have the Darkness Rune of at least 60%.

Special Rune Magic: As per cult.

Magic: Dark trolls worship a pantheon of Darkness deities headed by Kyger Litor. Zorak Zoran is an important war god for trolls. All magics are available to them although most trolls only have Rune magic and spirit magic.

DARK TROLL

LOCATION	D20	ARMOR/HP
Right Leg	01–04	4/5
Left Leg	05–08	4/5
Abdomen	09–11	5/5
Chest	12	5/6
Right Arm	13–15	4/4
Left Arm	16–18	4/4
Head	19–20	5/5



WEAPON	%	DAMAGE	SR	PTS
Heavy Mace	50	1D8+2+1D6	7	10
Maul	40	2D8+1D6	5	12
Sling	50	1D8	2	—
Large Shield	45	1D6+1D6	7	16

TROLLKIN (UZ)

Styganthropus uzko var. enlo

The product of the Curse of Kin, these are puny degenerate creatures, mockeries of the mighty troll frame. Many trollkin are born dead or die shortly afterwards (especially those born to other trollkin). The wretches that survive never finish their natal development and are stunted and unfinished for their whole lives. Post-birth growth is often erratic and bizarre; resulting in a wide variety of misshapen mutants, twisted bodies, and often deformed bones or faces. They have overdeveloped eyes that make them very sensitive to light. If they could stand erect, they would be no more than 150 centimeters tall, weighing maybe 60 kilograms. In their usual cowering squat, they rarely exceed 1 meter in height.

Trollkin are used as drudges, food, and sword fodder by their larger brethren. They are not considered to be true trolls by other troll types. Their dark troll rulers divide trollkin into four classes: Value, Warrior, Worker, and Food.

Full sunlight demoralizes trollkin (as per the Demoralize spirit magic spell). As a result, trollkin will avoid it whenever possible. They have the ability common to trolls and other Darkness creatures of guiding themselves in the dark with a sonar-like sense of hearing.



The characteristics below are for a normal trollkin. A superior trollkin has an INT and 2D6+6 and POW of 3D6.

CHARACTERISTICS AVERAGE

STR	2D6+3	10
CON	3D6	10–11
SIZ	1D6+6	9–10
INT	2D6+3	10
POW	2D6	7
DEX	3D6+3	13–14
CHA	2D6	7

Hit Points: 11

Move: 6

Magic Points: 7

Base SR: 4

Armor: 1-point skin. Trollkin warriors usually wear at least 2-point leather armor.

Skills: Darksense Scan 20%, Darksense Search 50%, Hide 25%, Listen 35%, Move Quietly 25%, Scan 15%, Search 25%.

Language: Speak Darktongue 50%.

Passions: Loyalty (master) 60%.

Runes: Darkness 40%.

Magic: May know 1 or 2 points of spirit magic, chosen by the trollkin's master. Heal, Disruption, and Speed-art are common.

TROLLKIN

LOCATION	D20	ARMOR/HP
Right Leg	01–04	3/4
Left Leg	05–08	3/4
Abdomen	09–11	3/4
Chest	12	3/5
Right Arm	13–15	3/3
Left Arm	16–18	3/3
Head	19–20	3/4

WEAPON	%	DAMAGE	SR	PTS
Short Spear	30	1D6+1	5	10
Light Mace	30	1D6+2	7	6
Sling	30	1D8	2	—
Small Shield	30	1D3	7	8

BROOS

Capricephalus chaos

Broos are ubiquitous in Glorantha, despite drastic efforts to eradicate them. They are a rank Chaos species, long since polluted by foul practices. Their parentage is often totally indistinct. Each broo may differ from his brother, though most that survive are vaguely humanoid. Most have horns. Broos are immune to all poisons and diseases.

Broos are a reliable enemy, never known to be trustworthy or good. They are given to atrocities and foul practices and carry numerous loathsome diseases. Broos are known to kill and eat all forms of sentient life. They are brutal beyond words. The primary Rune of the Broos is the Chaos Form Rune.

Mythos and History: Long ago, the broos were just another race, related to the Beast People, and loyally serving their great parents, Ragnaglar and Thed. Ragnaglar hated his kinsman, the Storm Bull, for he was jealous of the Bull's great deeds. When Ragnaglar took Mallia for a second lover, the broos enthusiastically worshipped Mallia as well and aided her to the best of their abilities. When she transferred her originally fertile properties into the essence of pestilence, the broos cheerfully spread her catastrophic plagues among the nations of their foes, thus adding to the disorder of the Gods War. When Ragnaglar finally became the Mad God and released the Devil into the World, the broos reveled in serving the Devil as well. This binding to Chaos was termed the Turning by historians studying the broos.

