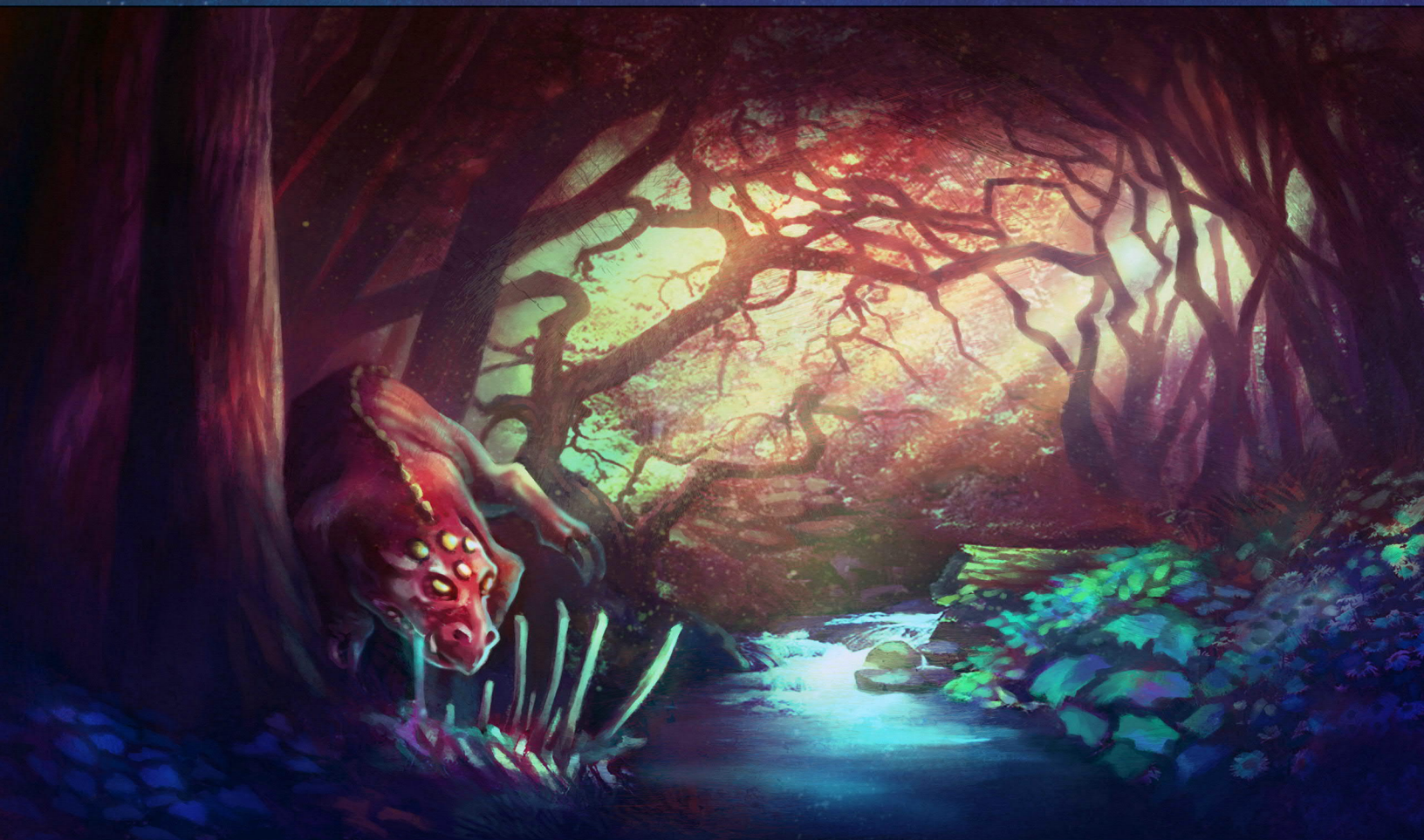


ALIEN DATABASE



STARS WITHOUT NUMBER

COMPATIBLE

Angry Golem Games

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CREDITS

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INTRO

The creatures described in the Stars Without Number Alien Database are inspired on classic fantasy monsters and fictional creatures found in literature, mythology and movies. The content of this compendium will be constantly updated with new creatures. Your feedback and suggestions are welcome.

Each alien has the following variables: **HD**, **hp**, **AC**, **Attack**, **Damage**, **Move**, **ML**, **Saves**, **Skills**, **Special**, **Organization**, **Climate/Terrain**, **Senses**, **Physiology**.

Hit Dice and Hit Points (HD & hp)

Each alien has hit dice and hit points. Larger aliens have more hit dice than smaller ones. Hit Points represent the alien's resistance to wounds, harmful conditions, stressing situations and all those effects that impact the health of a living being in general. Hit Dice influence the ability of the alien to score a successful hit roll, much as it works for characters according to the SWN core rule-book.

Armor Class (AC)

Armor class is a combination of agility in dodging blow and hardness of the skin, scales or chitin covering the alien. If certain type of weapons may ignore or not part of the armor class, is at Game Master discretion.

Attack

Attack specifies both the hit roll and the body part the alien employs to deliver the attack. It also specifies how many attacks per round the alien delivers with a specific body part. **For example:** *+2 (hooks x2), +1 (beak)* means the alien delivers two attacks with the hooks with a +2 hit roll, and one attack with the beak with a +1 hit roll.

Damage

Damage specifies how much damage the alien does for each type of attack. This variable is complementary to the attack variable.

For example: *1d8 (hook), 2d6 (beak)* means the alien deals 1d8 damage with the hook and 2d6 damage with the beak.

Move

This variable specifies how many meters the alien move in one round of combat and how it performs its movement. Not all aliens move in the same way, most living beings evolve and develop creative way to move in their environment.

For example: *9 wk, 6 cl* means the alien can move 9 meters by walking and 6 meters by climbing.

The type of move are the followings:

Burrowing (br). The alien is capable of digging through solid matter.

Climbing (cl). The alien can climb difficult terrains and steep surfaces thanks to limbs, appendages or other dedicated organs.

Crawling (cr). The alien employs its body or mass to move on the ground. This is a rare and exotic type of movement and it is usually employed by fungus, oozes and other amorphous creatures. This kind of movement usually emerges on planets with high gravity and/or high atmospheric pressures.

Flying (fl). The alien possesses wings or wing-like organs that allows it to move through gaseous fluids with agility and skill.

Gliding (gl). The alien possesses a limited ability to move through gaseous fluids. This kind of movement may emerge on creatures living on low-gravity planets with at least an average atmospheric pressure.

Sneaking (sn). The alien moves like a snake does. It may possess limbs or vestigial limbs, but they are no more functioning. Sneaking is a common evolutionary trait, especially in those world undergoing the early stages of life formation.

Springing (sp). The alien is capable of springing several meters in a single round. This kind of movement provide a speed bonus that stacks with any other move the alien possesses. For example: *12 sp, 5 wk* means the alien can spring 12 meters and then move 5 meters by walking.

Swimming (sw). The alien can move through liquid fluids in harmony with its environment. Liquid fluids includes water, water compounds, liquid ammonia, liquid hydrocarbons and so on.

Walking (wk). The alien employs its limbs or limb-like organs to move, as much as humans and terrestrial animals do.

Morale (ML)

Living creatures do not fight to the death unless hunger or extreme circumstances makes the combat a life and death situation. When and why rolling for morale check is at Game Master discretion, and morale checks are made with 2d6.

Only multi-cellular aliens have morale 12 (the maximum possible), due to the fact they do not possess a meaningful self-awareness that allows them to “know” they are actually alive.

Saves

The roll required to score a positive result when making a saving throw, and it works according to what stated in the Stars Without Number rule-book.

Skills

This variable shows the skills possessed by the alien. All skills in this compendium refer to skills related to physical ability, dictated by instinct and evolution, not knowledge and intelligence, unless stated otherwise. The skill contemplated in this compendium are exert, notice and sneak. If you have expanded and created other home-brew skills for your games session you are encouraged to expand the skill list of each alien to fit your game style.

Special

Each creature evolves and develops creative way to survive in its environment. This variable presents what special abilities the alien possesses. More information comes in the **Combat & Tactics** paragraph of each alien.

Organization

This variable describe how the alien organize with its own kin and provides an idea of how the alien live in its environment. Examples of organization are pack, brood, school, herd and so on. This is a descriptive variable that has no implications in terms of rule and mechanics of the game.

Climate/Terrain

This variable provides some information/suggestions about the alien's favored climate and terrain. This is a descriptive variable that has no implications in terms of rule and mechanics of the game.

Senses

This variable describes what are the main senses employed by the alien to perceive its surroundings. Examples of senses are sight, hearing, smell, blindsight, tremorsense and other exotic form or perception.

This section can help the Game Master in understanding how to employ a specific alien. As usual, the Game Master can invent/improvise new form of perception according to its personal game style.

Physiology

This variable only provides hints on what the general morphology of the alien is together with some clues about the basic chemistry.

Morphology. Arthropoid, Cephalopoid, Fungilike, Humanoid, Insectoid, Plantlike, Reptiloid, Xenomorph.

Chemistry. Carbon Based Type I, Carbon Based Type II, Phosphorus Based, Silicon Based Type I, Silicon Based Type II, Sulfur Based.

This is a descriptive variable that has no implications in terms of rule and mechanics of the game, for now.

COMBAT & TACTICS

This section describes how the alien fights, hunts and faces threats, and how the alien may employ its special abilities.

DESCRIPTION

A generic description of how the alien looks like, in addition to its physiology. Traits like size, color and other details are found in this section.

HABITAT

A quick description of the alien's habitat and favored terrains, together with some tips to use the alien in its environment.

BIOLOGY

This section provides hints and adventure hooks by explaining the alien's biology. How the alien feed and reproduce? What xenobiologists know about it? What rumors exist about the alien?

ARCTIC WORM

HD	10 (55 hp)
AC	12
Attack	+6 (bite)
Damage	5d6 (bite)
Move	12 wk, 3 cl
ML	8
Saves	14+
Skills	Exert +6, Notice +2, Sneak +0
Special	Melt Metal, Swallow
Organization	Solitary
Climate/Terrain	Cold plains and caves
Senses	Sight, hearing, smell
Physiology	Phosphorus Based Arthropoid

Bite. The bite of an arctic worm deals normal damage to TL 3 vehicles, and minimum damage to TL 4 vehicles.

Melt Metal. The metabolism of the arctic worm produces high heat all around the creature. The heat can melt metal and metal alloys in a range of 10 meters. Soft metals like lead, gold or aluminum melt in 1d4 rounds. Hard metals like iron or iron based alloys melt in 10 minutes. This ability can be activated once per scene. The heat generated around the arctic worm cause 1d4 cumulative heat damage per round for 1 minute. The heat damage is cumulative only if the Arctic Worm does not move from its position.

Swallow. The arctic worm swallows a target if it score a hit roll 5 points higher than the minimum required. Once the target is inside the worm, it automatically suffers 1d4 cumulative heat damage per round until killed or expelled.

