



Bestiaries are a useful source of creatures to help or hinder player characters. The table on BESTIARY 2 summarizes common Hârníc creatures in two groups: magical & mundane. It is further organized into species categories, such as GARGUN and IVASHU. We have included detailed articles for the most important species.

## BESTIARY STATS

### Attributes

The statistics given are *averages* for healthy, mature creatures. The GM can vary them to account for the age, sex, and health of the creature.

The easiest method to handle variation is to reduce a **3d6** attribute by 7 and add 2d6. Minimum attribute score is 1, maximum is double the number given. Skills, Impacts, and Armour are then modified at GM discretion.

### Skills & Weapons

Natural weapon skills are listed in order of typical preference. That is, if "claws" are listed before "bite", the creature is more likely to claw than bite. This does not apply to defense. All creatures use viable defensive options — an animal is likely to dodge or counterstrike rather than use a paw to block.

The numbers given for each combat skill are ML and Impact. Hence, "Bite 75/5p" indicates that the creature can Bite at ML75 with a point impact of 5. Natural combat skills are based on AGL AGL WIL (sometimes DEX DEX WIL) generally x5 for the primary skill and x4 for secondary skills.

Impacts are a function of STRENGTH, generally STR÷4. Bite and Claw impacts may be rated higher for carnivores and lower for herbivores.

Flying creatures have their MOVE expressed as Ground/Air. Extra impact has been added to their **Talon** attack to reflect airspeed.

Weapon aspects are: **blunt**, **edge**, **point**, and **fire/frost**.

### Armour

Each creature has typical armour in standard format indicating protection against various kinds of strike. For example, a line reading B3 E4 P2 F4 means that the creature has a protection of 3 against blunt strikes, 4 against edge strikes, 2 against point strikes, & 4 against Fire/Frost attacks.

With armour-wearing creatures, like Gargun, we have precalculated the values for their most common armour, as listed under *Equipment*.

### Ethereals

Ethereal creatures do not have physical stats or armour. Only enchanted weapons and spells can affect them.

Psionic and Magic skills are AURA x5. Ethereal DODGE is Aura x5; INITIATIVE SB is Aur Wil Wil.

See *HârnMaster Religion* for more details about ethereals.

### Creature Size

The *HârnMaster* combat system is detailed and realistic when dealing with human-sized combatants, but larger or smaller creatures can cause problems.

Creature size is a complex issue for melee combat. While it is true that larger creatures are bigger targets, they also have greater REACH.

The impact for some creatures can be much less significant than the impact generated by the strike dice.

For creatures that are half man-size (or less) roll d4 for impact dice. For creatures that are double man-size (or more) roll d8 for impact.

**d4** Creatures <3 feet

**d6**: Creatures 3 to 12 feet

**d8**: Creatures >12 feet

At GM discretion, for very small creatures, d3 or even d2 can be used; for very large creatures, use d10 or d12.