Before the Turning, though wild and fierce, broos were no eviller in themselves than were trolls or untamed wind elementals. After becoming the slaves of Wakboth the Devil, however, they became the leaders of the races of Chaos, and made up large portions of the Chaos hordes of that time. When the armies of the Devil were blighted and scattered, the broos that escaped spread throughout Genertela and founded numerous tribes.

Broo armies have not been seen since the I Fought We Won battle, but broo regiments and raids have been frequent throughout Time. Units of broos have aided the armies of various nations, including the forces of Nysalor, the Golden God, and the tribes of Prax during their constant internecine warfare. In the Gbaji Wars, tens of thousands of broos aided the Chaos god against Arkat Humaktsson. Later, the broos took advantage of the widespread destruction of the Empire of the Wyrms Friends and ravaged both sides at will.

Habitat and Ecology: Broos are found in three habitats in Genertela: swamps and marshes, mountains, and desert

wastes. In all areas, they are ferocious and wildly destructive predators. There are no broo cities or villages, though frequently they will be found inhabiting ruins originally built by some other race. Wild broos are usually nomads: setting up a home camp; foraging from there for a few months; then moving on. However, it is not uncommon for a group of broos to make a permanent home base and use it as a center of operations for many years.

Swamp broos live in bogs and fens all over Genertela. These tribes make it difficult for any other race to inhabit the marshy regions of Genertela in numbers. Partly due to the broos, swamps have a bad reputation on Glorantha. The famous Krjalki Bog in the center of the Wastes is famous for being "packed solid with broos" as the natives say. This is not true, of course, but there are many unpleasant Chaotic beings there. One of the few Genertela swamps not inhabited by large tribes of broos is Delecti's Marsh of Dragon Pass, and even there, small bands roam.

Mountain broos live in the Rockwoods, the famed Tunneled Hills, and anywhere else that trolls and dwarfs do not prevent them. Mountain living does not seem to come as naturally to broos as does swamp or desert life, and there are several large mountain ranges in Genertela that have only negligible populations of broos living there. Mountain broos often make their camps in the rocky slopes of a mountain but do all their hunting and raiding in the valleys beneath.

The desert tribes of broos are the most numerous and widespread branch. Desert broos range across Prax, Genert's desert, Pent, and other areas. These tribes are the most nomadic of the broos and occasionally small bands will penetrate civilized areas, wreaking great destruction before being slain or driven out.

Broos disdain riding animals except as food, and are known to dislike swimming, although they are also known to do it well if necessary. Their arms and armor are likely to be a hodgepodge of stuff picked up from previous victims. Civilized and nomad folk alike fear to touch anything handled or worn by a broo.

Biology: Broos originally developed as a distant relative of the fertility-oriented Beast People. For centuries, they have worshipped the warped goddess Mallia, who in the beginning was a goddess of fertility and healing. Since the Turning, they have been irrevocably bound to the principle of Chaos, the origin of everything in Glorantha—the Primal Source. Naturally, broos tend to be abnormally fertile.

The warped appearance of broos has also been a matter for comment, since many broos have hooves rather than hands, or sport various kinds of heads, such as deer, goats, antelope,

sheep, or even horses. This is generally ascribed to their Chaotic nature, and much of the reason for their horrendous appearance is due to their connections with Chaos. However, as much of the reason is their varied maternity.

Broos are essentially magical in nature, like all other forms of life, and have features peculiar to them. The most obvious feature of broos is that they usually appear to be male. This feature has been commented upon by many, but only a few know the reason behind this fact. Broos are predominantly male (only 15% female), with a common mutation (5% of population) of hermaphroditism among them. The hermaphrodites appear wholly male to a casual observer. An obvious question is *"How do they reproduce?"*

A broo can mate with any other organism of suitable size—regardless of sex—and produce broo offspring. Each birth gives rise to a single larval broo, capable of movement at birth, and already possessing teeth. Every such mating, unless the target animal is already pregnant, will invariably produce such offspring. The larval broo will grow as a parasite in the viscera of the victim, and burst out of their abdomen at full term, causing 2D6 points of damage to the victim, healable by magic or by time. The gestation period for a broo is two seasons +1D8 weeks. The new larval broo invariably will try to scuttle away from their "mother" and escape into the wilds.