COMBAT & TACTICS

Arctic worms main attacks are its bite and its heat. They do not attack living beings unless threatened, but they perceive electronic components as a potential meal especially if the devices contain rare metals. Arctic worms prefer to ambush their targets other than carrying direct attacks. They usually melt the ice under any potential target and then fight with bites and heat waves to finish it off.

DESCRIPTION

Arctic Worms are 6 to 12 meters long worm-like creatures covered by a chitinous plating composed of highly conductive metals. They vary in color from a deep blue to a shallow green, with some specimens turning white in advanced adulthood. They have a pair of hooked limbs for each meter of length, which they use to climb on difficult terrains. The head has one or multiple sets of eyes, depending on the evolutionary strain

and the local planetary environment.

HABITAT

Arctic Worms evolve in cold and icy planets, usually with high gravity and high atmospheric pressure. They prefer to make their lairs in subterranean caves located under the ice plateau. Thanks to their ability to produce heat they do not need to dig, but they simply melt the ice and let them sink to the desired depth.

BIOLOGY

Despite their fearsome appearance, arctic worms are not predators. They feed on melted ice with extremely high concentration of minerals and salts. The ice can be water ice, ammonia ice or other icy compounds, coherently with the planet environment. Arctic worms are object of savage hunt by band of gatherers that want to extract rare metals from their chitinous plates. A single specimen of arctic worms can yield $1d4 \times 100$ credits of rare metals per hit die. If a band of hunter ever want to hunt these creatures, they would better equip themselves with proper vehicles and weapons.

BRAIN SPIDER

HD	8 (35 hp)
AC	14
Attack	+4 (bite), +2 (legs x4)
Damage	1d4 (bite), 1d2 (leg)
Move	9 wk, 15 cl
ML	6
Saves	15+
Skills	Exert+2, Notice +1, Sneak +1
Special	Poison, Psionic
Organization	Colony
Climate/Terrain	Warm forests
Senses	Sight, hearing, smell
Physiology	Silicon Based type II Arthropoid

Legs. If the bite successfully hits and the target is not paralyzed, the brain spider will then attempt four further attacks with its legs. The brain spider can deliver the legs attack at the end of the turn.

Poison. The bite of a Brain Spider inject a paralyzing poison. The target must make a Physical/Constitution saving throw or be paralyzed for 1d4 hours.

Psionic (Graft Objects). The brain spider can merge its legs with a physical object, weapons, tools, computers or everything that is not living matter. Once merged, the brain spider can use the object as an extension of its own body or mind. A melee weapon can substitute one or all of its leg attacks. A computer may become the extension of its mind, thus granting a limited control over the machine and the software. An armor may increase the spider's armor class. The brain spider can perform any possible action with the object it has merged with, provided the DC is not above 7. The brain spider can use this psionic power once per scene.

COMBAT & TACTICS

Brain spiders are patient and passive predator that feed on brain or brain-like tissues of any life form that possesses at least a basic form of thought. Animals, semi-intelligent and intelligent life forms are all potential targets. A brain spiders attempts to sneak and bite the target, waiting for the poison to paralyze the nervous system. If the poison fails, then it attempts a last swarm of attacks with its legs. The brain spider attempts to flee if the target is not incapacitated after the first round of combat.

DESCRIPTION

Bran spiders measure from 1 to 2 meters, from the head to the end of the abdomen. Most specimen have from two to four pair of legs and a couple of pincers placed at

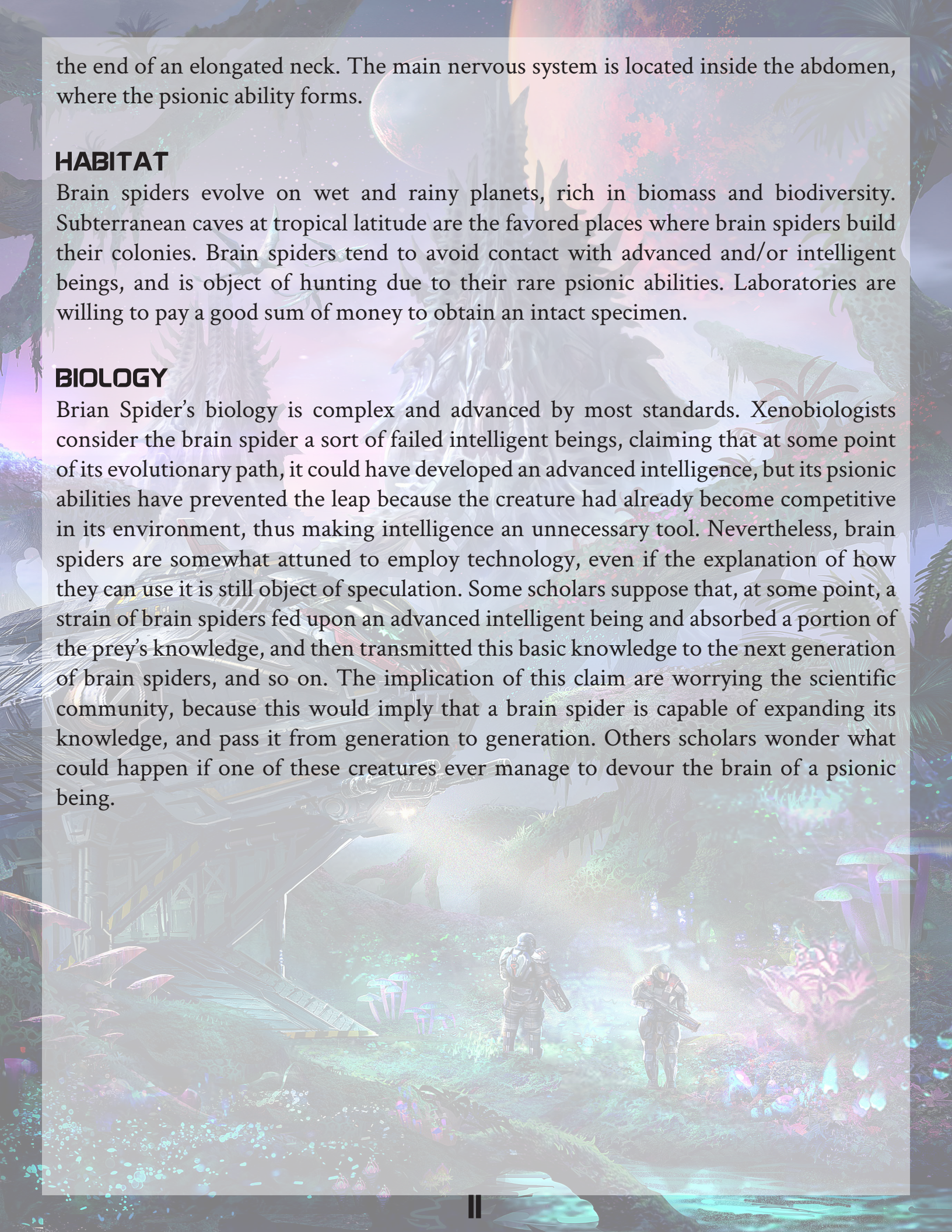
the end of an elongated neck. The main nervous system is located inside the abdomen, where the psionic ability forms.

HABITAT

Brain spiders evolve on wet and rainy planets, rich in biomass and biodiversity. Subterranean caves at tropical latitude are the favored places where brain spiders build their colonies. Brain spiders tend to avoid contact with advanced and/or intelligent beings, and is object of hunting due to their rare psionic abilities. Laboratories are willing to pay a good sum of money to obtain an intact specimen.

BIOLOGY

Brain Spider's biology is complex and advanced by most standards. Xenobiologists consider the brain spider a sort of failed intelligent beings, claiming that at some point of its evolutionary path, it could have developed an advanced intelligence, but its psionic abilities have prevented the leap because the creature had already become competitive in its environment, thus making intelligence an unnecessary tool. Nevertheless, brain spiders are somewhat attuned to employ technology, even if the explanation of how they can use it is still object of speculation. Some scholars suppose that, at some point, a strain of brain spiders fed upon an advanced intelligent being and absorbed a portion of the prey's knowledge, and then transmitted this basic knowledge to the next generation of brain spiders, and so on. The implication of this claim are worrying the scientific community, because this would imply that a brain spider is capable of expanding its knowledge, and pass it from generation to generation. Others scholars wonder what could happen if one of these creatures ever manage to devour the brain of a psionic being.



CAVE LURKER

HD	3 (11 hp)
AC	14
Attack	+0 (pincers x2)
Damage	1d3 (pincer)
Move	4 wk, 6 cl
ML	6
Saves	15+
Skills	Exert -1, Notice +2, Sneak +4
Special	Filament
Organization	Pack
Climate/Terrain	Warm caves
Senses	Sight, hearing, smell
Physiology	Silicon Based type II Arthropoid

Pincers. Pincers are the natural weapon of a cave lurker. They can easily pierce through a non-combat suit and thus ignore any armor bonus provided by this type of equipment.

Filament. The cave lurker secretes a sticky chemical substance from a pair of glands located in its pincers. These filaments hang from the ceiling and are barely visible (DC 10 Notice skill check). A living being caught in the filaments must roll a successful DC 8 Exert skill check to get free. Failing the skill check cause the filament to wrap around the target, thus increasing the DC by 1 point for every failed attempt. A trapped target cannot move from its position, but retain mobility of its limbs. Only when the DC reaches 12, the target is completely wrapped by the filament and unable to do anything but breathing or screaming.

COMBAT & TACTICS

Cave lurkers are passive hunters. They hunt by waiting a target passing through the filaments, and until it remains trapped by the sticky substance. Then they proceed with feeding. Once a prey is trapped in one filament, the cave lurker perceives that something remained trapped and then approaches the target to release more filament to finally immobilize it.

DESCRIPTION

Cave Lurkers are cockroach-like creatures measuring 1 to 2 meters. They are protected by a hard chitinous plating and possess from 4 to 6 pairs of legs. They vary in color from white, to yellow with some specimen developing an almost transparent and glass-like chitin. They have a couple of pincers located in front of their body, even if some specimen have developed an extra couple of smaller pincers.

HABITAT

This life form can evolve in subterranean formations of almost any planet, with a preference for geologically active ones that still produce internal heat and have liquid compounds trapped inside the crust.

BIOLOGY

Cave lurkers have slow metabolisms capable of digesting almost any organic compound. Their sticky filaments are an extremely sophisticated biological invention and are extremely valuable on the market. A single cave lurker can secrete 2d10 meters of filament per day, with each meter of filament worth 5 credits on the market. Cave lurker's filament makes an excellent raw material for strong fibers and decent electric conductor. The filament must be properly treated before being employed for any technological solution. Many Hi-Tech corporations hire local farmers to harvest the filament.

CHITIN WORM

HD	5 (30 hp)
AC	14
Attack	+5 (mandibles)
Damage	1d10+3 (mandibles)
Move	12 wk, 6 br
ML	9
Saves	14+
Skills	Exert +3, Notice +3, Sneak +2
Special	Grapple, Spit Acid
Organization	Brood
Climate/Terrain	Warm forests and plains
Senses	Sight, hearing, smell
Physiology	Carbon Based type I Insectoid

Mandibles. When a chitin worm scores a successful hit by 5 or more, its mandibles grapple the target and inflict automatic damage (not hit roll required) for each subsequent round. The target can get free as an Instant Action by rolling a successful Exert skill check opposed to the chitin worm's Exert skill check.

