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WILD BEASTS

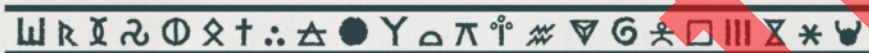


A selection of pre-rolled and ready to use wild animal adversaries for Runequest: Roleplaying in Glorantha.





JONSTOWN COMPENDIUM



A RUNEQUEST Roleplaying in Glorantha NPC supplement for GMs.

CREDITS

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THANKS

Thanks to everyone who has ever contributed to Runequest or Glorantha. When I was growing up on a hill farm in the far northwest of Europe, Prax was where I wanted to be. It's still where I want to be.

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WILD BEASTS - INTRODUCTION

In the early days (1980) of Runequest there was a supplement called Foes by David Forthoffer, which detailed over 1200 computer generated adversaries and NPCs in a single 128-page book, and before that was Trolls & Trollkin, Militia & Mercenaries and Creatures of Chaos 1, all by Ray Turney. These provided stats for pregenerated monsters and foes for those who liked their enemies unique and with minimum preparation.

Nowadays there is an emphasis on storytelling and narrative or just enjoying the general ambience of Glorantha, however there are a few of us who still enjoy a quick foray into the wilderness if only while moving between adventure locations.

HOW TO USE THIS PUBLICATION

There are many ways to use this supplement, the first is to populate random encounters with unique individuals that are suited to the level of the party. It includes the aggressive natural non-chaotic creatures that are likely to be encountered in the wilderness or ruins of civilization.

THE STRUCTURE OF THE PUBLICATION

Each animal type is presented in three formats.

Standard – The standard that is used in many Runequest publications both Jonstown and Chaosium. It is long, but comprehensive and is better suited to NPCs rather than wild animals that attack in number.

Shorter – This is my own format that allows for 6 creatures per page at 10-point text.

Shortest - Another of my own formats that is useful for pack attacks as it can fit 10 creatures per page at 10-point text. It contains the minimum information required for a unique adversary for a combat.

Each animal type is also given in a variety of capabilities.

Weak – Close to the minimum skill and characteristic figures given in *Runequest Glorantha Bestiary cha4032*

Normal – Elevated characteristics and skill levels, suitable for giving a party more of a challenge.

Strong – High and very high characteristic and skill levels capable of giving a Rune Level party a challenge.

Some beasts will only have Normal and Strong variants given or only Normal, but all will be presented in all three formats.

HOOKS

Wild animals are rarely the centerpiece of an adventure and are normally a distraction while the party is travelling or a pace changing section of combat during a predominantly role-playing session.

1. A pack of wolves has been raiding a flock of goats. The twist being that the pack is lead by a rogue Telmori (Werewolf)
2. A group of villagers are talking about a huge rubble runner taking down cattle and leaving them afraid to go out at night.
3. A captured PC is stripped naked, given a dagger and a shield, then thrown into a saber-tooth pit.
4. A wild boar bursts from the undergrowth and attempts to gore a treasured mount.
5. The party breaks down a rotting door in a tomb only to reveal the lair of a pack of rubble runners that have set up home.
6. The party and a starving brown bear find themselves both tracking the same lone black tailed deer.



RUBBLE RUNNERS

WEAK RUBBLE RUNNERS, (STANDARD FORMAT)

Rubble Runner 1

CHARACTERISTICS

STR 6 **CON** 11 **SIZ** 2 **DEX** 14
INT - **POW** 9 **CHA** -
Hit Points: 8 **Move:** 3
DEX SR: 3 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 60%, Listen 30%, Scan 35%, Scent Intruder 45%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/2
Left Hind Leg	03-04	2/2
Hindquarters	05-07	2/3
Forequarters	08-10	2/3
Right Foreleg	11-13	2/2
Left Foreleg	14-16	2/2
Head	17-20	2/3