If other broos are present at the birthing, they will try to catch it and raise it with them, permitting it only what it can take from them by stealth or strength. Few larval broos die under this treatment, but only because of their renowned hardiness. Broos are known to keep small flocks of sheep, goats, and the like to continually increase the numbers of their tribe. Broos are also known to sneak into the corrals of Praxian beast-riders to beget young upon their beasts.

Despite this astounding ability, or perhaps because of it, broos are extremely lecherous. For obvious reasons they have no sexual taboos and few social ones. They are unlikely to keep a captive human

alive merely to use as breeding stock. With their ability, mates are easy to find.

Religion: Curiously, all female broos automatically become followers of Mallia, the disease goddess. Thed, the mother of broos, is said to be a jealous goddess who wants only males as worshippers. Those broos who are female, or who dislike all-male associations, usually end up as Mallia worshippers. As might be expected, Mallia-worshipping broos often set up semi-permanent, semi-monogamous relationships. Thed worshippers have no such alliances, trusting to the solidarity of the tribe and replenishing their numbers by forced breeding, which turn their captives' offspring into broos.

Within the tribes of the broos, foul deities worshipped nowhere else are found. Demons such as Mallia and Thed are the common gods of the broos. Their own proclivities lead them towards the



paths of these beings. Since the broos have had a long time to choose their deities and have become accustomed to them, their gods fit them well.

All broos automatically are lay members of the cult of Mallia, in addition to any other cults they may join, and this also is true for the cult of Primal Chaos.

BROO CULT ALLEGIANCE

D100	CULT
01–03	Daka Fal
04	Seven Mothers
05–14	Primal Chaos
15–49	Mallia
50	Bagog
51–90	Thed
91–95	Thanatar
96–97	Krarsht
98	Gbaji
99–00	Other (gamemaster choice)

Culture: Broos are known man-eaters. Like most creatures of Chaos, they will kill and eat other sentient life, including members of their own race. They tend to avoid eating other creatures of Chaos except in times of extreme stress, and the reason for this is unknown. It may be that the broos simply wish to avoid the fierce fight that would ensue in an attack on a creature of Chaos.

Broos are not creators. Their urges are towards vandalism and destruction. If broos hold items of value, their initial impulse will always be to destroy or mar them. Broos have little use for money but delight in infecting it with diseases. Unless an item has some magical value to them, its fate is sealed. Broos will go out of their way to pluck up a flower or use a young sapling as a urinal (broo wastes are not good fertilizer and tend to kill plants).

The relationship of one broo to another is always that of slave to master. The stronger broo is the master, though it may not always be extraordinarily cruel to their so-called “slave”, wishing to retain it as a useful servant. Broo relationships with other races are always those of hatred and hunger. Even other Chaotic races are maltreated. An extremely strong member of another Chaotic race will be respected, but in most cases not obeyed. Non-Chaotic beings are seen only as objects for destruction or for pleasure, as the whim or opportunity strikes.

CHARACTERISTICS

CHARACTERISTICS	AVERAGE
STR	2D6+6
CON	1D6+12
SIZ	2D6+6
INT	2D6+6
POW	3D6
DEX	3D6
CHA	2D6

Hit Points: 17

Magic Points: 11

Armor: Cuirboilli body (3 pts.), leather limbs (2 pts.), natural armor on head (3 pts.).

Skills: Climb 40%, Conceal 25%, Hide 40%, Intimidate 35%, Jump 45%, Listen 50%, Move Quietly 50%, Track 50%.

Passions: Hate (Life) 60%.

Runes: Beast 60%, Chaos 60%.

Magic: Broos are sometimes taught spirit magic from the foul entities worshiped by their shamans. Mallia and Thed are particularly popular cults among the broos. Healing and Countermagic are common spells. Broo leaders often know Chaotic Rune magic.

Chaotic Features: There is a chance equal to a broo's POW×3 or less on a D100 that a broo will have a Chaotic feature (see the GLORANTHA BESTIARY).

Disease: There is a 50% chance a broo will carry a random disease on its body and/or weapons.

