



# Aliens, Creatures & Foes



Outer Space Raiders  
Volume 2: Aliens, Creatures & Foes  
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# Random Bug Eyed Monster Generator

| Hit Dice |    |
|----------|----|
| 3 to 5   | 3  |
| 6 to 9   | 4  |
| 10 to 12 | 5  |
| 13 to 14 | 6  |
| 15 to 17 | 7  |
| 18       | 10 |

| Armor Class | Base Attack | Damage |
|-------------|-------------|--------|
| 3 to 9      | 7[12]       | 1d6    |
| 10 to 12    | 6[13]       | 1d6+1  |
| 13 to 15    | 4[15]       | 1d6+2  |
| 16 to 17    | 3[16]       | 2d6    |
| 18          | 1[18]       | 2d6+1  |

## Weird Abilities/Appearance/Additional Attacks

|    |                                                                              |    |                                                                                    |
|----|------------------------------------------------------------------------------|----|------------------------------------------------------------------------------------|
| 1  | 1d8 Tentacles (1d6+1 Damage). Each an additional attack.                     | 11 | 1d4 Eye Rays (1d6 Damage, Range 30 feet)                                           |
| 2  | Regenerates 2 HP/Round                                                       | 12 | Blubber (-1[+1] Armor Class)                                                       |
| 3  | Acidic Slime (melee attacks cause +1d6-1 Acid damage)                        | 13 | 1d6 Eyes (also chance in d6 of <b>not</b> being surprised)                         |
| 4  | Slippery Slime (Characters adjacent must make a Saving Throw or fall prone.) | 14 | Pulsing Brain (Mental Attack 3x/day Save or be under effect of <i>Confusion</i> .) |
| 5  | Can turn Invisible once per day.                                             | 15 | Maw (1d6 Bite)                                                                     |
| 6  | Gigantic. It's Star Ship Scale.                                              | 16 | Mind Control: Charm Person 1/day                                                   |
| 7  | Exoskeleton -2[+2] Armor Class                                               | 17 | Mandibles (1d6+1 Bite)                                                             |
| 8  | Absorbs Energy. Half damage from energy attacks.                             | 18 | Thick skin. Half damage from non-energy attacks.                                   |
| 9  | Immune to mental attacks.                                                    | 19 | Energy attacks heal it.                                                            |
| 10 | Can Fly (Speed 12)                                                           | 20 | Roll Twice                                                                         |

## What does it want?

|    |               |    |                         |
|----|---------------|----|-------------------------|
| 1  | Food.         | 11 | To be left alone.       |
| 2  | "Friends".    | 12 | Go home.                |
| 3  | Brains!       | 13 | Precious Bodily Fluids. |
| 4  | Life Energy.  | 14 | Protect Territory.      |
| 5  | Brain Energy. | 15 | Talk.                   |
| 6  | Destroy.      | 16 | It Wants To Play.       |
| 7  | Water.        | 17 | Protect Offspring.      |
| 8  | Salt.         | 18 | Revenge.                |
| 9  | Gold.         | 19 | No Idea.                |
| 10 | Radiation.    | 20 | Roll Twice.             |

## Assassin Droid

**Armor Class:** 6[13]

**Hit Dice:** 4

**Attacks:** 1 Slam (1d6+1) or by weapon

**Saving Throw:** 15

**Special:** Disguise Module, Poison Laboratory, Sneak Attack

**Move:** 12

**HDE/XP:** 7/600

Banned in most civilized star systems, Assassin Droids are nearly unstoppable robotic killers. They appear as featureless metallic humanoids but have the ability to disguise themselves to avoid detection.

**Disguise Module:** An Assassin Droid can create a holographic disguise of any humanoid being.

**Poison Laboratory:** If an Assassin Droid can gain access to a sample of genetic material from a target then it can synthesize a specific poison for that individual. The poison can be delivered by any means. The target must make a Saving Throw at -4 or die. Other beings are immune to that poison.

**Sneak Attack:** If an Assassin Droid attacks an unaware target successfully then the attack does double damage.

## Bone Gnasher

**Armor Class:** 7[12]

**Hit Dice:** 3

**Attacks:** 1 Bite (1d6+2)

**Saving Throw:** 16

**Special:** Worry

**Move:** 15

**HDE/XP:** 4/120

These hulking predators from Cossack 7 have been partially domesticated by crime lords and space pirates to act as guard animals or fighting animals in blood sports. Bone Gnashers have been known to turn on their masters for little or no reason.