Spit Acid. Once every other round the chitin worm can spit its digestive acid against a target or a grappled target to a distance of up to 5 meters. This attack is considered a range attack. The maximum damage pool a chitin worm can spit in a standard day is 5d4 damage (1d4 per hit die) in increments of 1d4 damage. The acid does not affect metals or silicates. The target can avoid the acid spit with an Evasion/Dexterity saving throw.

COMBAT & TACTICS

Chitin worms are simple and predictable predators. They hide in small underground tunnels they dig in flat terrains, and wait for preys to get close enough. When they detect the presence of settlements, farms and livestock, they instead become bolder, and create small temporary lairs close to the inhabited area. They prefer to attack solitary targets first, and then swarm in mass to deplete all the food they can bite, people and animals alike.

DESCRIPTION

Chitin worms are insect-like creatures covered by a hard chitinous plating. They are from 3 to 6 meters long with a number of legs that range from 6 to 10, depending on the specimen. Their color varies from dark green, orange or yellow, with some rarer specimen that develop a gray or black pigmentation. Their head mounts a huge pair of mandibles capable of breaking wood and bending metallic objects.

HABITAT

Chitin worms flourish in wet environment that are also rich in biomass. It is usually an alpha predator in its niche and it is a scourge for farming colonies and settlements. Chitin worms hunt any animal form, but livestock is their favorite meal. Many specimen that have come into contact with farming communities have learned how to employ their acidic spit to open breaches in fences and warehouses.

BIOLOGY

Chitin worms biology and metabolism is very simple and yet very efficient. Even if very dangerous, they have two main positive traits. The first is that they fertilize the soil with precious substances, the second their meat is delicious, rivaling that of lobsters. Primitive locals value these creatures for their plating, their meat and some believes that its humors possess medical properties.

CROCODILE OF THE SANDS

HD	6 (42 hp)
AC	15
Attack	+5 (bite) or +3 (tail)
Damage	3d4+3 (bite), 1d8 (tail)
Move	15 sn, 6 br
ML	9
Saves	14+
Skills	Exert +6, Notice +3, Sneak +1
Special	Swallow, Tail Slap
Organization	Solitary
Climate/Terrain	Hot desert
Senses	Sight, hearing, smell
Physiology	Carbon Based type II Reptiloid

Bite. The bite of a crocodile of the sands deals half damage to TL3 vehicles and minimum damage to TL4 vehicles.

Swallow. If the bite damage inflicts 12 or more damage, then the Crocodile of th Sands swallows the target. The target can attempt to escape with an Evasion/Dexterity saving throw with a -2 penalty. The target should not be larger than 10 feet. A swallowed target automatically suffers half bite damage every round until neutralized.

Tail Slap. Crocodiles of the Sands employ this attack to stun targets before swallowing them. The target must roll a successful Physical/Strength saving throw or be stunned for 1 minute. A stunned target cannot move or take any other action.

COMBAT & TACTICS

The Crocodile of the Sands hunts by waiting under few meters of fine sand and then emerges, taking the target by surprise. When emerging from the sands the crocodile gains a +2 bonus on sneak check. Whether the target is surprised or not, the crocodile attempts to stun it with a tail slap. If both the surprise and the stun fail, then the crocodile continue attacking and attempts to swallow as many preys as possible.

DESCRIPTION

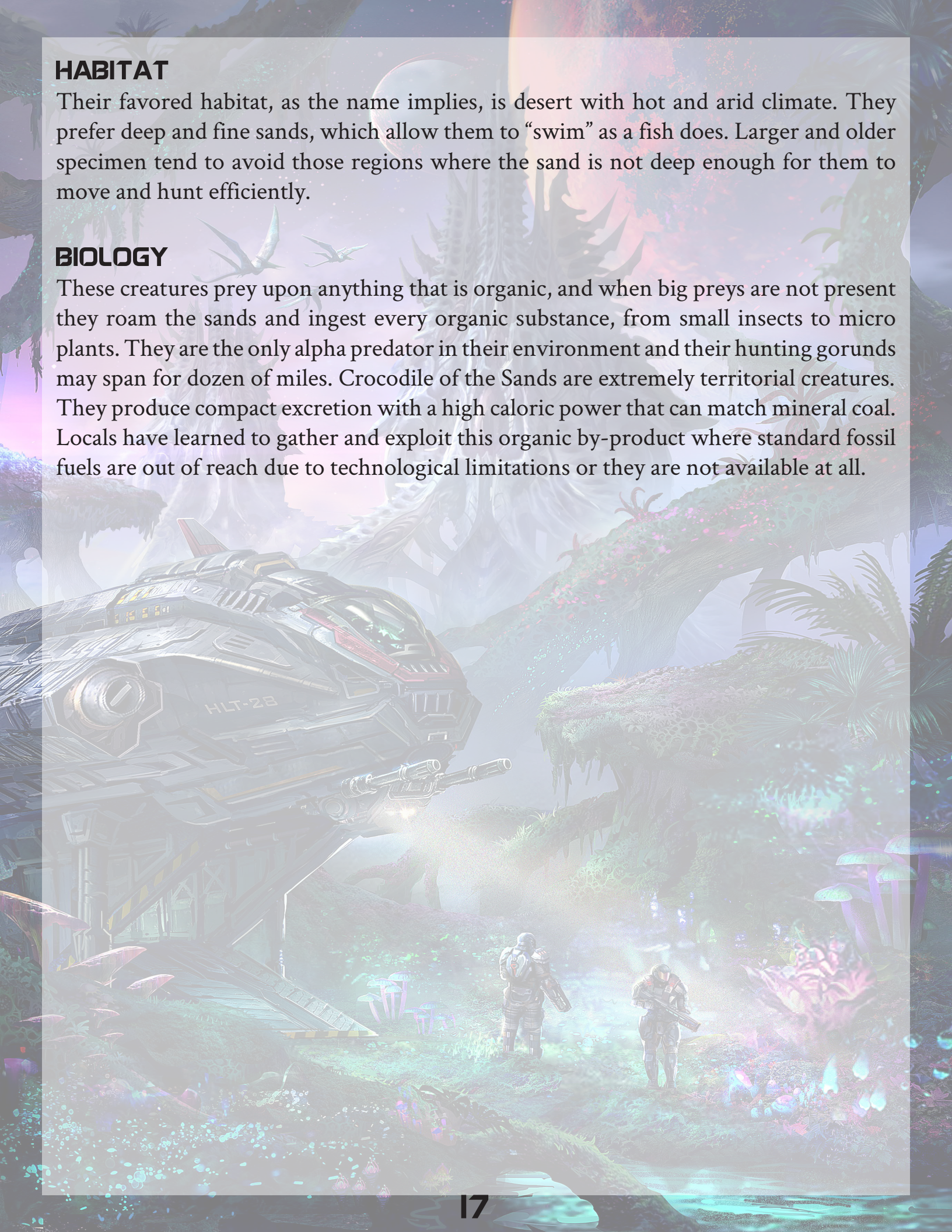
Crocodile of the Sands is so called because it resembles in many aspects a crocodile. These huge creatures may measure from 3 up to 15 meters and scientists believe they have extremely long lifespans that can span centuries. Their color range from dark brown, dark yellow or dark red, depending on the characteristics of the environment they inhabit. They employ a massive toothed mouth that can swallow and rip almost anything edible or barely edible.

HABITAT

Their favored habitat, as the name implies, is desert with hot and arid climate. They prefer deep and fine sands, which allow them to “swim” as a fish does. Larger and older specimen tend to avoid those regions where the sand is not deep enough for them to move and hunt efficiently.

BIOLOGY

These creatures prey upon anything that is organic, and when big preys are not present they roam the sands and ingest every organic substance, from small insects to micro plants. They are the only alpha predator in their environment and their hunting grounds may span for dozen of miles. Crocodile of the Sands are extremely territorial creatures. They produce compact excretion with a high caloric power that can match mineral coal. Locals have learned to gather and exploit this organic by-product where standard fossil fuels are out of reach due to technological limitations or they are not available at all.



EAR SEEKER

HD	1 (1 hp)
AC	6
Attack	Infestation
Damage	Infestation
Move	1 sn
ML	4
Saves	18+
Skills	Exert n/a, Notice +2, Sneak +6
Special	Infestation
Organization	Nest
Climate/Terrain	Hot desert
Senses	Blindsight
Physiology	Carbon Based type II Arthropoid

Infestation. The ear seeker starts producing micro-filaments that extend all over the brain, in order to create a direct connection with the host's main synaptic functions. This step usually takes one week, and it is still possible to intervene with advanced surgery to remove the parasite. However, once the ear seeker has completely merged with the host by means of its filaments, there is no way back. The host will start losing 1 point of intelligence, while the ear seeker will gain one. This process partially transmits the host's personality to the ear seeker, so that the parasite can emulate the target behavior and manners in the attempt to go unnoticed as long as possible. The passage of personality is not perfect of course, so flaws and strange behaviors will emerge at some point. For one month, the host is controlled by the ear seeker, which is already laying eggs in the non-primary nervous system. After one month the eggs hatch, and 2d12 new ear seekers find their way out of the host. This last step kills both the host and the parasite.

COMBAT & TACTICS

Ear seeker employs simple tactics or no tactics at all. Its main purpose is finding a host as soon as possible. Once inside a host, it gains a higher intelligence, but its goal does not change. During the period of transition, while the ear seeker is still transferring the host's intelligence, psychotic behavior or episode of schizophrenia are a common symptom.

DESCRIPTION

Ear seeker are bugs the size of an inch that can be exchanged for a common cockroach or any other similar insect. They are called ear seekers because they usually employ the ears as a mean to reach the central nervous system, but they can pass through any other orifice if required, preferring those that provide the shortest route to the central

nervous system. Different specimen exist, some with legs, other with a worm-like body. Their color vary from light brown, brown or dark brown, or any tone that allows them to blend with the environment and maximize the camouflage.

HABITAT

Ear seeker may evolve on any planet without extreme environment, which has produced semi-intelligent beings at least. They are usually found in small nests few centimeters below the ground...or in the central nervous system of their host.

BIOLOGY

Ear seeker is a parasite that requires the brain of a semi-intelligent or intelligent being to thrive and reproduce. When found outside a host, it is usually in a dormant state, waiting for a target. Ear seekers can endure months without a host. Once an ear seeker reaches the brain, or the central nervous system, it starts the infestation process.

