

Fantasy Creatures For 2d6 OGL v1.0

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The following text is designated as Open Content.

Humanoids

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Bugbear	12	7	10	5	4	0	0
Survival 1, Melee (Blade) 2, Athletics (Strength) 2 Chain Mail (8), Broadsword (4d6), 6d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Dwarf	7	6	8	7	8	7	0
Trade (Blacksmith, Armourer or Miner) 1, Mechanic 1, Melee (Axe) 2, Ranged (Crossbow) 0, Gambler 1 Chain Mail (8), Shield (1d6), War Axe (3d6), Crossbow (3d6), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Dwarf Cleric	7	6	8	7	9	8	10
Religion (Dwarven) 2, Heavy Armour 0, Melee (Bludgeon) 1, Trade (Blacksmith) 2, Persuade 1, Telepathy 2, Awareness 0 Partial Plate (12), Shield (1d6), War Hammer (2d6+3), Holy Symbol, 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Dwarf Noble	7	6	8	7	8	11	0
Melee (Axe) 3, Heavy Armour 1, Leader 2, Tactics (Military) 2, Diplomat 0, Administration 2 Plate Mail (16), Shield (1d6), War Axe (3d6), 3d6x10 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Elf	7	8	6	7	7	7	0
Ranged (Bow) 2, Melee (Blade) 1, Survival 1, Hunting 1, Stealth 2, Recon 1 Chain Mail (8), Long Bow (3d6), Rapier (1d6+4), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Elf Healer	7	8	7	8	8	8	8
Medical 1, Philosophy (Nature) 1, Religion (Elven) 2, Survival 0, Melee (Blade) 0, Herbalism 3, Awareness 2 Dagger (1d6+2), Healing Supplies, 3d6+2 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Elf Leader	7	8	7	8	8	10	0
Ranged (Bow) 1, Melee (Blade) 3, Hunting 1, Survival 0, Stealth 2, Tactics (Military) 1, Leader 2, Persuade 1, Chain Mail (8), Long Bow (3d6), Rapier (1d6+4), 6d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Elf Mage	7	8	7	8	8	10	10
Ranged (Bow) 1, Melee (Blade) 1, Survival 0, Stealth 1, Philosophy (Alchemy) 1, Herbalism 2, Philosophy (Spiritualism) 1, Telepathy 1, Telekinesis 3 Chain Mail (8), Short Bow (3d6), Dagger (1d6+2), 3d6x5 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Gnome	5	9	5	7	7	6	0
Mechanical 2, Stealth 1, Melee (Blade) 1, Trade (Jeweller) 2, Art (Instrument) 1 Leather Armour (5), Blade (2d6), Musical Instrument, 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Gnome Priest	5	9	5	8	8	8	10
Religion (Gnomish) 2, Stealth 1, Leader 1, Medical 1, Melee (Bludgeon) 1, Awareness 1, Telepathy 1 Leather Armour (5), Mace (2d6+2), Holy Text, 2d6 Gold							