WEAPON	%	DAMAGE	SR	PTS
Bite*	30%	1D6	10	3

Rubble Runner 2

CHARACTERISTICS

STR 4 **CON** 8 **SIZ** 4 **DEX** 13
INT - **POW** 10 **CHA** -
Hit Points: 6 **Move:** 3
DEX SR: 2 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 55%, Listen 40%, Scan 40%, Scent Intruder 50%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/1
Left Hind Leg	03-04	2/1
Hindquarters	05-07	2/2
Forequarters	08-10	2/2
Right Foreleg	11-13	2/1
Left Foreleg	14-16	2/1
Head	17-20	2/2

WEAPON	%	DAMAGE	SR	PTS
Bite*	45%	1D6	9	2

* When they hit with a bite, the rubble runner will hold on and continue to bite. Roll each round to see if the continued hit is critical and if it will get through armor.

Rubble Runners must be in the top 5 adversaries that player characters face. They are most GMs' go to creatures for a random encounter, but there's more to them tactically beyond grab and hold on.

Firstly, Rubble Runners are pack animals and their only advantage to help bring down large prey are sheer numbers. These are also small animals with few hit points, so I think that a single injury will cause that individual to retreat and go lick its wounds. I also believe that a swarm of rubble runners will break off if 50% of pack members are killed, disabled, or injured.

They may be small and unintelligent, but they are not without cunning, they will ambush from behind, they will never give a long charge to an attack that allows for missile fire. They may even stop the party with a fake attack before the main mob attacks from the rear or the flank. Individually, they will get behind a PC and attack with surprise. They also have been around humans long enough that collective swarm memory has taught them that mounts can be spooked, throwing their riders to the ground where they can be overwhelmed.

Rubble Runner 3

CHARACTERISTICS

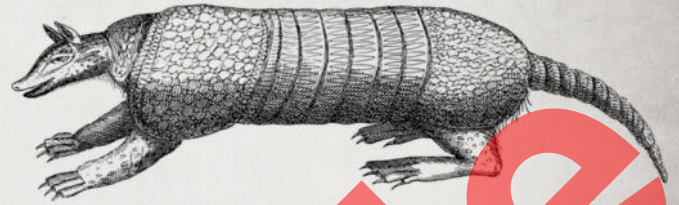
STR 4 **CON** 16 **SIZ** 4 **DEX** 12
INT - **POW** 8 **CHA** -
Hit Points: 14 **Move:** 3
DEX SR: 3 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 40%, Listen 35%, Scan 30%, Scent Intruder 40%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/4
Left Hind Leg	03-04	2/4
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
Right Foreleg	11-13	2/4
Left Foreleg	14-16	2/4
Head	17-20	2/5

WEAPON	%	DAMAGE	SR	PTS
Bite*	40%	1D6	10	5



WEAK RUBBLE RUNNERS, (SHORTER FORMAT)



Rubble Runner 1

STR	CON	SIZ	INT	DEX	CHA	POW
3	17	2	0	15	0	11
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 15						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		45%	1D6	9	5	
SKILLS						
Dodge 45%, Listen 30%, Scan 35%, Scent Intruder 50%						

Rubble Runner 4

STR	CON	SIZ	INT	DEX	CHA	POW
5	14	4	0	14	0	9
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/3	2/3	2/4	2/4	2/3	2/3	2/4
Total Hit Points: 12						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		35%	1D6	9	4	
SKILLS						
Dodge 40%, Listen 45%, Scan 40%, Scent Intruder 35%.						

Rubble Runner 2

STR	CON	SIZ	INT	DEX	CHA	POW
6	16	3	0	16	0	10
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 14						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		40%	1D6	8	5	
SKILLS						
Dodge 65%, Listen 35%, Scan 45%, Scent Intruder 40%.						

Rubble Runner 5

STR	CON	SIZ	INT	DEX	CHA	POW
2	15	2	0	12	0	12
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 13						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		45%	1D6	10	5	
SKILLS						
Dodge 25%, Listen 40%, Scan 35%, Scent Intruder 40%.						