FUNGUS

HD	1 (2 hp)
AC	9
Attack	Spores
Damage	Spores
Move	1 cr
ML	12
Saves	18+
Skills	Exert -4, Notice +2, Sneak +5
Special	Spores
Organization	Colony
Climate/Terrain	Any barely habitable
Senses	Blindsight
Physiology	Carbon Based type II Fungilike

Spores. The fungus produces spores that contaminate the area in a radius of 30 meters. Any living being entering the area must roll a Physical/Constitution saving throw or be contaminated by the spores. A contaminated creature loses 2 points of constitution every day unless the contamination is properly treated. The target can roll a new Physical/Constitution saving throw to reduce the constitution loss to 1 point instead of 2, but this will not stop the spores from killing the target. If the target dies, a new fungus crawls out of its corpse.

COMBAT & TACTICS

Fungus are not aggressive neither malevolent, they simply spread their spores and reproduce as much as possible. These spores are harmful and, in the end, deadly for every life form. However, other rumors exist, such as those who claim that from time to time, some of these colonies develop a sort of collective consciousness that is comparable to intelligence. Other scientists speculate that some specimen may develop rudimental psionic abilities.

DESCRIPTION

Fungus are among the most ancient and primitive complex life forms. They may take the form of creep, colonies or the even more primitive form of bacterial-like colonies. They usually assume the shape of the terrain they are infesting.

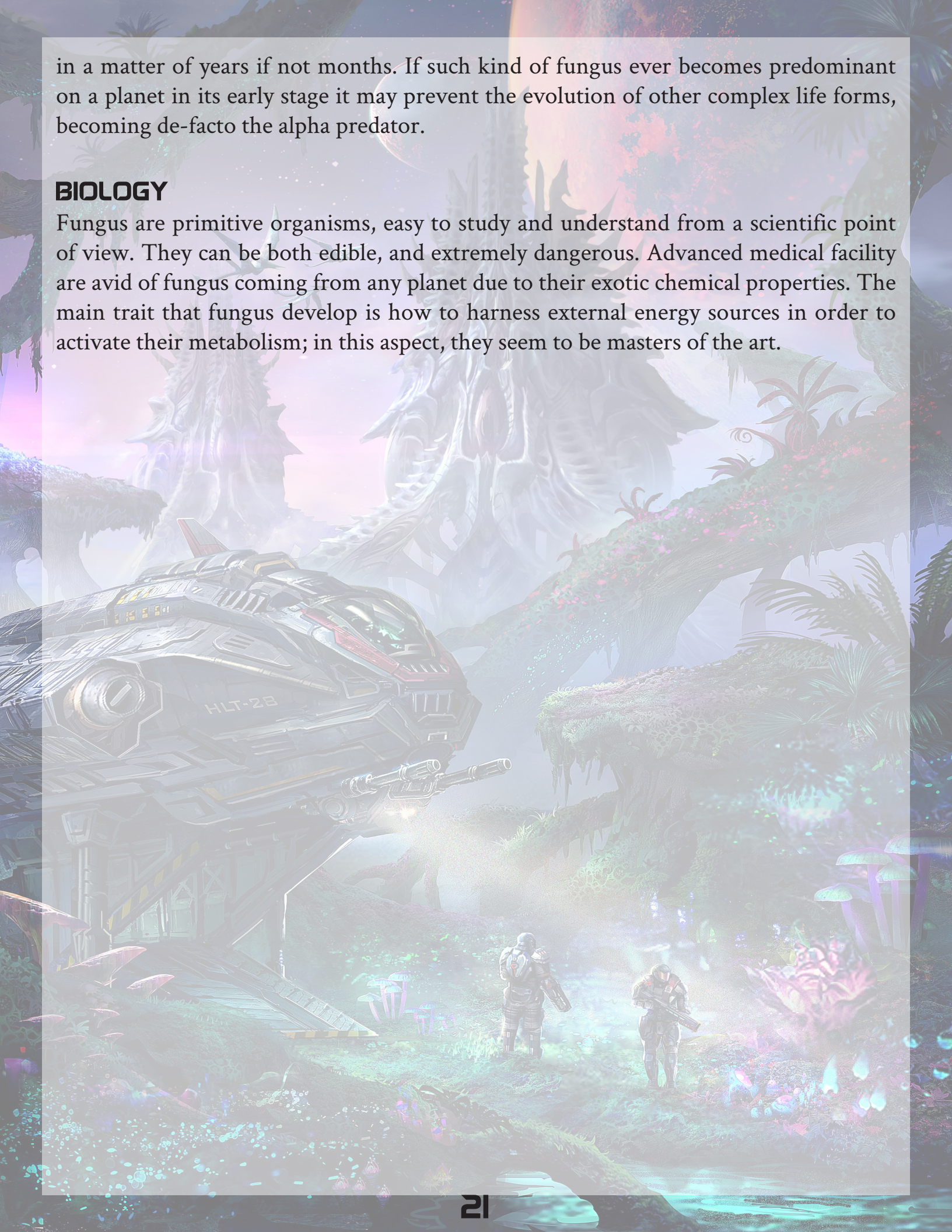
HABITAT

Fungus tend to evolve on those planets that are going through the first stages of life formation. They can thrive in almost any terrain and climate. Due to their flexibility and quick evolution rate, they produce strains that can fill the ecosystem of a planet

in a matter of years if not months. If such kind of fungus ever becomes predominant on a planet in its early stage it may prevent the evolution of other complex life forms, becoming de-facto the alpha predator.

BIOLOGY

Fungus are primitive organisms, easy to study and understand from a scientific point of view. They can be both edible, and extremely dangerous. Advanced medical facilities are avid of fungus coming from any planet due to their exotic chemical properties. The main trait that fungus develop is how to harness external energy sources in order to activate their metabolism; in this aspect, they seem to be masters of the art.



HEART TICK

HD	1 (6 hp)
AC	14
Attack	-2 (legs x4)
Damage	1 (legs)
Move	12 sp, 5 wk
ML	10
Saves	17+
Skills	Exert -4, Notice +5, Sneak +1
Special	Eggs, Leap Attack
Organization	Colony
Climate/Terrain	Any barely habitable
Senses	Sight, hearing, smell
Physiology	Carbon Based type I Insectoid

Blood Drain. Heart tick blood drain attack inflicts 1d3 points of damage to the target and in the same round triggers the Eggs Laying special attack.

Eggs Laying. Heart tick injects its eggs through its tube-like mouth. The creature lays 2d10 eggs into the host. Each egg reaches full maturation in around two weeks, becoming a one-centimeter long heart tick. When each heart tick sprout out the host's body, it inflicts 1 point of damage.

Leap Attack. Heart Tick can leap to a distance that is the double of its spring speed. A standard specimen can leap up to a distance of 24 meters. A leap attack grants the Heart Tick +4 on its hit roll to each attack with the legs.

COMBAT & TACTICS

Heart Tick relies on its leap to deliver its attack. When a target comes within range, the tick leaps with the goal of driving its four hooks into the target's flesh. If all four legs successfully hit the target, then the heart tick automatically hits with its tube-like mouth. The tick sucks blood for one round and then breaks away.

DESCRIPTION

Heart ticks are nasty and dangerous bugs that measure from 10 to 20 centimeters. They are covered by a thick chitinous plating, and their color ranges from black to dark gray. The standard specimen has four barbed legs and a pair of vestigial wings placed above its abdomen. Every leg ends with a piercing hook capable of penetrating standard TL3 armors.

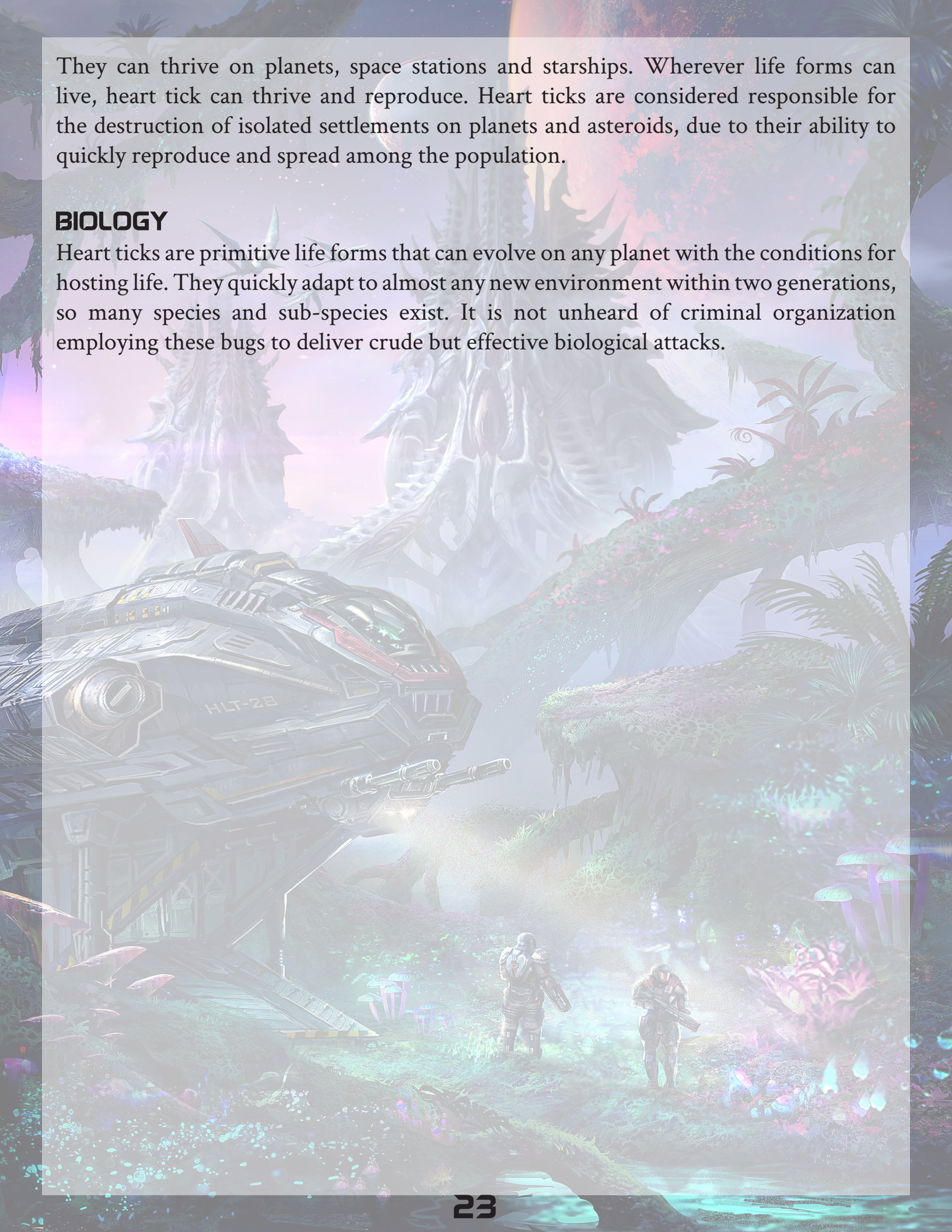
HABITAT

Heart ticks are not very different from common rats when talking about adaptability.

They can thrive on planets, space stations and starships. Wherever life forms can live, heart ticks can thrive and reproduce. Heart ticks are considered responsible for the destruction of isolated settlements on planets and asteroids, due to their ability to quickly reproduce and spread among the population.