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Gnome Warrior	6	8	6	7	7	6	0
Melee (Blade) 2, Ranged (Crossbow) 1, Stealth 1, Recon 1, Tactics-1							
Scale Mail (7), Shield (1d6), Hand Crossbow (2d6), Blade (2d6), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Goblin "Civilian"	5	7	5	4	1	1	0
Survival 0, Farming 0, Hunting 1, Stealth 1, Melee (Blade) 0, Streetwise 0							
Dagger (1d6+2), 1d6-2 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Goblin Leader	5	8	5	6	3	4	0
Survival 0, Leader 1, Hunting 1, Stealth 2, Melee (Blade) 1, Streetwise 1							
Leather Armour (5), Shield (1d6), Blade (2d6), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Goblin Shaman	5	8	5	7	4	3	8
Survival 2, Hunting 1, Stealth 1, Melee (Blade) 1, Religion (Goblin) 1, Philosophy (Spiritualism) 1, Medicine 0, Herbalism 0, Telepathy 1, Telekinesis 0, Awareness 0							
Blade (2d6), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Goblin Warrior	6	8	5	4	1	2	0
Survival 1, Hunting 1, Stealth 2, Melee (Polearm) 1, Animals (Riding) 1, Recon 1							
Leather Armour (5), Shield (1d6), Spear (2d6+3), 1d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Halfling	4	10	4	7	7	6	0
Ranged (Sling) 2, Melee (Blade) 0, Stealth 1, Farming 1, Gambler 1, Deception 1							
Sling (1d6+3), Dagger (1d6+2), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Halfling "Merchant"	4	10	4	8	8	6	0
Broker 2, Deception 2, Stealth 2, Streetwise 2, Melee (Blade) 1, Gambler 1, Mechanical 1							
Dagger (1d6+2), Trade Goods, Lockpick Set, 6d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Halfling Warrior	4	10	4	8	8	6	0
Ranged (Sling) 2, Melee (Blade) 2, Stealth 2, Recon 1, Animals (Riding) 1							
Leather Armour (5), Sling (1d6+3), Blade (2d6), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Archer	7	9	9	7	5	5	0
Ranged (Bow) 2, Melee (Bludgeon) 1, Stealth 1, Recon 1							
Scale Mail (7), Short Bow (3d6), Mace (2d6+1), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Bard	7	7	8	7	7	5	0
Melee (Blade) 1, Art (Instrument) 2, Deception 1, Gambler 2, Stealth 0, Streetwise 1							
Blade (2d6), Musical Instrument, 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Serf	7	7	8	7	7	1	0
Melee (Polearm) 0, Hunting 0, Survival 0, Farming 1							
Pitchfork (3d6, treat as Trident), 1d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Cleric	10	7	9	8	7	6	8
Melee (Bludgeon) 1, Religion (Hobgoblin) 2, Leader 1, Administration 2, Telekinesis 1, Awareness 0, Telepathy 0							
Chain Mail (8), Shield (1d6), Mace (2d6+1), Holy Symbol, 4d6 Gold							

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Elite	10	7	10	7	6	7	0
Melee (Polearm) 2, Melee (Blade) 2, Heavy Armour 1, Athletics (Endurance) 2, Leadership 1 Plate Mail (16), Halberd (4d6+4), Sword (2d6+4, treat as Cutlass), 4d6x10 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Hobgoblin Warrior	10	7	9	7	6	6	0
Melee (Blade) 2, Athletics (Endurance) 1, Recon 0, Stealth 0 Chain Mail (8), Shield (1d6), Sword (2d6+4, treat as Cutlass), 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Kobold Crossbowman	5	10	4	8	7	1	0
Ranged (Crossbow) 1, Melee (Blade) 0, Mechanical 0, Stealth 1, Recon 1, Tactics 0, Deception 1 Leather Armour (5), Hand Crossbow (2d6), Dagger (1d6+2), 1d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Kobold Warrior	5	9	5	8	7	1	0
Melee (Polearm) 1, Mechanical 1, Stealth 1, Recon 1, Tactics 0, Deception 1 Leather Armour (5), Shield (1d6), Spear (2d6+3), 1d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Lizardman Villager	8	7	9	6	2	3	0
Melee (Natural Weapons) 1, Survival 2, Hunting 1, Farming 0, Herbalism 0 Natural Scaly Skin (5), Claws+1 (2d6), 1d6 Gold Special: Can hold its breath for 20 minutes underwater.							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Lizardman "King"	12	7	12	7	4	6	0
Melee (Natural Weapons) 2, Melee (Polearm) 2, Survival 2, Hunting 2, Leader 1, Persuasion 1 Natural Scaly Skin (5), Claws+1 (2d6), Trident (3d6), 4d6x5 Gold Special: Can hold its breath for 20 minutes underwater.							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Lizardman Warrior	10	7	10	6	2	4	0
Melee (Natural Weapons) 2, Melee (Polearm) 1, Survival 2, Hunting 2, Leader 1, Persuasion 1 Natural Scaly Skin (5), Shield (1d6), Claws+1 (2d6), Spear (2d6+3), 1d6 Gold Special: Can hold its breath for 20 minutes underwater.							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Lizardman Witch	8	7	9	8	7	5	10
Melee (Natural Weapons) 1, Survival 2, Hunting 1, Herbalism 2, Philosophy (Spiritualism) 1, Medicine 2, Telepathy 2, Awareness 1. Natural Scaly Skin (5), Claws+1 (2d6), Talisman, 1d6 Gold Special: Can hold its breath for 30 minutes underwater.							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Archer	9	7	8	5	2	2	0
Melee (Unarmed) 1, Ranged (Bow) 1, Stealth 1, Recon 0, Tactics 0 Chain Mail (8), Short Bow (3d6), Unarmed (1d6), Blade (2d6), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Bard	8	7	7	5	2	2	0
Melee (Unarmed) 1, Art (Instrument) 1, Stealth 0, Carouse 0, Streetwise 2 Unarmed (1d6), Blade (2d6), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Civilian	8	6	5	4	2	1	0
Melee (Unarmed) 1, Farming 1, Mechanic 1, Trade (any one) 1 Unarmed (1d6), Tools, 1d6 Gold							