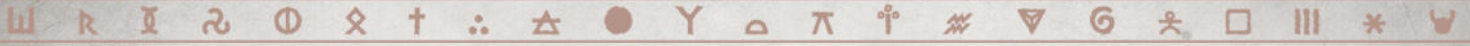
Rubble Runner 3

STR	CON	SIZ	INT	DEX	CHA	POW
6	8	3	0	14	0	8
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/1	2/1	2/2	2/2	2/1	2/1	2/2
Total Hit Points: 6						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		55%	1D6	9	2	
SKILLS						
Dodge 65%, Listen 40%, Scan 25%, Scent Intruder 30%						

Rubble Runner 6

STR	CON	SIZ	INT	DEX	CHA	POW
5	16	4	0	13	0	8
RHL	LHL	HindQ	ForeQ	RFL	LFL	HEAD
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 14						
ARMOUR TYPE						
2 Point Skin						
WEAPON		%	DAMAGE	SR	PTS	
Bite*		35%	1D6	9	5	
SKILLS						
Dodge 40%, Listen 40%, Scan 45%, Scent Intruder 50%.						

* When they hit with a bite, the rubble runner will hold on and continue to bite. Roll each round to see if the continued hit is critical and if it will get through armor.



WEAK RUBBLE RUNNERS, (SHORTEST FORMAT)

Rubble Runner 1

STR	CON	SIZ	INT	DEX	CHA	POW
5	17	4	0	11	0	10
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 15						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	30%	1D6	10	5		
Skills: Dodge 50%, Listen 40%, Scan 45%, Scent Intruder 40%.						

Rubble Runner 6

STR	CON	SIZ	INT	DEX	CHA	POW
2	10	3	0	15	0	10
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/2	2/2	2/3	2/3	2/2	2/2	2/3
Total Hit Points: 8						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	30%	1D6	9	3		
Skills: Dodge 55%, Listen 30%, Scan 35%, Scent Intruder 50%.						

Rubble Runner 2

STR	CON	SIZ	INT	DEX	CHA	POW
4	8	3	0	11	0	9
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/1	2/1	2/2	2/2	2/1	2/1	2/2
Total Hit Points: 6						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	50%	1D6	10	2		
Skills: Dodge 45%, Listen 30%, Scan 25%, Scent Intruder 35%.						

Rubble Runner 7

STR	CON	SIZ	INT	DEX	CHA	POW
6	13	4	0	15	0	8
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/3	2/3	2/4	2/4	2/3	2/3	2/4
Total Hit Points: 11						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	40%	1D6	9	4		
Skills: Dodge 55%, Listen 40%, Scan 30%, Scent Intruder 50%.						

Rubble Runner 3

STR	CON	SIZ	INT	DEX	CHA	POW
5	15	3	0	13	0	12
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 13						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	45%	1D6	9	5		
Skills: Dodge 45%, Listen 30%, Scan 25%, Scent Intruder 35%.						

Rubble Runner 8

STR	CON	SIZ	INT	DEX	CHA	POW
5	11	2	0	14	0	9
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/2	2/2	2/3	2/3	2/2	2/2	2/3
Total Hit Points: 9						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	40%	1D6	9	3		
Skills: Dodge 35%, Listen 25%, Scan 30%, Scent Intruder 45%.						

Rubble Runner 4

STR	CON	SIZ	INT	DEX	CHA	POW
5	18	3	0	9	0	10
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/5	2/5	2/6	2/6	2/5	2/5	2/6
Total Hit Points: 16						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	45%	1D6	10	6		
Skills: Dodge 30%, Listen 30%, Scan 40%, Scent Intruder 35%.						

Rubble Runner 9

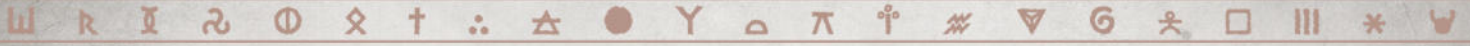
STR	CON	SIZ	INT	DEX	CHA	POW
3	17	3	0	14	0	9
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/4	2/4	2/5	2/5	2/4	2/4	2/5
Total Hit Points: 15						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	40%	1D6	9	5		
Skills: Dodge 70%, Listen 40%, Scan 35%, Scent Intruder 35%.						