BIOLOGY

Heart ticks are primitive life forms that can evolve on any planet with the conditions for hosting life. They quickly adapt to almost any new environment within two generations, so many species and sub-species exist. It is not unheard of criminal organization employing these bugs to deliver crude but effective biological attacks.



HOOK HORROR

HD	5 (27 hp)
AC	15
Attack	+2 (hooks x2), +1 (beak)
Damage	1d8 (hook), 2d6 (beak)
Move	9 wk, 6 cl
ML	8
Saves	14+
Skills	Exert +2, Notice +4, Sneak +1
Special	Echo Sonar, Grasping Hooks
Organization	Colony
Climate/Terrain	Underground caves and mines
Senses	Blindsight, hearing, smell
Physiology	Carbon Base type II Insectoid

Echo Sonar. The hook horror can emit clacking sounds with its exoskeleton and mandibles. In subterranean environment, these clacking sounds can produce an echo that works as an effective sonar. Hook horrors can use their Notice skill check up to an average distance of 100 meters. The echo sonar cannot pass through solid walls, but can detect shapes in caves and tunnels with curves and sloping passages.

Grasping Hooks. If the hook horror hits with both hooks, it automatically hit with its beak and maintain the grasp on the target. The target can attempt an opposed Exert skill check against the hook horror to get free of the grasp.

COMBAT & TACTICS

Hook horror's hunting technique relies on silent approaching and surprise. Their sonar-like ability is even more dangerous than its natural weapons. Where many technological gears may fail to recognize or identify shapes and formations located underground, the hook horror's sonar seems to be flawless and the closest thing to perfection. Millions of years of evolution have created a creature that is able to detect things like fungus, mold and oozes. Xenobiologists speculate that the Hook Horror can detect the air moved by the breath of a living creature.

DESCRIPTION

Hook Horror are bipedal tick-like creatures. They are from 2 to 3 meters tall and their body is covered by thick silicate plating, spikes and barbs. They have a small head, which mounts a beak like mouth, while their superior limbs end with an extremely sharp hook-like claw.

HABITAT

Hook Horrors dwell in subterranean caves that usually span miles wide. Inactive volcanic areas are also one of the favored terrain of these creatures, as well as mining facilities that set up business too close to their hunting grounds. Hook horrors are extremely efficient predators and when matched in their territory they usually gain the upper hand or at least become a serious threat to eradicate.

BIOLOGY

Hook horrors feed on fungus, mold, oozes and other small living beings that populate the subterranean world. As soon as the first mining companies came into contact with these creatures, Hook Horrors quickly adapted to prey upon miners and personnel in general. Once a hook horror tastes the meat of a humanoid, it will try to feed more and more, to the point of developing a sort of addiction. Scientists believe it is possible to “tame” these creatures, but this claiming has not been proved yet. Some corporations are planning to implant a sort of neural interface to their synaptic system, and they think they can be successful due to the simple structure of the brain.

HYENA WORM

HD	3 (13 hp)
AC	13
Attack	+1 (tentacles x4)
Damage	1 + Paralysis
Move	9 sn
ML	7
Saves	15+
Skills	Exert +1, Notice+2, Sneak +3
Special	Paralysis
Organization	Pack
Climate/Terrain	Biomass rich environment
Senses	Sight, hearing, smell
Physiology	Carbon Based type II Arthropoid

Paralysis. Each time the hyena worm scores a successful hit with a tentacle, the target must roll a successful Physical/Strength saving throw. If the saving throw fails, the target loses 1d4 points of movement. The target is paralyzed when its movement drops to zero. The toxin secreted by the tentacle must come in contact with the target's body in order to produce this effect.

COMBAT & TACTICS

Hyena worms always prefer to avoid combat and employ their tentacles to paralyze a target or for self-defense. However, when food is scarce and hunger arises, it can hunt small preys or solitary targets.

DESCRIPTION

Hyena worms measure from 2 to 3 meters. They have dozens of small legs and vary in color from pale white to dirty yellow. They have a small heads with two black eyes and four 1-meter long tentacles sprouting from the mouth.

HABITAT

Hyena worms can adapt to almost any habitat, provided the world is rich enough in biomass and life forms for these creatures to thrive. Being scavengers, they are not the alpha predator in their ecological niche. They prefer plains and forests where they can blend with the terrain and they can survive in swamp-like regions as well.

BIOLOGY

Hyena worms have a basic biology based on feeding and reproduction. However some xenobiologists claim that some specimen of hyena worm have a more complex

reproductive cycle. On planets with very long seasonal cycles and extreme climate changes, hyena worms undergo a sort of hibernation and mutation phase. In place of laying eggs, the creature behave like larvae does, giving birth to a new being. Hyena worm's paralyzing toxin can be extracted and preserved, and is appreciated for medical purposes due to its analgesic and anesthetic properties.



LEECH, Giant

HD	2 (6 hp)
AC	10
Attack	+1 (bite)
Damage	1d4 (bite)
Move	3 sn, 3 sw
ML	7
Saves	17+
Skills	Exert +1, Notice +2, Sneak +3
Special	Blood drain
Organization	Swarm
Climate/Terrain	Shallow liquid masses
Senses	Hearing, smell
Physiology	Carbon Based Type I Arthropoid

Blood Drain. If the leech scores a hit with its bite, the target must make a successful Evasion/Dexterity saving throw. If the saving throw fails, then the target loses 1d2 points of constitution also.

COMBAT & TACTICS

Giant leeches are not intelligent and do not have tactics. They attack in swarms every living being that comes within range, and when food is scarce, they eat their own kin. A protective suit can easily prevent the leech from reaching the skin, but an ordinary civilian suit is easily pierced by the numerous and extremely sharp micro-teeth that fill its mouth. Some specimen may develop colorful pigmentation to attract or warn predators, other specimen are known to have developed mimetic traits to lure preys with pheromones, sounds and scents.

DESCRIPTION

Giant leeches are slug-like creatures that favor wet and swamp-like terrains. They measure from 0.5 meters to 1.5 meters, but specimen of smaller and larger size may evolve if the environment is more or less rich in biomass. Their color usually adapt to the environment they inhabit. Giant leeches mouth may vary in shape and size.

HABITAT

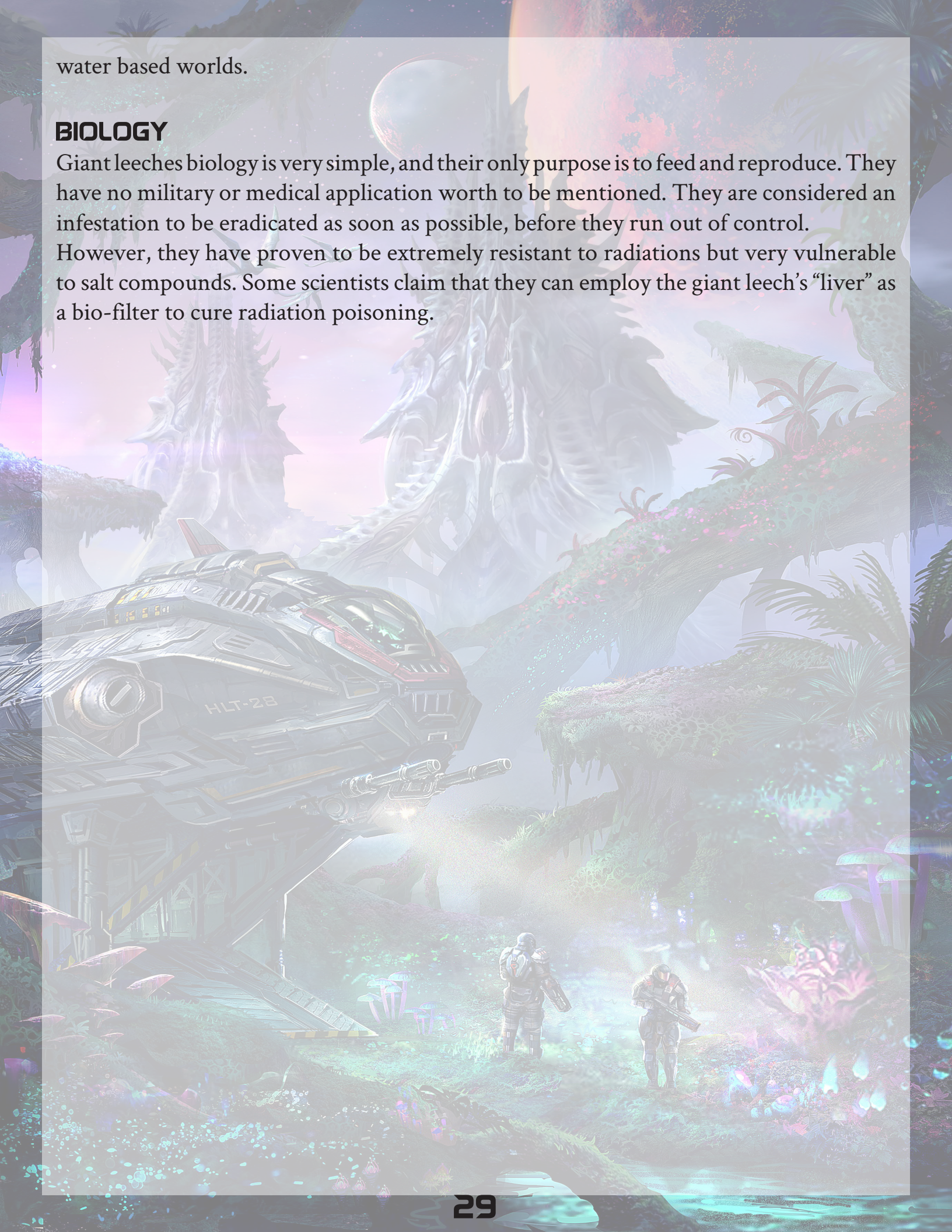
Swamp, marshes, lagoons and shallow liquid masses are the main hunting ground of giant leeches. These creatures are known to evolve in almost any world that has liquid compounds and proper atmospheric pressure. Water, ammonia and liquid hydrocarbons are all good candidates. As a carbon based creature, they favor liquid water, and scientific researches confirm this statement because the largest specimen have been catalogued on

water based worlds.

BIOLOGY

Giant leeches biology is very simple, and their only purpose is to feed and reproduce. They have no military or medical application worth to be mentioned. They are considered an infestation to be eradicated as soon as possible, before they run out of control.

However, they have proven to be extremely resistant to radiations but very vulnerable to salt compounds. Some scientists claim that they can employ the giant leech's "liver" as a bio-filter to cure radiation poisoning.



LIVING FLESH

HD	4 (25 hp)
AC	10
Attack	+2 (pseudopod x4)
Damage	1d4 (pseudopod)
Move	3 cr, 6 sw
ML	12
Saves	15+
Skills	Exert +2, Notice +1, Sneak +2
Special	Absorption
Organization	Solitary
Climate/Terrain	Any
Senses	Sight, blindsight, hearing, smell
Physiology	Carbon/Silicon Based Cephalopoid

Absorption. Living flesh can engulf, and later absorb, a defenseless target of approximately the same size. By absorbing a target the living flesh gains one permanent hit point, after having gained 8 hit points it also gains one additional hit die and grows by 1 meter in size. Absorption also grants the living flesh a temporary spark of intelligence equal to half the target's intelligence for 1d12 hours. Living flesh can absorb one target per day, absorbing more than one does not grant any extra hit points or temporary intelligence points.