BROO

LOCATION	D20	ARMOR/HP
Right Leg	01–04	2/6
Left Leg	05–08	2/6
Abdomen	09–11	3/6
Chest	12	3/7
Right Arm	13–15	2/5
Left Arm	16–18	2/5
Head	19–20	3/6

WEAPON	%	DAMAGE	SR	PTS
Club	40	1D8+2+1D4	7	10
Spear	35	1D6+1+1D4	6	10
Head Butt	50	1D6+1D4	8	—
Medium Shield	30	1D4+1D4	7	12

XY RUNNERS

Dendro pygmaeus

Stunted and degenerate Aldryami, runners have their own culture in the trees of an Aldryami forest. They wield club-like weapons called “whipsticks,” that, in the hands of runner, can be made to curl around and bind an enemy. They will not willingly leave the branches of the trees of their forest. Runners wear no armor or clothes, being covered by a very soft moss-like fur. If they do fight, it is with mass attacks of screaming runners pouring out of the trees.

Runners are vulnerable to iron and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

CHARACTERISTICS AVERAGE

STR	2D6	7
CON	2D6+6	13
SIZ	2D6	7
INT	2D6+6	13
POW	3D6	10–11
DEX	2D6+6	13
CHA	3D6	10–11

Hit Points: 12 **Move:** 5/9 (in trees)

Magic Points: 11 **Base SR:** 4

Skills: Climb 95%, Dodge 50%, Hide 65%, Move Quietly 65%.

Languages: Speak Aldryami 50%.

Runes: Plant 75%.

Magic: Runners worship Aldrya but rarely advance beyond the status of Children of the Forest. Common spirit magic is Heal.

RUNNER

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

WEAPON	%	DAMAGE	SR	PTS
Whipstick *	50	1D6	7	6
Dart	50	1D6	2	4

* Wraps around and immobilizes location struck. Match victim's STR vs. runner's STR + the whipstick's points to escape. Strangles target on a head hit.



ELEMENTALS

Elementals are spirits of one of the Elemental Runes (Air, Darkness, Earth, Fire/Sky, Moon, and Water) that have been embodied in the local environment. The lesser ones are not truly sentient but can be summoned and controlled by powerful magicians (most commonly those of appropriate Rune cults). More powerful and sentient elementals are known; such entities are usually servants of the gods or even lesser gods. Such elementals often have other powers and abilities beyond the general properties described below.

There are also Lunar elementals, but they require a moon rock from the surface of the Red Moon to be summoned.

GENERAL PROPERTIES

Most elementals are incomplete entities possessing only STR, SIZ, and POW. Their hit points are related to their SIZ, as explained later. An elemental's SIZ is expressed as a volume rather than a characteristic number: for example, an elemental would be described of having a SIZ of 3 cubic meters.

If a point value is needed for an elemental's SIZ, the elemental's hit points may be used as its SIZ. Thus, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it were 10.

Most elementals lack INT and are not truly sentient. They are capable of being controlled by spells, but when left on their own, they will simply do whatever is natural: fire elementals burn flammable materials within reach, water elementals flee to the lowest possible spot, earth elementals sink into the soil, darkness elementals flee light, and air elementals breeze around.

Many elementals are servants of the gods, and priests of certain deities learn to control appropriate elementals. The greatest elementals are self-aware and sentient and are often worshiped as part of a cult.

All elementals can be struck in combat with ordinary weapons, breaking up their physical form and eventually disrupting them. They have only one hit location and no armor. When an elemental has been reduced to 0 hit points, it dissolves. Its spirit returns to its realm, from where it may be summoned again to inhabit another volume of material.

SUMMONING ELEMENTALS

The Elemental Rune cults can summon elementals of their Element. Elementals usually come in three sizes: small, medium, and large. The elemental will fight for the summoner until it is physically destroyed, or the 15-minute time limit is up, whichever comes first.

Having sacrificed for an elemental, the summoner will get the same elemental every time he summons it. Its characteristics will never change, even if it is physically destroyed. However, if its POW is reduced to 0, it will never return, and the character must resacrifice if he wants another elemental.

An elemental cannot be summoned without at least some of that element present. It need not be anywhere near the amount used in the elemental, but if a character is out of the water in the desert, they cannot summon a water elemental!

It takes an elemental one melee round to form, and one melee round to receive orders. While the summoner is giving the elemental orders, neither the elemental nor the summoner may do anything else (such as parry the blow the giant is getting in).

Elementals do not possess INT, and act solely based on physical tropisms. Orders to the elemental are followed literally, and complicated orders are likely to be mixed up.

