

Creatures, Placement and attack methods of:

All creatures will have some sort of intellect. Judging upon a creatures intelligence you must decide how each will act and move and fight. Creatures with little intelligence will not surround the company systematically and attack at the very critical points in the groups defense; they are stupid. Like a Goblin's attack methods; just hack and slash until their prey is defeated.

On the other hand creatures with higher intelligence will plot against the group cunningly, and with expertise. A few may attack while some wait in the shadows of an alcove, or under something - or in something! - until the very best possible advantage for it to attack presents itself.

G.M.

Be fair to your creatures as well as the group, and play creatures as if they want to live. Indeed, it is their instinct to survive. See: "Intelligence, Creatures:", in the I section of this book.