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Leader	9	7	8	6	4	4	0
Melee (Polearm) 2, Leader 1, Stealth 1, Recon 1, Tactics 1							
Chain Mail (8), Shield (1d6), Spear (2d6+3), Unarmed (1d6), 6d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Shaman	9	7	8	7	5	4	8
Melee (Unarmed) 1, Stealth 0, Recon 0, Herbalism 1, Religion (Orcish) 1, Awareness 1, Telepathy 0							
Chain Mail (8), Unarmed (1d6), Blade (2d6), Horrible Idol, 3d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Orc Warrior	9	7	8	5	2	2	0
Melee (Polearm) 1, Stealth 1, Recon 0, Tactics 0, Athletics (Co-Ordination) 1							
Chain Mail (8), Shield (1d6), Spear (2d6+3), Javelins (2d6), 2d6 Gold							
Creature	Str	Dex	End	Int	Edu	Soc	Psi
Ogre	15	5	15	3	1	0	0
Melee (Bludgeon) 2, Survival 2							
Club (2d6), 3d6x5 Gold							
Note: Ogres are Large creatures (see TMB p.41).							

Undead

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Ghost (Self-Sustaining Psionic Manifestation)	0	0	0	7	7	0	8
Telekinesis 2, Telepathy 2							

Note #1: Could only be harmed by a Psionic Assault. The ghost is exorcised (that is, destroyed) when its Psi Strength reaches zero.

Note #2: A Ghost may possess any unshielded character or any shielded character it has successfully assaulted. Possession gives the Ghost control over the victim until exorcised. A Psionic Assault on a possessed character harms the ghost rather than the character.

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Ghoul	9	9	9	5	2	0	0
Melee (Natural Weapons) 2, Stealth 1, Recon 1							
Bite+1 (2d6), Claws+1 (2d6)							

Note: The Ghoul's saliva is infested with Strain I Neo-Rabies. After each battle in which a character was bitten by a Ghoul, the character must make an Endurance check to avoid this disease (see next page).

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Skeleton	7	7	7	1	0	0	0
Melee (Blade) 1							
Sword (2d6+4, treat as Cutlass)							

Note #1: The skeleton has Natural Armour 10 against piercing attacks and Natural Armour 5 against slashing attacks.

Note #2: For a harder-science "Skeleton", see Appendix 2.

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Skeleton Archer	7	7	7	1	0	0	0
Melee (Unarmed) 0, Ranged (Bow) 1							
Short Bow (3d6), Unarmed (1d6)							

Note #1: The skeleton has Natural Armour 10 against piercing attacks and Natural Armour 5 against slashing attacks.