# BESTIARY 2

SPECIES	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR	SKILLS	
CHIMERA/Centaur	25	10	11	13	11	11	11	12	13	15	70	17	20	65	B4 E3 P1 F3	Shortbow 80, Trample 56/6b, Awareness 44, Stealth 52	
CHIMERA/Griffin	16	20	•	15	19	15	15	8	12	16	80	17	12/36	75	B3 E4 P2 F4	Talon 75/8p, Beak 60/4p, Awareness 64, Stealth 60	
CHIMERA/Hirenu	20	10	•	12	28	20	16	6	15	14	65	15	14/42	60	B4 E3 P1 F3	Talon 65/9p, Trample 52/5b, Awareness 84, Stealth 60	
DRAGON/Fire or Frost	48	36	5	8	17	15	14	13	13	19	75	34	14/42	40	B12 E15 P12 F14	Breath 65/12*, Tail 60/12b, Awareness 60, Stealth 56	
DRAGON/Ilme (male)	36	30	7	6	12	14	14	13	8	6	30	24	11/7	30	B10 E8 P7 F9	Bite 30/12p, Awareness 52, Stealth 36, Swimming 85	
DRAGON/Wyvem	18	20	•	11	19	15	17	4	3	16	70	18	10/40	55	B8 E5 P8 F7	Talon 65/9p, Tail 52/5p, Awareness 68, Stealth 56	
ETHEREAL/Asir	•	•	•	•	•	•	•	•	10	13	10	55	•	16	65	Ethereal	Charm 65, Telepathy 65, Sensitivity 65
ETHEREAL/Dryad	•	•	•	•	•	•	•	•	12	18	12	70	•	14	90	Ethereal	Charm 90, Telepathy 90, Sensitivity 90, Fyvria 90
ETHEREAL/Elmith	•	•	•	•	•	•	•	•	9	11	8	45	•	10	55	Ethereal	Charm 55, Telepathy 55, Sensitivity 55
ETHEREAL/V'hir	•	•	•	•	•	•	•	•	15	21	21	105	•	16	105	Ethereal	Telepathy 105, Sensitivity 105, Peleahn 105, Whip 84/5f
GARGUN/Arak	7	10	13	10	9	16	13	10	9	10	50	9	10	50			
GARGUN/Hyeka	8	11	12	9	9	13	11	9	7	11	50	10	9	45			
GARGUN/Khamu	10	13	12	9	9	13	11	10	9	13	60	12	9	45			
GARGUN/Kyami	8	11	12	10	9	13	11	11	10	12	55	10	10	50			
GARGUN/Viasal	9	12	12	9	9	13	11	9	8	13	60	11	9	45			
IVASHU/Aklash	19	18	10	8	4	10	6	4	8	14	60	17	10	40	B10 E8 P7 F7	Breath 60, Claw 50/5e, Awareness 28, Stealth 44	
IVASHU/Hru	57	40	8	6	7	7	7	11	10	13	55	37	7	30	B12 E11 P10 F10	Trample40/14b, Awareness 28, Stealth 36	
IVASHU/Nolah	14	19	12	17	11	15	15	12	15	11	65	15	13	85	B9 E7 P5 F6	Charm 75, Unarmed 70/4b, Awareness 56, Stealth 56	
IVASHU/Umbath	•	•	•	•	•	•	•	•	13	19	12	70	•	40	95	Ethereal	Telepathy 95, Sensitivity 95
IVASHU/Vlasta	6	10	17	19	17	15	19	3	5	10	65	9	25	95	B2 E1 P1 F2	Claw 80/2e, Bite 64/2p, Awareness 68, Stealth 60	
UNICORN	28	9	•	13	16	18	16	8	15	14	60	16	45	65	B4 E3 P1 F3	Fyvria 75, Horn 65/7p, Awareness 68, Stealth 56	
YELGRI	8	7	8	10	17	15	15	6	10	10	50	8	10/30	50	B3 E3 P1 F4	Spear 40/7p, Claw 50/2e, Awareness 64, Stealth 48	
BEAR/Black	16	13	•	13	15	13	24	5	9	13	65	14	28	65	B5 E3 P2 F4	Claw 65/4e, Bite 52/4p, Awareness 68, Stealth 52	
BEAR/Brown	28	15	•	12	14	12	24	4	10	12	60	18	30	60	B6 E4 P3 F5	Claw 60/7e, Bite 48/7p, Awareness 68, Stealth 48	
BEAR/Snow	33	18	•	11	16	12	26	5	11	15	70	22	32	55	B7 E5 P3 F6	Claw 60/8e, Bite 48/8p, Awareness 72, Stealth 52	
BIRD/Eagle	6	10	•	10	30	22	18	8	12	10	50	9	10/50	50	B3 E2 P1 F2	Talon 50/7p, Beak 40/2p, Awareness 92, Stealth 56	
BIRD/Falcon	4	8	•	12	28	20	18	7	10	8	45	7	12/96	60	B3 E2 P1 F2	Talon 55/10p, Beak 44/1p, Awareness 88, Stealth 52	
BIRD/Owl	5	8	•	9	26	24	18	9	11	12	55	8	8/40	45	B3 E2 P1 F2	Talon 50/5p, Beak 40/1p, Awareness 92, Stealth 60	
CAT/Mountain Lion	10	11	•	18	16	18	20	5	10	18	90	13	50	90	B4 E3 P1 F3	Claw 90/3e, Bite 72/3p, Awareness 72, Stealth 72	
CATTLE/Domestic (Bull)	35	13	•	11	10	18	16	4	5	10	50	19	28	55	B4 E3 P1 F3	Horn 55/9p, Trample 44/9b, Awareness 60, Stealth 52	
DEER/Red (Stag)	29	13	•	14	14	22	18	5	11	8	50	17	40	70	B4 E3 P1 F3	Antlers 60/7p, Trample 48/7b, Awareness 72, Stealth 60	
DOG/Hound	8	9	•	13	16	15	30	6	8	11	60	9	36	65	B4 E3 P1 F3	Bite 60/4p, Awareness 80, Stealth 52	
DOG/Mastiff	9	8	•	14	18	16	25	6	9	13	65	10	32	70	B4 E3 P1 F3	Bite 70/4p, Awareness 80, Stealth 56	
DOG/Black Wolf	12	10	•	14	18	16	26	5	9	16	75	13	38	70	B4 E3 P1 F3	Bite 75/6p, Awareness 80, Stealth 60	
DOG/White Wolf	14	10	•	13	20	16	24	5	10	16	75	13	40	65	B4 E3 P1 F3	Bite 70/8p, Awareness 80, Stealth 60	
GOAT/Mountain	10	15	•	16	15	16	20	5	6	15	75	13	35	80	B5 E4 P1 F3	Horn 80/3b, Awareness 68, Stealth 64	
HARE/Rabbit	5	7	•	16	14	25	20	2	7	6	45	6	40	80	B4 E3 P1 F3	Bite 65/1p, Awareness 80, Stealth 64	
PIG/Wild (Boar)	18	16	•	9	8	12	20	6	9	12	55	15	30	45	B4 E3 P1 F3	Tusks 50/5p, Awareness 52, Stealth 44	
SHEEP/Mountain	13	14	•	14	15	16	20	3	4	15	75	14	32	70	B5 E4 P1 F3	Horn 70/3b, Awareness 68, Stealth 60	

See: Gargun article for armour & skills

\*Impact given is average. See separate DRAGONS article for details