

Animal	Examples	AC	MV	HD	Damage
Mammal, Small	Squirrel, Bat	7	12" (18")	<1	1
Mammal, Medium	Dog, Cat	7	15"	2	1-4
Mammal, Large	Black Bear, Cheetah, Ape, Dolphin, Horse	7	18"	3+3	1-3/1-3/1-6
Mammal, Giant	Orca, Whale	4	18"	15	d20 to 3d20
Bird, Small	Sparrow	7	1"/36"	1	1/1/1
Bird, Medium	Falcon, Eagle, Penguin	6	1"/33"	1+3	1-2/1-2/1-2
Bird, Large	Ostrich	7	1"/33"	2	1-6
Bird, Giant	Giant Eagle	7	3"/48"	4	1-6/1-6/2-12
Reptile, Small	Snake	6	15"	2	1
Reptile, Medium	Boa Constrictor	6	15"	3	1-3
Reptile, Large	Crocodile	6	9"	5	2-8/1-12
Reptile, Giant	Giant Crocodile	4	6"/12"	7	3-18/2-20
Fish, Small	Carp	8	/9"	.5	1
Fish, Medium	Shark/Dolphin	6	/24"	2+2	2d4
Fish, Large	Great White	6	/18"	7	3d4
Fish, Huge	Megalodon, Giant Squid	5	/18"	12	5d4

Small Up to 75 lbs
Medium Up to 400 lbs
Large Up to 1000 lbs

Special	Example	Description
Charge, Large	Buffalo	3-18 damage impact + 1-4 trample. Requires 4"
Charge, Small	Goat	+2 to hit and 1-2 damage
Constrictor	Snake, Constrictor	Automatic damage after hit.
Disease	Rat	5% chance / wound
Dive	Eagle, Hawk	+2 to hit and 2x damage
Drowning	Crocodile	Drags underwater on critical hit
Eye	Raven	1 in 10 chance of hitting an eye
Hug	Black Bear	Hit with >=18 for additional 2-8 damage
Ink	Giant Squid	6" x 8"
Musk	Skunk, Wolverine	2"x2"x6" cloud, save vs poison or blinded 1-8 hours. Nauseous for 2-8 turns.
Poison	Snake	+2 to -2 saves
Rear Claws, Large	Lion, Jaguar, Tiger	2-7/2-7
Rear Claws, small	Cat	1-2/1-2
Rending	Ape	Hit with both hands adds 1-6
Spit	Camel	25% chance of blinding for 1-3 rounds Opponent swallowed whole on 5 better than required. Attack only possible with small weapon at -4 to hit. In 6 game turns, victim is digested.
Swallow		
Swoop	Giant birds	Hit with >=18 grasps victim and flies away. 2x damage on Surprise
Tossing	large horned animals	Victim thrown 1d6+4 feet I the air and save vs. paralysis at -2 for stun d4+1 rounds
Trample	Herds of animals	Used by herds. +4 to hit. D20 damage

	AC	MV	HD	Damage	Special
Black Bear	7	12"	3+3	1-3/1-3/1-6 + Special	Hug Hit with >=18 for additional 2-8 damage
Badger	4	6"(3")	1+2	1-2/1-2/1-3	
Baboon	7	12"	1+1	1-4	
Ape	6	12"	4+1	1-3/1-3/1-6+Special	Rending Hit with both hands adds 1-6
Boar	7	15"	3+3	3-12	
Buffalo	7	15"	5	1-8/1-8	Charge 3-18 damage impact + 1-4 trample. Requires 4"
Bull	7	15"	4	1-6/1-6+special	
Camel	7	21"	3	1-4+special	Spit 25% chance of blinding for 1-3 rounds
Crocodile	5	6"/12"	3	2-8/1-12	
Dog	7	15"	1+1	1-4	
Dolphin	5	30"	2+2	2-8	
Horse	7	18"-24"	1+1-2+2	d6/d6	
Jaguar	6	15"	4+1	1-3/1-3/1-8 +special	Rear claws 2-5/2-5
Leopard	6	12"	3+2	1-3/1-3/1-6+special	
Lion	6	12"	5+2	1-4/1-4/1-10+special	Rear claws 2-7/2-7
Mule	7	12"	3	1-2/1-6	
Rat	7	12/6"	<1	1-3+special	Disease 5% chance / wound
Tiger	6	12"	5+5	2-5/2-5/1-10 + special	Rear claws 2-8/2-8
Wolf	7	18"	2+2	2-5	
Wolverine	5	12"	3	1-4/1-4/2-5+special	Musk 2"x2"x6" cloud, save vs poison or blinded 1-8 hours. Nauseous for 2-8 turns.
Cat	5	18"	1	1-2/1-2/1-2+special	rear Claws 1-2/1-2
Cheetah	5	15"/45" for 3 rounds	3	1-2/1-2/2-8+special	rear Claws 1-2/1-2
Eagle	6	1"/30"	1+3	1-2/1-2/1-2+special	Dive +2 to hit and 2x damage
Falcon	6	1"/33"	1	1-2/1-2/1+special	
Goat	7	15"	1+2	1-3+special	Charge +2 to hit and 1-2 damage
Raven/Crow	7	1"/36"	2hp	1+special	Eye 1in10 change of hitting an eye
Snake	6	15"	2+1	1+special	Poison
Snake, Constrictor	6	9"	3+2	1/1-3+special	Constrict Automatic damage after hit.
Squirrel	8	9"	1hp	1	
Swan	7	3"/18"	1+2	1/1/1-2	
Weasel	6	15"	1	1	
Skunk	8	12"	1	1+special	Musk 2"x2"x6" cloud, save vs poison or blinded 1-8 hours. Nauseous for 2-8 turns.
Ostrich	7	18"	1 to 3	1-4 or 2-8	

Hawk					Dive	+2 to hit and 2x damage
Killer Whale	6	24"	6	d20	Swallow	If halfling size or smaller. D6/round
Sperm Whale	6	18"	36	3d20	Swallow	If 4 or more than required to hit. 3d6/round.
Squid, Giant	7/3	3"/18"	12	d6x8/5d4		
Shark	6	24"	3-8	d4+1/2d4/3d4		
Megalodon	5	18"	10-15	4d4/5d4/6d4	Swallow	