The summoning character may change its orders at any time. An elemental may be summoned to appear anywhere within 60 meters of the summoning character. Note the difference from the usual range limit for Rune magic spells.

An elemental will not move unless ordered to do so. However, an elemental automatically attacks anything caught within or on top of it. Of course, this can include the summoning character.

Any number of elementals may be summoned at one time, controlled by one character, as they fight independently.



AIR ELEMENTALS (Umbroli)



Air elementals (commonly called *umbroli*) resemble mobile whirlwinds. All can raise a wind; even the smallest can lift and throw small objects. The largest can throw human-sized objects or can carry them aloft in the air.

Abilities: An air elemental can carry objects or people with a total SIZ equal to or less than the air elemental's STR. It can create a breeze or a small whirlwind. An air elemental can increase a sailing ship's speed by filling the sails. An air elemental may blow arrows or other missile weapons off course.

Attack: An air elemental attacks by taking a character caught within it and throwing them to the top of the

elemental, and then dropping them. Damage done is 1D6+1D6/3 meters of fall. Thus, a small air elemental can do a maximum of 2D6 damage, but by making the elemental 6 meters high, a medium air elemental can do 3D6 damage, and a large air elemental does 5D6.

An adventurer may try to resist by pitting their STR against that of the elemental. If the character resists, they stay on the ground.

If there is more than one target within the area covered by the elemental, it may divide its STR equally among the targets and overcome each STR on an individual basis. Thus, a large air elemental with a STR of 30, having three targets within one area, can attack each target with a STR of 10. If it works against one, but not against the others, then one victim goes flying while the others stay on the ground. If so commanded, it will attack only one target, leaving the others alone.

Adventurers may choose to attack or cast spells at an air elemental instead of resisting, in hopes that the air elemental will be destroyed in mid-toss, causing only half damage for the toss. The characters will be tossed, however.

Note: More powerful and sentient air elementals are called umbroli and are living winds. The strongest umbroli are minor gods, such as the Seven Winds of Dragon Pass, and are worshiped by local clans and tribes.

AIR ELEMENTAL (UMBROLI)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	3 cubic meters	6 cubic meters	10 cubic meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Movement	12	12	12

DARKNESS ELEMENTALS (Dehori)

Darkness elementals (commonly called *dehori*, or shades) are pools of darkness, and are supernaturally cold.

Abilities: Any fire, heat, or light source taken within a dehori (and weaker than it) is extinguished by its Darkness. Anyone within a darkness elemental is sensorially deprived—the senses of touch and hearing are benumbed, sight is impossible, and the freezing air blunts the sense of smell. Troll Darksense is not affected by a darkness elemental.

Attack: Darkness elementals attack by filling its victim with such terror they cannot move, causing them to collapse,

or even die of fear. It uses its POW against the CON of the victim(s) as if it were a POW versus POW magical attack.

In combat, a darkness elemental engulfs its victims in darkness. It can engulf about one human sized victim per cubic meter of volume. The darkness elemental attacks with this fearshock on the first round a target is engulfed. The attack roll is compared against the CON of each target caught in the darkness. Any creature with the Darkness Rune can use its value to their defense against the fearshock with an augment. While the character is engulfed, they cannot be affected by the darkness elemental's fearshock after the first round. However, if the character or the darkness elemental leaves and returns, the character will be attacked again. Unconscious characters cannot be affected by an elemental's fearshock.

If the darkness elemental's attack is successful, roll for the result on the Dehori Attack table.

DARKNESS ELEMENTAL (DEHORI)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	2 cubic meters	6 cubic meters	10 cubic meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Movement	6	6	6

DEHORI ATTACK

D100	RESULT
01–05	Victim dies of fear
06–35	Victim collapses for 20–CON full turns.
36–65	Collapses for 20–CON melee rounds.
66–95	Victim cowers in fear for 20–CON melee rounds, acting in all other ways as demoralized.
96–00	Victim runs in fear for home for 20–CON melee rounds. Will attack fanatically if no place to run to.

EARTH ELEMENTALS (Talosi)

Earth elementals (commonly called *talosi* or gnomes) can shape the earth in almost any way: they can create pits, tunnels, or walls, expel objects, and even plow fields. An earth elemental cannot be summoned or travel through areas floored by quarried stone or solid rock. However, it likes very rocky soil. An earth elemental moves directly through the earth, leaving a trail of overturned and ground dirt behind

it. It cannot leave the soil and looks like a whirlpool or pulse in the earth itself.