Note #2: For a harder-science "Skeleton", see Appendix 2.

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Vampire	10	12	6	8	7	12	12
Melee (Natural Weapons) 2, Stealth 2, Recon 1, Deception 3, Carousing 2, Telepathy 1, Awareness 3							
Bite+2 (3d6), Claws+1 (2d6)							

Note #1: The vampire's saliva is infested with Strain II Neo-Rabies. After each battle in which a character was bitten by a vampire, the character must make an Endurance check to avoid this disease (see next page).

Note #2: Despite being powerful undead, Vampires have several weaknesses. First, they are extremely vulnerable to UV radiation and take 3d6 damage per minute of exposure. Second, blood is their only source of sustenance and they must feed at least once per week or suffer 1d6 damage per additional day without blood. Third, most – but not all - vampires have a severe phobia of holy symbols and would cower if they see one. And fourth, they are allergic to silver, and every attack by a silver or silver-coated weapon deals an additional 1d6 to them.

Creature	Str	Dex	End	Int	Edu	Soc	Psi
Zombie	10	5	9	1	0	0	0
Melee (Natural Weapons) 1							
Bite (1d6), Unarmed (1d6)							

Neo-Rabies

Strain I Neo-Rabies is transmitted by Ghouls' bites. A character whose all three physical attributes are reduced to zero by this disease turns into a Ghoul.

Strain II Neo-Rabies is transmitted by Vampires' bites. A character whose all three physical attributes are reduced to zero by this disease turns into a Vampire.

Disease	DM	Damage	Interval
Strain I Neo-Rabies	0	1d6+2	1d6 days
Strain II Neo-Rabies	-4	1d6+6	1d6 hours

Animals and Beasts

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Bear								
Hunter (Omnivore), 400kg	Forest Walker	20	7	16	1	12	6	0
Recon 2, Survival 2, Athletics (Strength) 2, Melee (Natural Weapons) 3								
Teeth (3d6), Claws (3d6)								
A fully-grown brown or polar bear.								
Boar								
Gatherer (Omnivore), 100kg	Forest Walker	16	8	12	1	10	10	0
Recon 1, Survival 3, Athletics (Strength) 2, Melee (Natural Weapons) 2								
Tough Hide (3), Tusks (2d6)								
The large, hot-tempered ancestor of domestic pigs.								
Balroach								
Intermittent (Omnivore), 25kg	Jungle Walker	6	8	12	1	8	7	0
Stealth 1, Recon 1, Survival 3, Athletics (Co-Ordination) 2, Melee (Natural Weapons) 1								
Hard Shell (5), Mandibles (1d6)								
A huge cockroach-like creature (actually an alien arachnid-like creature) feeding on dung and trash.								
Cat								
Pouncer (Carnivore), 6kg	Desert Walker	6	8	12	1	8	4	0
Stealth 2, Recon 1, Survival 1, Athletics (Co-Ordination) 2, Melee (Natural Weapons) 2								
Claws (1d6) and Teeth (1d6)								
A common house-cat.								
Cockroach, Giant								
Intermittent (Omnivore), 1kg	Desert Walker	1	6	1	0	4	10	0
Stealth 1, Recon 1, Survival 3, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 0								
Mandibles (1d6)								
A giant insect feeding on carrion and dung in the open desert, in trash heaps or in sewers.								
Crocodile								
Killer (Carnivore), 800kg	Swamp Amphib.	20	8	16	1	7	4	0
Recon 1, Stealth 1, Survival 1, Athletics (Endurance) 1, Melee (Natural Weapons) 3								
Teeth+2 (4d6)								
A deadly Terran reptile living in swamps, rivers and sometimes even the seas.								
Dog								
Chaser (Carnivore), 50kg	Plain Walker	11	12	7	1	7	9	0
Survival 0, Athletics (Endurance) 1, Recon 2, Melee (Natural Weapons) 2								
Teeth (2d6)								
A guard or attack dog.								