Pseudopod. Living flesh makes four attacks in a single round with its pseudopods. Anytime the living flesh scores a successful hit roll, the pseudopod wraps around one of the target's limb. The pseudopod deals 1 hit point of damage every round, no hit roll required. The pseudopod can be severed with a successful hit roll against AC 18. Once a pseudopod wraps around a target, a new pseudopod sprout from the living flesh, thus granting the creature four attacks per round at any moment.

COMBAT & TACTICS

Living flesh has no intelligence, and acts by pure instinct, except when it has absorbed a target. The base tactic resemble that of a stalker predator, which means hiding, waiting and striking, preferring isolated targets over groups. Records state that some specimen, after having absorbed a certain amount of intelligent beings, start developing mouth-like organs that can emit sounds and mimic voices. Whether these records are fruit of direct testimony or lab experimentation, it is yet unknown.

DESCRIPTION

The living flesh is an amorphous mass of flesh and organic tissues, without any apparent limbs. It measures from 1 to 3 meters, depending on how much organic matter it has

absorbed. The living flesh has many mouth-like holes located in its body that the creature employs to slowly swallow and absorb food. The creature has no apparent eyes, but it can sprout stalks from its body that work as perception organs.

HABITAT

Living flesh favors moist environment, like marshes and swamps, where liquid fluids are abundant, while it avoids dry and arid environment. This creature needs to feed on proteins of carbon or silicon based creatures, from bacteria to animals, it makes no difference. They are amphibious and very versatile creatures when dwelling in their favored environment.

BIOLOGY

Little is known about these weird creatures, it is even possible that they are not the natural product of evolution, but the result of an experiment made by an alien intelligence long time ago. Specimen have also been found on abandoned outpost and even ghost spaceships. How do they reproduce, or if they even reproduce at all, is unknown.

Records of scientists conducting experiments on these aliens exist, but no one has ever had the chance of reading the documentation, or has ever found one of these scientists to obtain more information.

LIVING METAL

HD	10 (55 hp)
AC	14
Attack	+6 (by weapon x2)
Damage	by weapon +2
Move	15 wk, 6 cr, 6 cl, 1 br
ML	12
Saves	13+
Skills	Exert +3, Notice +3, Sneak +3
Special	Vulnerable to Heat, Shapechange, Regeneration
Organization	Solitary
Climate/Terrain	Any
Senses	Sight, blindsight, hearing, smell
Physiology	Artificial

Weapon attack. Living metal can mimic any kind of melee weapon it has previously seen and touched.

Regeneration. Living metal can regenerate its molecular structure at the rate of 1 hit point per round. If it drops to zero hit points it is not destroyed, it instead starts reforming and become operational once it regenerates at least 10 hit points.

Shapechange. Living metal can assume the form of any object without mechanical parts or separated components. Also, it can assume the form of any living being with a mass and size that approximates the living metal's mass and size.

Vulnerable to Heat. Living metal is extremely vulnerable to heat damage like fire (provided it has a temperature high enough to melt the metal), laser weapons and plasma, which all deal maximum damage. If the living metal drops to zero hit points due to heat damage it is not destroyed and starts regenerating again, but its maximum number of hit points is permanently reduced by one.

COMBAT & TACTICS

Living metal possess an advanced AI that allows the construct to elaborate tactics and strategies. Both tactics and strategies work on multiple level of efficiency and extend in the short, middle and long term. What the living metal lacks, is the creative process that characterize sentient beings, thus it tends to form predictable patterns of behavior; in other words a living metal is not able to “make a mistake” on purpose, in order to trick or lure the opponents into a trap.

DESCRIPTION

The Living Metal is a shapeless mass of liquid metal with the size and mass of a standard medium humanoid. It can be composed of any metal alloy or more commonly steel and

similar compounds. The shapechange ability allows the living metal to assume almost any form, but it cannot imitate any kind of mechanical device. The shapechange ability can also emulate colors and specific facial traits with a precision close to perfection.

HABITAT

Living metal does not require any specific environment in order to survive. The few contacts made by explorers with one of these things have been lethal and, according to records and chronicles, occurred both on planets and artificial structures. The most accredited hypothesis is that many units exist in the galaxy, but they are scattered and seems to act without a clear and common goal.

BIOLOGY

Living metal is not a living being, but an artificial construct made by an unknown alien intelligence. The true purpose of this construct is now lost, together with its creators. How the living metal works is object of debate, but some theories claim that a sophisticated form of nanotechnology is what keeps these constructs “alive”, while an advanced form of quantum AI grants the living metal a sort of “intelligence”. To the present day, no one has had the chance of studying one, and if someone ever did, he never managed to disclose anything about the matter.

LURKER

HD	10 (45 hp)
AC	12
Attack	+4 (slam)
Damage	1d6+2 (slam)
Move	1 cl, 9 gl
ML	8
Saves	14+
Skills	Exert +3, Notice +1, Sneak +5
Special	Suffocation
Organization	Solitary
Climate/Terrain	Subterranean temperate
Senses	Blindsight, tremorsense
Physiology	Silicon Based Type II Cephalopoid

Suffocation. On a successful hit, the lurker and the target must make an opposed Exert skill check. If the lurker wins the opposed check, the target is engulfed by the lurker. An engulfed target automatically takes 1d4 damage and cannot breath by normal means. The target can attempt to get free once per round by rolling a new opposed Exert skill check.

COMBAT & TACTICS

Lurkers are passive predators that wait for prey to come into range, and then they silently glide toward the target and engulf it to suffocate it. Smaller target are usually crushed by the strength of the lurkers, while larger simply dies due to suffocation. Lurkers prefer solitary targets.

DESCRIPTION

Lurkers are subterranean predators that vaguely resemble a manta ray. Their diameter vary from 1 meter to 6 meters, which probably depend on how old the specimen is. Their color is usually pale white due to lack of pigmentation, but they react to the infrared frequency by emitting a pale orange radiation. Instead of a single mouth, they have small tubular pseudopods placed on their lower body, which they use to feed.

HABITAT

Subterranean and complex ecosystems are the Lurker's favorite habitat. Mature planets with little or no volcanic and tectonic activity are the right places where you can find this creature.

Vast subterranean caves may be inhabited by these predators, which feed on fungus and small creatures. Abandoned mines and artificial subterranean complexes are an excellent

hunting ground, especially when some corporation decide to send an expedition to reclaim the place.

BIOLOGY

Lurker's possesses and advanced biology despite their primitive nature. As silicon-based creatures, they are not very adaptive and they do not mutate or evolve easily, so few strains of this creature exist. Lurkers are still object of studies among scientific communities, but nothing relevant has been discovered yet.



MOLD

HD	1 (3 hp)
AC	10
Attack	Heat Absorption
Damage	1d4 (heat absorption)
Move	1 cr
ML	12
Saves	15+
Skills	Exert -4, Notice -4, Sneak +3
Special	Heat Absorption
Organization	Colony
Climate/Terrain	Hot extreme environment
Senses	Tremorsense
Physiology	Sulfur Based Fungilike

Heat Absorption. The area within 3 meters of a brown mold is deprived of heat. Living beings suffer 1d4 damage from heat loss in their body. Water freeze in a matter of seconds, other liquid compounds becomes denser and cold.

COMBAT & TACTICS

Molds are mindless life forms and do not employ any kind of tactic. They are passive predators that feed on organic compounds. They slowly advance toward organic matter and devour it. When close to inhabited area they infiltrate the sewers and then proceed to infiltrate settlements.

DESCRIPTION

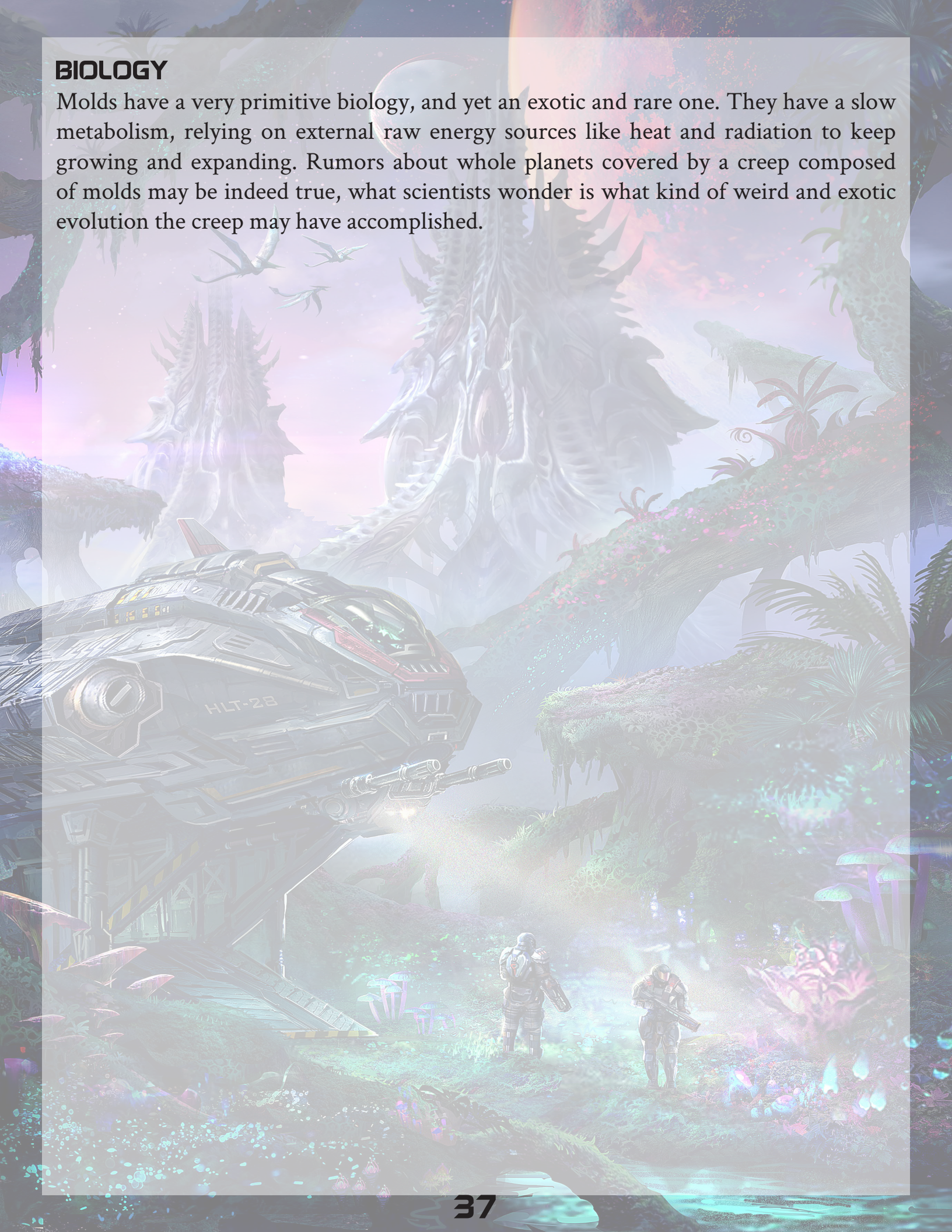
Molds are fungilike creatures that may resemble ordinary fungus. They usually measure from few centimeters to 6 meters, or more if they encounter favorable conditions. They have no shape on their own, expanding or contracting to adapt to the local terrain. They vary in color from yellow, brown or deep red.