Abilities: An earth elemental can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). An earth elemental has many homely uses such as uprooting treetrunks, plowing fields, and clearing foundations for homes. In war, an earth elemental could be used to undermine or build fortifications. Earth elementals are perhaps the most generally useful elemental.

An earth elemental can carry a person and "swim" through the soil if it has

STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The earth elemental can only do this with an unresisting passenger. An earth elemental can carry several people if its STR is sufficient.

Attack: In combat, the earth elemental uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to its own volume. It can engulf about one human-sized victim per cubic meter of volume.

The depth of the pit depends on the size of the elemental. A small earth elemental simply engulfs the victim's legs. A medium earth elemental can swallow victim up to the neck, covering the chest and abdomen as well as the legs. A large earth elemental can swallow its victim completely, engulfing all hit



locations. In this case, the victim also will asphyxiate (as per the suffocation rules) unless they break free.

After burying a victim, the earth elemental closes the pit, doing the earth elemental's damage modifier (figured by the earth elemental's STR×2 rather than STR+SIZ) as damage to all hit locations engulfed. An earth elemental can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a given spot, because the pulverized dirt is too fine for a second attack.

The victim is held by the earth elemental in any case and must overcome the elemental's STR with their own to break free and crawl out of its grip.

If an earth elemental lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the earth elemental's grip.

Note: More powerful and sentient Earth elementals are the lesser goddesses and gods of the Earth and have countless names. They are worshiped by local communities.

EARTH ELEMENTAL (TALOSI)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	1 cubic meter	3 cubic meters	10 cubic meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Damage Modifier	0	1D6	3D6
Movement	3	3	3

FIRE ELEMENTALS

(Urzani)



Fire elementals (commonly called *urzani* or salamanders) animate an existing flame, which immediately flares up, but then requires no fuel to continue burning. They are harder to extinguish than normal flames and can move and even jump from object to object.

Abilities: A fire elemental will ignite any flammable object it touches. It can heat metal (and eventually melt it), bake stone, set fires, and, of course, burn people.

Fire elementals float through the air at the same rate as they move on the ground.

Attack: In combat, a fire elemental engulfs its victims in flame. It can engulf about one human sized victim per cubic meter of volume.

At the end of each round that the victim is engulfed, a roll of 3D6 is matched against the CON of the victim and, if the attack is successful, the character takes the 3D6 damage directly to their general hit points, as with a poison attack. If unsuccessful, half the amount rolled is applied against the victim's general hit points.

Armor will not protect against this damage, but Protection and Shield spells will.

Notes: More powerful and sentient fire elementals live in the Sky World and in the Cinder Pits of Dragon Pass. They are commonly called luxites, shanassae, or certami, and are worshiped by many Sky cults.

FIRE ELEMENTAL (URZANI)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	1 cubic meter	3 cubic meters	10 cubic meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Movement	6	6	6

MOON ELEMENTALS

(Lunes)



Lunes are lunar elementals. They must form from intense moonglow and appear as pools of pulsating light. Such a glow can only be produced on the surface of Glorantha by moonrocks from the surface of the Red Moon. Moonrocks are, obviously, difficult to obtain, and are available only to priests, and then at some cost.

The glow of moon rocks waxes and wanes with the Red Goddess herself. Lunes cannot be summoned outside of the Glowline on the Dark or Dying days of the lunar cycle. On the full moon and on the days of the Empty Half and Full Half moon, each 6 ENC of moon rocks produces an intense enough glow to form 1 cubic meter of lune. On the days of the crescent moon, it takes 12 ENC to produce 1 cubic meter.

Attack: A lune attacks by matching its magic points against the target's POW to attempt to cause madness. The lune must be touching and partially englobing the target to use this attack form. If the madness attack of the lune is successful, consult the Lune Madness table to determine the attack's effect.

A lune can only use madness on a given victim once every full turn. Unconscious beings are immune to madness.

Each round that a victim is completely englobed by a lune, they lose 1 magic point (which is not gained by the

elemental). A lune can engulf 10 SIZ points of opponent per cubic meter of volume it possesses.

A lune can combine madness and the magic point drain in the same round.

Lunes have the same statistics as do darkness elementals. On the day of the Full Moon:

- A small lune becomes a medium lune;
- A medium lune becomes a large lune; and
- A large lune will kill its victim on a critical result instead of just causing madness.