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Elephant								
Intermittent (Omnivore), 5,000kg	Plain Walker	25	5	25	1	12	12	0
Recon 1, Survival 2, Athletics (Strength) 2, Melee (Natural Weapons) 1								
Thick Hide (5), Trunk (3d6), Trample+2 (5d6)								
A giant Terran mammal with a flexible trunk and huge ears. Quite intelligent and trainable.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Horse, Heavy								
Grazer (Herbivore), 400kg	Prairie Walker	14	12	14	1	9	9	0
Recon 0, Survival 1, Athletics (Endurance) 3, Melee (Natural Weapons) 0								
Hooves (2d6)								
A light riding steed. Light horses could run four times as fast as a Human being.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Horse, Light								
Grazer (Herbivore), 800kg	Prairie Walker	20	10	20	1	9	9	0
Recon 0, Survival 1, Athletics (Endurance) 3, Melee (Natural Weapons) 0								
Hooves (3d6)								
A heavy war or work horse capable of running three times as fast as a Human being.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Lion								
Pouncer (Carnivore), 200kg	Prairie Walker	15	10	10	1	7	10	0
Recon 1, Stealth 2, Survival 2, Athletics (Endurance) 1, Melee (Natural Weapons) 2								
Teeth+2 (4d6), Claws (2d6)								
Terra's King of Mammals.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Lizard, Giant								
Killer (Carnivore), 100kg	Marsh Walker	14	8	16	1	4	4	0
Recon 2, Survival 1, Athletics (Endurance) 1, Melee (Natural Weapons) 2								
Teeth (2d6)								
A giant lizard similar to a Komodo Dragon.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Mammoth								
Intermittent (Omnivore), 5,000kg	Plain Walker	25	5	25	1	12	12	0
Recon 1, Survival 2, Athletics (Strength) 2, Melee (Natural Weapons) 1								
Thick Woolly Hide (8), Trunk (3d6), Trample+2 (5d6)								
A giant Terran mammal with a flexible trunk and huge ears. Quite intelligent and trainable.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Octopus, Giant								
Hunter (Carnivore), 400kg	Deep Ocean Swim.	12	8	12	1	10	4	0
Recon 1 Survival 2, Athletics (Endurance) 0, Melee (Natural Weapons) 1								
Beak+1 (3d6), Tentacles (2d6)								
A giant cephalopod.								

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Owlbear								
Hunter (Omnivore), 400kg	Woods Walker	22	6	22	1	8	4	0
Recon 1, Survival 1, Stealth 2, Athletics (Strength) 1, Melee (Natural Weapons) 3								
Thick Hide (5), Beak (3d6), Claws (3d6)								
A magical monstrosity resembling a grotesque cross between an owl and a bear.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Rat								
Gatherer (Omnivore), 1kg	Forest Walker	1	6	1	1	10	10	0
Recon 1, Survival 2, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Teeth (1d6). May transmit diseases by biting (referee's discretion).								
The famous, ubiquitous, opportunistic Terran rodent.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Rat, Giant								
Gatherer (Omnivore), 12kg	Forest Walker	6	8	6	1	10	10	0
Recon 1, Survival 2, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Teeth+1 (2d6). May transmit diseases by biting (referee's discretion).								
The mythical giant rat, twice the size of a cat!								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Shark								
Killer (Carnivore), 800kg	Ocean Swimmer	20	8	10	0	8	6	0
Recon 3, Survival 0, Stealth 1, Athletics (Endurance) 1, Melee (Natural Weapons) 2								
Tough Scales (4), Teeth+1 (4d6)								
A relatively primitive fish with a highly evolved sense of smell and particularly sharp teeth.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Scorpion								
Pouncer (Carnivore), 1kg	Desert Walker	1	8	1	0	6	2	0
Recon 0, Survival 0, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Stinger (1d6); a successful attack injects venom (DM 0, damage 2d6).								
A Terran arachnid with a venomous stinger at the tip of its abdomen ("tail").								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Scorpion, Giant								
Pouncer (Carnivore), 50kg	Desert Walker	10	10	10	0	6	2	0
Recon 0, Survival 0, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Exo-skeleton (6), Pincers (1d6), Stinger (1d6); a successful stinger attack injects venom (DM 0, damage 2d6).								
A mythical monstrous version of the common scorpion.								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Smilodon (Sabre-Tooth Cat)								
Pouncer (Carnivore), 400kg	Forest Walker	20	8	15	1	8	7	0
Recon 1, Survival 2, Athletics (Endurance) 1, Melee (Natural Weapons) 2								
Teeth+2 (5d6), Claws (3d6)								
A pre-historic pouncer with large, sharp fangs.								