Rubble Runner 5

STR	CON	SIZ	INT	DEX	CHA	POW
3	12	3	0	9	0	9
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/3	2/3	2/4	2/4	2/3	2/3	2/4
Total Hit Points: 10						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	40%	1D6	10	4		
Skills: Dodge 30%, Listen 40%, Scan 45%, Scent Intruder 45%.						

Rubble Runner 10

STR	CON	SIZ	INT	DEX	CHA	POW
5	8	2	0	15	0	10
01-02	03-04	05-07	08-10	11-13	14-16	17-20
2/1	2/1	2/2	2/2	2/1	2/1	2/2
Total Hit Points: 6						
WEAPON	%	DAMAGE	SR	PTS		
Bite*	45%	1D6	9	2		
Skills: Dodge 45%, Listen 35%, Scan 30%, Scent Intruder 40%.						



NORMAL RUBBLE RUNNERS, (STANDARD FORMAT)

Rubble Runner 1

CHARACTERISTICS

STR 3 **CON** 15 **SIZ** 4 **DEX** 15
INT - **POW** 12 **CHA** -
Hit Points: 13 **Move:** 3
DEX SR: 2 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 60%, Listen 30%, Scan 35%, Scent Intruder 45%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/4
Left Hind Leg	03-04	2/4
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
Right Foreleg	11-13	2/4
Left Foreleg	14-16	2/4
Head	17-20	2/5

WEAPON	%	DAMAGE	SR	PTS
Bite*	65%	1D6	9	5

Rubble Runner 3

CHARACTERISTICS

STR 4 **CON** 12 **SIZ** 4 **DEX** 17
INT - **POW** 10 **CHA** -
Hit Points: 10 **Move:** 3
DEX SR: 1 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 65%, Listen 65%, Scan 60%, Scent Intruder 70%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/3
Left Hind Leg	03-04	2/3
Hindquarters	05-07	2/4
Forequarters	08-10	2/4
Right Foreleg	11-13	2/3
Left Foreleg	14-16	2/3
Head	17-20	2/4

WEAPON	%	DAMAGE	SR	PTS
Bite*	60%	1D6	8	4

Rubble Runner 2

CHARACTERISTICS

STR 3 **CON** 18 **SIZ** 3 **DEX** 16
INT - **POW** 12 **CHA** -
Hit Points: 16 **Move:** 3
DEX SR: 1 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 75%, Listen 45%, Scan 65%, Scent Intruder 65%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/5
Left Hind Leg	03-04	2/5
Hindquarters	05-07	2/6
Forequarters	08-10	2/6
Right Foreleg	11-13	2/5
Left Foreleg	14-16	2/5
Head	17-20	2/6

WEAPON	%	DAMAGE	SR	PTS
Bite*	45%	1D6	8	6

* When they hit with a bite, the rubble runner will hold on and continue to bite. Roll each round to see if the continued hit is critical and if it will get through armor.

Rubble Runner 4

CHARACTERISTICS

STR 5 **CON** 15 **SIZ** 3 **DEX** 15
INT - **POW** 9 **CHA** -
Hit Points: 13 **Move:** 3
DEX SR: 2 **SIZ SR** 3
Armour: 2 Point Skin **Damage Bonus:** -
Skills: Dodge 70%, Listen 50%, Scan 50%, Scent Intruder 55%.

LOCATION	D20	ARMOR /HP
Right Hind Leg	01-02	2/4
Left Hind Leg	03-04	2/4
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
Right Foreleg	11-13	2/4
Left Foreleg	14-16	2/4
Head	17-20	2/5

WEAPON	%	DAMAGE	SR	PTS
Bite*	55%	1D6	9	5