The madness attack takes place on the SR that the victim is touched. The magic point drain takes place on SR 12 of the round the lune engulfed its victim.

MOON ELEMENTAL (LUNE)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	1 cubic meter	3 cubic meters	10 cubic meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Movement	6	6	6

LUNE MADNESS TABLE

ROLL	RESULT
Critical	Insane: Lose 1D4 INT permanently, and roll again on this table for precise result, which lasts 30–POW days.
Special	Rage: Victim attacks nearest person as if Fanatic (see spirit spell Fanaticism) for 30–POW minutes.
Success	Catatonia: Victim collapses for 30–POW minutes and cannot be awakened.
Failure	No effect on intelligent beings; unintelligent creatures including animals are confused for 30–POW minutes.
Fumble	Victim is unaffected.

MOON ELEMENTALS (Selene)



Selenes are lunar elementals tied to the Blue Moon. They are formed from the glow produced by certain stones, fragments of the Blue Moon, dating from the time she was shattered and much of her form fell to earth. Such stones are expensive,

difficult to obtain, and normally available only to priests. Each 6 ENC of Blue Moon fragments produce enough glow to form 1 cubic meter of selene.

Abilities: Selenes are invisible and undetectable to most natural senses. Spells such as Second Sight or Soul Sight can be used to perceive the selene's POW or magic points. Selenes have a loose misty structure, much like that of lunes or shades, which can be broken up by attacks. Because these entities are invisible, an attacker's chances to hit are reduced by –75%, or by –25% if engulfed by it.

Attack: Selenes attack by engulfing their foes. A selene can engulf 10 SIZ points of opponent per cubic meter of volume it possesses. Each round that a victim is completely englobed by a selene, they lose 1 magic point and one hit point. Selenes are like shades, though they are not affected by the cycle of the Red Moon. The magic point and hit point drain takes place on SR 12 of the round the selene engulfed its victim.

MOON ELEMENTAL (SELENE)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Volume (cubic meters)	1 cubic meter	3 cubic meters	10 cubic meters
Hit Points	1D6	3D6	10D6
STR	1D6	3D6	10D6
POW	1D6	3D6	10D6
Movement	6	6	6

WATER ELEMENTALS (Veredthi)



Water elementals (commonly called *veredthi* or undines) may form from any liquid at least 90% water. They move through the water like a living ripple or current, but flow over land like a huge liquid amoeba.

Abilities: A water elemental can purify itself of sediment, insoluble oils, or particles, but not dissolved chemicals or miscible liquids.

A water elemental can push a ship through the water. It can carry objects or beings if its STR is equal or greater than their SIZ. It can carry things entirely underwater, or partially exposed to permit air breathing.

Attack: Water elementals attack on land by engulfing foes and forcing themselves into mouths and lungs. Characters caught within it must make a die roll of their CON×5 or less on D100 or suffer 1D8 points of damage from inhaling water each melee round they are caught within.

If they make the CON roll, the target can try to roll the character's DEX×5 or less on D100 to escape from the grasp of the water elemental.

A water elemental can move away from a victim at any time. Anyone attempting to block the path of a water elemental will be engulfed automatically. It is usually possible to run away from a water elemental. Physical and magical attacks can damage the creature, breaking up the cohesiveness of its physical structure, and possibly “killing” it.

When found on or under rivers, lakes, or oceans, a water elemental can attack like an air elemental.

Notes: More powerful and sentient Water elementals live in the oceans, and in rivers and lakes. They are commonly called manthi and are the powerful beings of water that oversee and manipulate its powers for its inhabitants. They are worshiped by the merfolk and other aquatic races.

WATER ELEMENTAL (VEREDTHI)

CHARACTERISTICS	SMALL	MEDIUM	LARGE
Size (cubic meters)	27 (3×3×3) meters	54 (3×6×3) meters	81 (3×9×3) meters
Hit Points	1D6+6	2D6+12	3D6+18
STR	1D6+6	2D6+12	3D6+18
POW	3D6	3D6+6	4D6+6
Movement	6	6	6

HORSES

Equus caballus

Hippogriff was the favorite child of King Griffin, and an ally to Splendid Yamsur, the eldest son of Yelm. Splendid Yamsur and Hippogriff had taken solemn oaths of friendship together, but in several fights, Hippogriff was hurt and abandoned by her erstwhile friend.