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Snake, Poisonous								
Pouncer (Carnivore), 1kg	Desert "Walker"	1	8	1	0	8	2	0
Recon 1, Survival 0, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Teeth (1d6); a successful attack injects venom (DM -2, damage 3d6).								
A poisonous, legless reptile.								
Spider, Giant								
Pouncer (Carnivore), 25kg	Desert Walker	8	8	8	0	6	2	0
Recon 1, Survival 0, Stealth 2, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Exo-Skeleton (5), Fangs (1d6); a successful attack injects venom (DM -4, damage 2d6).								
A mythical monstrous version of the common spider.								
Tiger								
Pouncer (Carnivore), 200kg	Jungle Walker	16	10	10	1	8	7	0
Recon 1, Stealth 2, Survival 2, Athletics (Endurance) 1, Melee (Natural Weapons) 2								
Teeth+2 (4d6), Claws (2d6)								
A solitary, jungle-dwelling (or taiga-dwelling) relative of the lion.								
Toad, Giant								
Pouncer (Carnivore), 100kg	Swamp Amphibian	12	6	12	0	8	2	0
Recon 0, Stealth 1, Survival 0, Athletics (Co-Ordination) 1, Melee (Natural Weapons) 1								
Maw& Tongue (2d6); any successful attack counts as a successful grapple check (TMB, p.64).								
A huge amphibian monstrosity with a particularly long tongue.								
Warg								
Chaser (Carnivore), 100kg	Plain Walker	15	10	15	1	10	10	0
Survival 2, Athletics (Endurance) 1, Recon 2, Stealth 1, Melee (Natural Weapons) 2								
Teeth+1 (3d6)								
A monstrous wolf typically tamed by Goblins as a riding mount.								
Wolf								
Chaser (Carnivore), 50kg	Plain Walker	12	10	8	1	10	10	0
Survival 2, Athletics (Endurance) 1, Recon 2, Stealth 1, Melee (Natural Weapons) 2								
Teeth (2d6)								
The feral ancestor of the dog. Note that healthy wolves would rarely attack humans; rapid ones or wolf-dog crossbreeds will.								

The Dragon

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Dragon								
Killer (Carnivore), 400kg	Mountain Flier	14	8	8	1	15	6	0
Survival 1, Athletics (Flying) 1, Recon 1, Melee (Natural Weapons) 2, Ranged (Breath) 2								
Armoured Hide (10), Teeth+1 (3d6), Claws (2d6), Dragon's Breath (see below)								

The Dragon is a large airborne predator native to a Size 5, Atmosphere 8 world. Its fire-breathing capabilities stem from the fact that it could siphon and filter methane from its digestive tract and store it in two large sacks at its belly. The gas is then pumped through its mouth and ignited by a bio-electric spark-generating organ in its thorax. The dragon carries enough methane in its sacks for 5 combat rounds of breathing fire; they will refill after a good meal and 6D6 hours of rest.