HABITAT

Molds requires heat to thrive, thus hot planets are their natural environment. This fungilike life form is considered an extremophile, and has been found on acidic and hot worlds that are still in an early stage of their evolution. Explorers from the far space tell that they have discovered planets entirely covered by mold, a sort of living creep that prosper by absorbing heat from their star and/or active planetary core, and feed on its own organic substances and organic compound present on the surface and sub-surface of the planet.

BIOLOGY

Molds have a very primitive biology, and yet an exotic and rare one. They have a slow metabolism, relying on external raw energy sources like heat and radiation to keep growing and expanding. Rumors about whole planets covered by a creep composed of molds may be indeed true, what scientists wonder is what kind of weird and exotic evolution the creep may have accomplished.



PROTOPLASM

HD	10 (60 hp)
AC	8
Attack	+5 (pseudopod)
Damage	3d8 (pseudopod)
Move	6 cr
ML	12
Saves	13+
Skills	Exert +2, Notice +1, Sneak +3
Special	Dissolve Matter
Organization	Solitary
Climate/Terrain	Hot and cold extreme environment
Senses	Lifesense, tremorsense
Physiology	Sulfur Based Cephalopoid

Dissolve Matter. Protoplasm can dissolve organic compounds and metals, but not silicate based compounds. One cubic meter of organic compounds is dissolved in 1 minute. One cubic meter metal is dissolved in 1d6 minutes, depending on the metal.

COMBAT & TACTICS

Protoplasm is a mindless predator that attack everything within reach with the sole purpose of digesting it. They do not employ any kind of sophisticated tactic.

DESCRIPTION

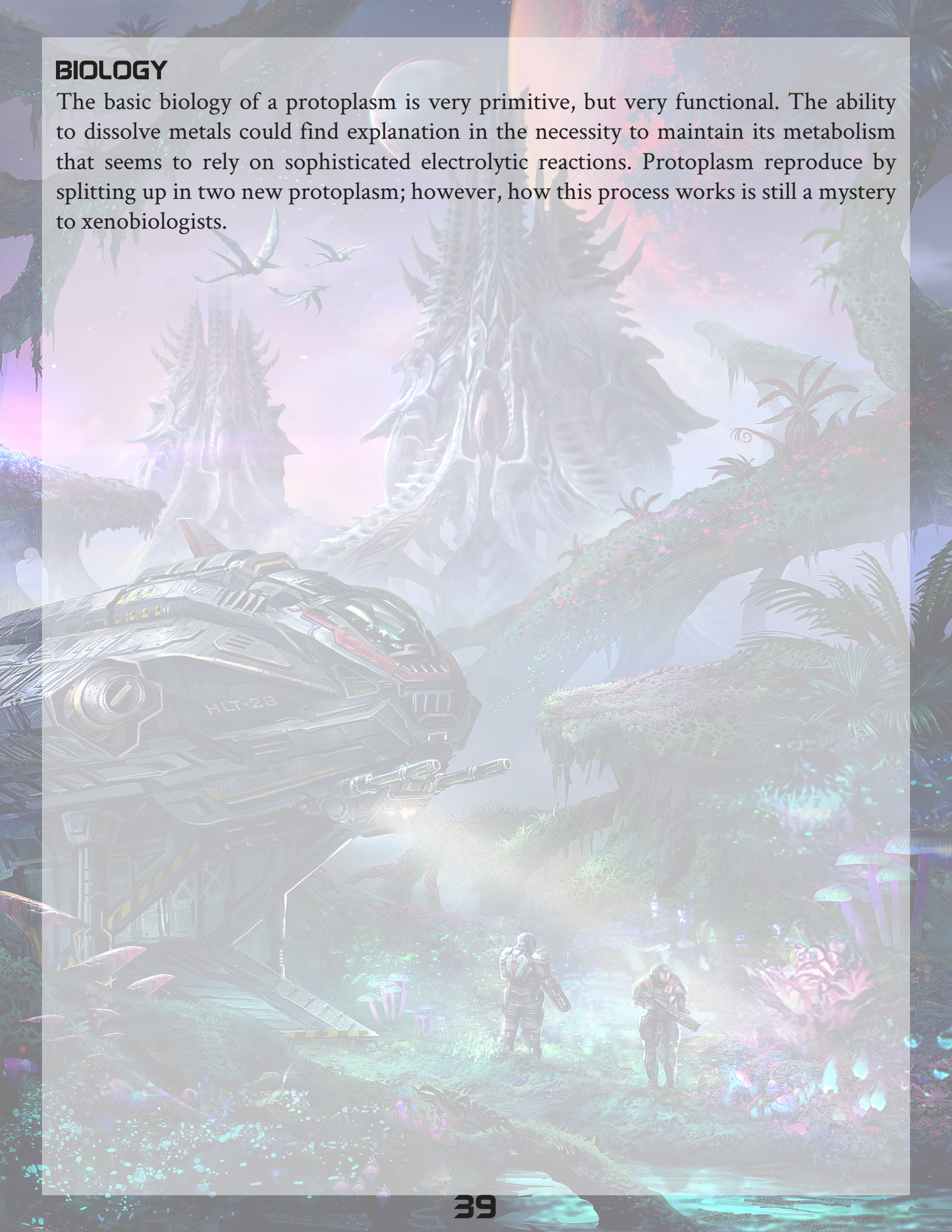
Protoplasm are primitive protoplasmic life forms with no defined shape, but they can sprout pseudopods from any point of their body to grab and attack preys. When inactive they usually resemble a blob measuring from 1 to 6 meters. They may have many colors, but usually they are black, white, brown or light brown.

HABITAT

Protoplasm thrive in extreme environment, ranging from very hot, very cold, highly acidic and high-pressure planets, accordingly to the strain's specific traits and biological peculiarity of the protoplasm. When climate changes becoming more favorable to the so-called "standard" life, they go dormant or hibernate, and they can maintain such status for thousands of years. Tales exist of worlds that, after undergoing a sudden climate change, had to face the awakening of these nightmarish creatures emerging from their sleep. If such an event occurs, protoplasm quickly become the alpha predator and continue to feed and reproduce to the point of depleting the planet of standard organic compounds, including people of course.

BIOLOGY

The basic biology of a protoplasm is very primitive, but very functional. The ability to dissolve metals could find explanation in the necessity to maintain its metabolism that seems to rely on sophisticated electrolytic reactions. Protoplasm reproduce by splitting up in two new protoplasm; however, how this process works is still a mystery to xenobiologists.



RUSTPHAGUS

HD	5 (20 hp)
AC	12
Attack	+1 (bite)
Damage	1d3 (bite)
Move	18 wk
ML	6
Saves	16+
Skills	Exert +0, Notice +1, Sneak +1
Special	Rust Metal
Organization	Herd
Climate/Terrain	Temperate badlands and rocky terrain
Senses	Sight, hearing, smell
Physiology	Phosphorus Based Insectoid

Rust Metal. Rustphagus has a couple of antennas that secrete an oxidizing substance capable of affecting ferrous metals (iron, titanium, nickel and the like). The antennas have a reach of 3 meters and they automatically hit any target unless a successful Evasion/Dexterity saving throw is made.

COMBAT & TACTICS

Rustphagus is not aggressive and is easy to tame. They do not attack other life forms, and even if threatened they prefer to flee or hide. The only harm they can cause is to accidentally eat ferrous components and structures. If let unchecked they may provoke immense damages to buildings.

DESCRIPTION

These docile and insect-like creatures can grow to the size of a cow. Depending on the strain, they have from two to four pair of legs, and their color varies from a dark brown, to dark yellow or sometimes rust red.

HABITAT

Rustphagus are grazer by nature, you can encounter herd of these creatures wandering on rocky badlands cleaning the soil from small plants rich in metals and surface deposits of ferrous ore. They also thrive in subterranean caves and abandoned mines, where they can find plenty of ferrous ore or abandoned equipment. Primitive cultures make great use of these creatures as pulling animals and for locating hidden deposits of iron.

BIOLOGY

The biology of a Rustphagus relies on ferrous metals to activate its metabolism. It is

considered a very peculiar being by most of xenobiologists, which has found many uses for the enzyme secreted by their antennas. Their metabolism is extremely efficient and can endure without food for days if necessary. It is possible that other species exist that feed on non-ferrous metals, but the high abundance of iron in the universe tends to favor the iron-eating species.



STONE SNAKE

HD	8 (55 hp)
AC	15
Attack	+6 (slam)
Damage	3d10 (slam)
Move	10 sn
ML	9
Saves	12+
Skills	Exert +7, Notice +1, Sneak +2
Special	Armored Skin
Organization	Solitary
Climate/Terrain	Volcanic regions and dry lands
Senses	Sight, hearing, smell
Physiology	Silicon Based type I Reptiloid

Armored Skin. Stone Snake's skin grants the creature Armor 4 against TL3 or lower weapons and weapons that rely on bullets inflicts minimum damage.

Slam. The slam of a stone snake deals normal damage to TL3 vehicles. The armored head has AC 18.

COMBAT & TACTICS

Stone snakes are not predators, but grazers. They are not aggressive unless threatened, but they are territorial and consider everything large enough – vehicles are just an example – as a potential predator.

Stone snakes attack by slamming the targets with its armored head. When attacking it gains a reach equal to its length. If the target is flying, the stone snake can extend its slamming attack vertically.

DESCRIPTION

Stone snake are creatures that measure from 6 to 12 meters. Their skin is covered by extremely hard scales made of silicate compounds very similar to Kevlar. The strongest protection is located on the head and the mouth, which the stone snake employs as a slamming weapon. Stone snakes has color that vary from dark grey to dull yellow, depending on the environment.