Hippogriff underwent a series of painful and humiliating experiences during the Gods War and the Great Darkness. First, she met Storm Bull in raging battle, and her proud fangs were broken out of her mouth. In a fight with Maran Gor, the Earthshaker, Hippogriff's legs were broken. Her bronze claws were ripped from her feet, but Yamsur was able to replace them with hooves. The greatest defeat was when Zorak Zoran tore off her golden wings, laughing as he robbed her of ever returning to the sky. But most humiliating was when this once great godling was taken and broken by a mortal, Hyalor Horsebreaker.

Hyalor was a leader among men and a believer in the long-disappeared sun. He claimed descent from Splendid Yamsur, who was slain by the Devil. Hyalor claimed that he was freeing her crippled spirit from Death and wished to make an alliance. He rescued her by changing her name and her identity. Even so, man got the better of the bargain. She was called Hippoi, or simply “horse”. Ever since then, her descendants have worked more for man than man has worked for horse. When the sun rose again, Hyalor was ready to accept him, having survived the Darkness through great faith and courage. The horse, already used to slavery, leapt to meet her old master. The pair together received great bounty at the Dawn, and their herds and numbers increased greatly with the blessings of Yelm.

Dragon Pass is home to some of the finest horse breeders in Glorantha, the Grazeland Pony Breeders. For other peoples, horses are valuable and an indicator of wealth. Horses with the size, stamina and skill of a trained warhorse are few and far between. They are also quite expensive.

Typical Horse

CHARACTERISTICS		AVERAGE
STR	4D6+12	26
CON	2D6+6	13
SIZ	4D6+12	26
POW	3D6	10–11
DEX	3D6	10–11
Hit Points: 18		Move: 12
Magic Points: 11		Base SR: 3

Armor: 1-point hide.

Skills: Climb 30%, Jump 75%, Listen 40%, Scan 30%, Scent Intruder 30%, Swim 50%.

TYPICAL HORSE

LOCATION	D20	ARMOR/HP
Right Hind Leg	01–02	1/6
Left Hind Leg	03–04	1/6
Hindquarter	05–07	1/8
Forequarter	08–10	1/8
Right Foreleg	11–13	1/6
Left Foreleg	14–16	1/6
Head	17–20	1/7

WEAPON	%	DAMAGE	SR
Bite	25	1D8	7
Kick	25	1D6+2D6	7
Rear & Plunge	25	2D6+2D6	7
Trample	25	4D6 to downed foe	7

Note: A horse may attack once in a melee round. A ridden non-warhorse normally makes no attacks on behalf of its rider, but may attack something threatening it directly, such as a serpent.

CAVALRY HORSES

The cavalry horse is trained to stay calm and follow its rider's commands amidst the noise and hubbub of a battle. They are not traditionally trained to fight in battle and because of this, they cost less to train. However, a cavalry horse can be trained to fight, at which time it becomes a warhorse (see below). A cavalry horse can fight on its own but will not do so in coordination with its rider. The rider must make Ride rolls and do nothing else if the horse commenced fighting for any reason.

A cavalry horse can be depended on to stay steady in the face of most monsters.

RIDING HORSES

The riding horse is the standard riding animal among most humans outside of Prax. It can carry a rider and gear for a goodly distance during any given period if it is given adequate care and feeding. Any horse (or any of the other vegetarian riding animals mentioned later) is less efficient when subsiding solely on grass. Oats and other high-energy grains will keep a horse used to them going longer, but such fare must be carried.

A riding horse will not fight unless cornered, startled, or engaged in a territory fight with another horse, and they almost never fight to kill another horse.

WARHORSES

The warhorse is a highly specialized animal, trained to absolutely respond to the demands of its rider and ignore outside influences. They are also trained to fight on their own. A warhorse is almost always a gelding. Generally, stallions are totally unreliable as warhorses because they are far more interested in mares. Mares can be used for warhorses but are usually too small to be used for the kind of close-quarters fighting a warhorse is used for.

The single most important cost factor in a warhorse is training. A warhorse must be trained to coordinate its attacks with those of its rider. A warhorse can be trained to attempt three types of attack: kick with its forelegs; bite with its teeth; and rear and plunge. It will attack whatever is in front of it that it is either directed to attack or which attacks it first. Unless specifically directed, a warhorse will not attack another mount.

A warhorse or similarly trained mount will not panic and bolt at the sight and/or smell of a monster, or other form of riding animal.

A horse needs an average STR and SIZ of at least 26 to function as a mount for heavy cavalry.