Every time a dragon is hit with an explosive or incendiary weapon, roll 9+ on 2d6 for its methane sacks to catch fire, painfully killing the creature by setting it on fire. Alternatively, a character may attempt to aim directly at these sacks with a DM of -2. Of course, if all of the methane in the sacks has been used up, ignore these rules.

A dragon's fiery breath is treated as an automatic weapon; any attack by it is treated as Full Auto and uses up 18 "ammo". If the dragon achieves an Effect of 6 or more in a breath attack, the target catches fire, and would continue to take an additional 1d6 damage per round until the flames are put out (taking two full combat rounds of dedicated efforts, or a Significant Action using a fire extinguisher).

Weapon	Range	Damage	Auto	Magazine
Dragon's Breath	Ranged (Pistol)	3d6	6	"90"

A dragon's skin is strong, scaly and very light. A suit of armour may be made from this skin, requiring a Dexterity, Trade (Armourer), 1-6 Weeks, Difficult (-2) task. This armour will be similar to Leather Armour in shape and weight, but will provide the protection of a Breastplate.

The Flying Eye

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Flying Eye								
Pouncer (Carnivore), 25kg	Mountain Flier	7	7	7	1	12	4	0
Survival 1, Athletics (Flying) 0, Recon 1, Stealth 1, Melee (Natural Weapons) 1, Ranged (Energy Pistol) 2								
Tough Hide (6), Teeth+1 (2d6), Eyes (see below)								

The Flying Eye looks like a large (2m diameter) warty sphere with one huge central eye and a big, toothy mouth. Around its head, the Flying Eye has 1d6 small (10cm diameter, 60cm long) "eyestalks". Most of the Flying Eye's body consists of a huge hydrogen bladder; the gas is a by-product of the creature's digestive process. The hydrogen has two uses: first, it is used to allow the creature to float in the air, and second, the Flying Eye uses this gas as a fuel for a special organ which resembles a hydrogen/oxygen fuel cell. The electricity generated by the creature serves as its energy source (in other words, the creature is "powered" by bio-electricity). In addition, the Flying Eye can "burn" greater than usual amounts of hydrogen to power up its "eyestalks" - though this procedure tends to eat up its hydrogen reservoir rather quickly.

The "eyestalks" are not eyes (only the central eye serves as a visual organ) - but rather natural laser weapons! The Flying Eye may "fire" any or all of its "eyestalks" in one turn, and may target one creature per "eye" (it has 1d6 "eyestalks"). The "eyestalks" are treated as Laser Pistols (TMB p.100); however, the Flying Eye's body holds only enough hydrogen to power 2d6 shots in total. To fully "recharge", the Flying Eye must eat a good meal (say, one unfortunate adventurer) and digest it for 3d6 hours.

Every time a Flying Eye is hit, roll 8+ on 2d6 for its hydrogen bladder to rupture, killing the creature. However, if the attack was an explosive or incendiary one, and has ruptured the gas bladder, the hydrogen explodes, "attacking" everything within a 5m radius and causing 4d6 damage on a successful hit.

The Hydra

Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Hydra – Main Body								
Killer (Carnivore), 3,200kg	Hill Walker	25	3	36	1	8	3	0
Survival 1, Athletics (Endurance) 2, Recon 0								
Armoured Hide (10), Heads (see below, treated as "separate creatures")								
Type	Habitat	Str	Dex	End	Int	Ins	Pac	Psi
Hydra – Head								
Killer (Carnivore), 200kg	Hill Walker	12	8	10	1	8	3	0
Survival 1, Athletics (Endurance) 2, Recon 0, Melee (Natural Weapon) 2								
Armoured Hide (5), Bite+1 (3d6)								

The Hydra is a non-flying dragon-like creature with a stocky main body and six heads, each of them capable of attacking each round. Each head is treated as a separate creature in regard to attacks and wounds. It is possible to sever the heads one by one, reducing the number of attacks the creature has; however, its vital organs and brain are all in the main body, and all the heads will re-grow within 1d6 weeks if the main body remains alive.

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