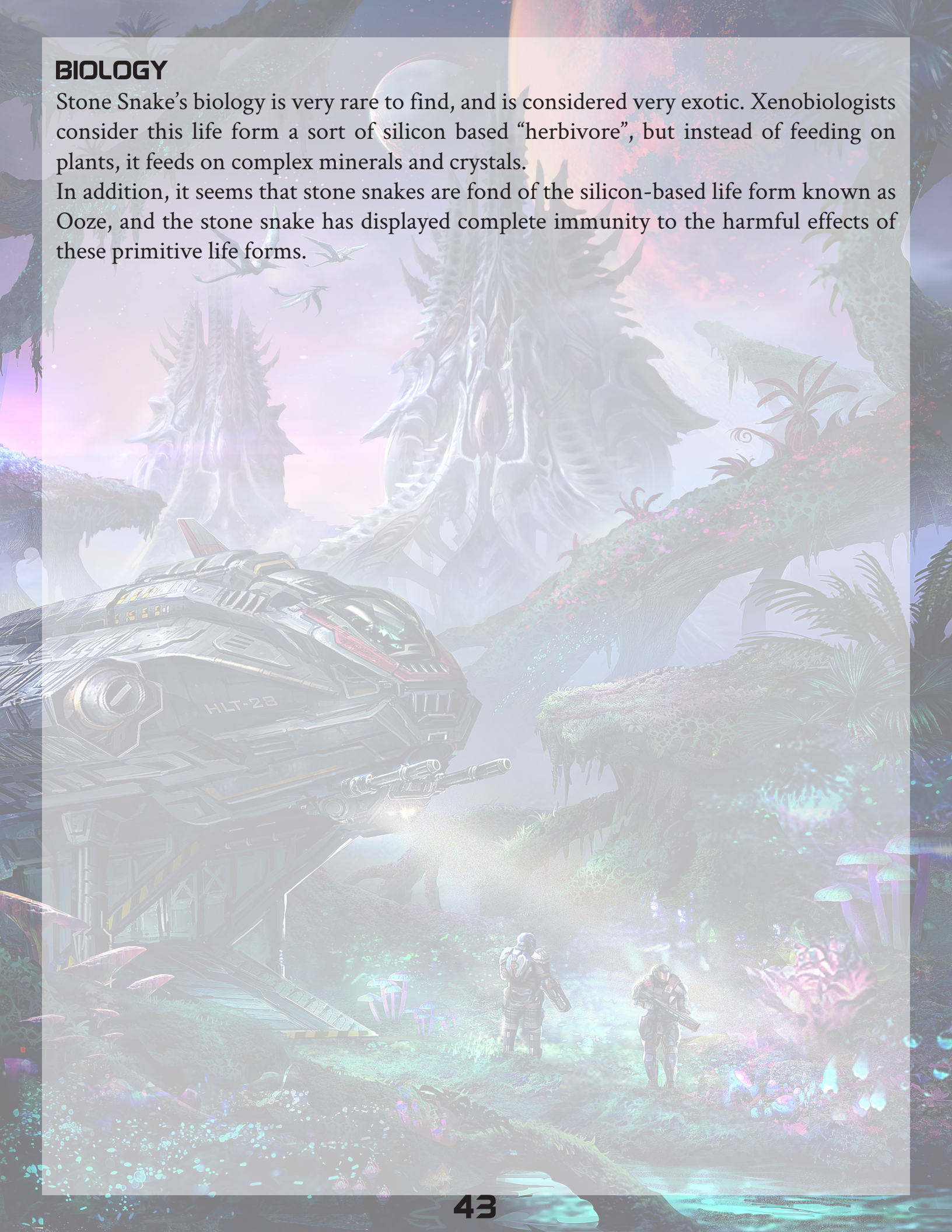
HABITAT

Stone snakes evolve on rocky and dry planets, rich in minerals and crystals, which seem to constitute its main source of food. Volcanic activity seems to attract these creatures, probably due to abundance of nutrients that an eruption produces.

BIOLOGY

Stone Snake's biology is very rare to find, and is considered very exotic. Xenobiologists consider this life form a sort of silicon based "herbivore", but instead of feeding on plants, it feeds on complex minerals and crystals.

In addition, it seems that stone snakes are fond of the silicon-based life form known as Ooze, and the stone snake has displayed complete immunity to the harmful effects of these primitive life forms.



STYGIAN MOSQUITO

HD	1 (2 hp)
AC	15
Attack	Bite +0
Damage	1d3 (bite)
Move	3 wk, 18 fl
ML	5
Saves	17+
Skills	Exert -4, Notice +2, Sneak +3
Special	Blood Drain
Organization	Flock
Climate/Terrain	Wet and rainy environment
Senses	Sight, hearing, smell
Physiology	Carbon Based type I Insectoid

Blood Drain. Once the stygian mosquito successful hits a target, it remains attached and starts sucking blood. The target loses 1 point of constitution per round. Each stygian mosquito sucks a maximum of 4 points of constitution and then withdraw.

COMBAT & TACTICS

Stygian mosquitos are beta predators in their ecosystem, feeding on wounded or solitary creatures. However their true strength manifest when they attack in swarm. A swarm of stygian mosquitos can easily kill larger preys, even alpha predators, provided their stinger can pierce through the skin.

DESCRIPTION

Stygian mosquitos are oversized mosquito-like creatures. Their size range from 10 centimeters, with some species growing up to 1 meter in length. They usually have spongy and light bodies and their color varies from a dull grey to a pale brown. They fly by means of a couple, sometimes more, strong bat-like wings and the head mounts a sharp stinger.

HABITAT

Stygian mosquitoes have proven to be very versatile in terms of adaptability, even if it is very rare to encounter these creatures in extreme environment. High-pressure atmospheres and planets with moderate winds are their favorite terrains. They are extremely resilient and can remain at high altitude for days if required. They nest inside caves located in rocky formation, preferring narrow tunnels and subterranean caves.

BIOLOGY

Biology of stygian mosquitos does not differ too much from that of an insect. This kind of life form easily evolve on planets suitable to host life at its early stage. They feed on the blood of carbon-based life forms, which are the only one that can provide edible blood – or humors in general – for their metabolism.



WHIPSTING

HD	1 (8 hp)
AC	13
Attack	+1 (tail x2) or +0 (bite)
Damage	1d2+1 (tail), 1d3+1 (bite)
Move	9 sp, 1 sn, 1 cl
ML	8
Saves	16+
Skills	Exert +0, Notice +2, Sneak +3
Special	Poison, Reach
Organization	Solitary or Pair
Climate/Terrain	Hot rocky environment
Senses	Blindsight, tremorsense
Physiology	Phosphorus Based Xenomorph

Poison. The poison of a whipsting is a paralyzing toxin that block electric impulses coming from the motor cortex contained in a stinger placed at the extremities of its tails. The target must make a successful Physical/Constitution saving throw to resist the poison. If the saving throw fails, the target loses 1d6 points of dexterity per round. Once dexterity drops to zero, the target is paralyzed, but still conscious.

Reach. In the first round of combat, the whipsting can stretch its tails beyond their normal length. Roll 2d4 to determine how many meters a tail overstretches. The whipsting can use this ability once per scene per tail.

COMBAT & TACTICS

Whipstings are stealthy predators that hunt by ambushing their prey. First they attempt to poison the target by overstretching one or more of their tails, then they spring on the target to feed. They may employ their crawling speed to approach the target unnoticed and gain the advantage of surprise.

DESCRIPTION

Whipstings are weird creatures made of a central spherical body with two long and elastic tails that work as “limbs” and natural weapons. The central body measures from 0.5 meters to 1 meter, and the tails may measure up to three times the diameter of the body. Each tail has a retractile bony stinger capable of injecting poison into the target. Proportions between the diameter of the body and the length of the tentacles may vary according to the species, with some sub-specie developing more tails beyond the standard two; even if most of the times they are nothing more than vestigial limbs. The central spherical body hosts the main sensory organs, with the exception of the smell organs, which covers the whole skin of the creature. The mouth is hidden below the

spherical body and, as the stinger, it is a retractile organ. Whipsting's color encompasses all shadow of grey in order to blend with its natural environment.

HABITAT

Whipstings usually evolve on rocky planets with low gravity, low biomass and hot temperatures. They dwell in rocky crags, hills and mountains where they can exploit their abilities. They favor hot or very hot climates, and they avoid large masses of liquids like rivers, lakes and oceans. These creatures may also migrate underground if the planet undergoes sudden climate changes that trigger ice ages. If the planet core is still active and warm enough, whipstings can easily adapt and thrive.

BIOLOGY

Whipsting's biology is very rare and exotic. Their muscular mass is very dense and compact, providing the creature a good strength compared to its size. Instead of a skeletal system, they have a sort of cartilage composed of very complex polymers that provides high elasticity and resistance. Once their body start rotting, it becomes highly flammable and behave like napalm. Their poison degrades rapidly after death, usually within 1d4 hours, but it has interesting, and yet unexplored, medical properties.

XENO WYRM

HD	12 (65 hp)
AC	13
Attack	+12 (bite)
Damage	3d6+6 (bite)
Move	15 wk
ML	10
Saves	12+
Skills	Exert +5, Notice +1, Sneak +2
Special	Electrostatic Field, Swallow
Organization	Solitary
Climate/Terrain	Cold plains and icy plateaux
Senses	Sight, hearing, smell, tremorsense
Physiology	Silicon Based type I Reptiloid

Bite. The bite of a Xeno Wyrm deals normal damage to TL3 vehicles and minimum damage to TL4 vehicles.

Electrostatic Field. The area surrounding an arctic wyrm is charged with electrostatic energy up to a distance of 24 meters. Every living being suffers 1d6 electrical damage for every round of exposure. Electronic devices, if not properly screened, may cease to function. The electrostatic field can be felt up to an average distance of 100 meters, but it is harmless.

Swallow. If the bite damage inflicts 20 or more damage, then the arctic wyrm can automatically deals a bonus bite damage to the target that hits automatically. If the target is medium sized, then it is swallowed and subject to suffocation.

COMBAT & TACTICS

Xeno wyrm is considered a deadly opponent by all experienced combatants. It has proven to possess an intelligence that surpass that of a simple animal, by changing tactics and adapting to changing circumstances. Its electrostatic field produce catastrophic effects on technological equipment and usually makes it useless during the first round of combat if the xeno wyrm even manage to get close enough. Its bite can damage vehicles and can bend and pierce even the strongest steel alloys.

DESCRIPTION

Xeno Wyrm, also called Xeno “Dragons”, are huge reptiloid that can grow to a length of up to 10 meters, with some older specimen reaching 12 meters. The body is protected by a thick plating of silicate polymers, which has proven to be very resistant to standard weapons like light rifle, guns and machine guns. The plating confers the xeno wyrm an armor of 2. Their color may assume any tone of blue, with blue marine, cobalt blue and

azure being the most common. Xeno wyrm have from 5 to 8 pairs of leg, which confers the creature a high speed on the ground.

HABITAT

Xeno wyrm inhabit cold and icy environment and is the alpha predator. Primitive cultures that comes into contact with these creatures usually consider them as magical or mythical beings. They evolve on icy planets that have already undergone the advanced stage of life formation. They usually hunt on flat grounds where they can exploit their speed. If they encounter potential preys that employ technological equipment, they become very cautious before striking, preferring to study their opponents to identify strength and weaknesses first, and only then deal a lethal blow.

BIOLOGY

The biology of a xeno wyrm is very complex and advanced. Scientists and xenobiologists have proven that these creatures employ infrared and ultraviolet light that reflect on icy surfaces to turn it into electrostatic energy. It seems that their plating function as an accumulator does, but other chemical processes may be responsible. This creature is very rare and it is believed to be on the verge of extinction.