**Worry:** When a Bone Gnasher successfully attacks, the target must make a Saving Throw or the creature has latched on its prey. It will automatically do its bite damage next round. The victim may attempt a Saving Throw as its next action to attempt to get free.

## Brain Bats

**Armor Class:** 7[12]

**Hit Dice:** 3

**Attacks:** Claw (1d4)

**Saving Throw:** 16

**Special:** Intelligence drain

**Move:** 3 (Ground), 15 (Flying)

**HDE/XP:** 5/240

Brain Bats inhabit deserted caves and ruins throughout the galaxy where they can lay dormant for centuries. They appear as purple humanoid brains with black bat-like wings. Brain Bats feed of the psitronic energy of intelligent beings.

**Intelligence Drain:** When a Brain Bat successfully attacks, the target must make a Saving Throw or the bat has attached itself to the victim's head. Each round the bat is attached the victim must make another Saving Throw or be drained of 1 point of Intelligence.

## Bug-Eyed Tentacle Monster

**Armor Class:** 4[15]

**Hit Dice:** 7

**Attacks:** 4 Tentacles (1d6 each)

**Saving Throw:** 12

**Special:** Regeneration (1d4 HP/Round until killed)

**Move:** 9

**HDE/XP:** 8/800

These massive creatures are found on planets on the fringes of the galaxy. They are aggressive and very territorial. They are usually solitary but occasionally large groups may be found in the more remote areas of space.



## Fungoid

**Armor Class:** 6[13]

**Hit Dice:** 2+1

**Attacks:** 1 By Weapon or Spore Cloud

**Saving Throw:** 17

**Special:** Spore Cloud

**Move:** 12

**HDE/XP:** 3/60

Fungoids were a primitive race until discovered an ill fated pirate crew. Tales of the Fungoids circulated through the interstellar underworld until an enterprising drug lord discovered a method to synthesize exotic narcotics from the species.

They are a humanoid-shaped fungal species with white skin and black eyes. While they have normal humanoid features, they are incapable of making facial expressions.

**Spore Cloud:** A Fungoid can release a spore cloud in 10 foot radius 3 x per day. Beings within the area must make a Saving Throw at -2 or be under the effects of *Confusion* for 2d6 rounds.



## Inter-Dimensional (I.D.) Monster

**Armor Class:** 4[15]

**Hit Dice:** 7

**Attacks:** 2 Claws (2d6 each)

**Saving Throw:** 12

**Special:** Invisibility (Partial)

**Move:** 9

**HDE/XP:** 8/800

The origins of I.D. Monsters are clouded in mystery. They have appeared on numerous planets on the fringes of civilized space and just as suddenly disappeared.

**Invisibility (Partial):** I.D. Monsters are invisible until the creature is hit with an energy weapon then its silhouette is visible until the creature's next action.

## Laser Brain in a Jar

**Armor Class:** 0[19]

**Hit Dice:** 2

**Attacks:** 4 Laser Blasts (1d6, Range: 40 feet)

**Saving Throw:** 17

**Special:** None

**Move:** 12 (Flying)

**HDE/XP:** 4/120

Laser Brains are a mysterious relic of the Ancients. Their original purpose is unknown. Over the eons, they have accumulated great knowledge. They also have gone completely insane. Some will babble incoherently while others will immediately attack. But a piece of obscure knowledge might worth the risk for some.

Living Laser Brains or an undamaged Laser Brain jar can fetch a high price on the black market.

## Mind Worms

**Armor Class:** 8[11]

**Hit Dice:** 1d-1

**Attacks:** 1 Pincer (1 point of damage)

**Saving Throw:** 19

**Special:** Mental Drain

**Move:** 6

**HDE/XP:** 1/15

These three-foot long parasites live off the psychic energy of sentient beings. They attach themselves to the base of the skull (or what may pass as a skull) of their hosts. Within hours, the host is driven mad. A few days later the host is catatonic then finally death.

While the worm is attached, the host is in a zombie like state and reacts with only violent primal instincts. Removing a Mind Worm is a complex and dangerous medical procedure.

**Mental Drain:** Each hour the victim loses 1 point of Intelligence, Wisdom, or Charisma (determined randomly) with a successful Saving Throw the loss is only temporary. If any of the character's scores reach 0 then he has been fallen into a coma. When all the character's mental ability scores reach 0, he is dead.

## Psi-Sonic Beetles

**Armor Class:** 7[12]

**Hit Dice:** 2

**Attacks:** Mandible (1d6) or Psi-Sonic Scream

**Saving Throw:** 17

**Special:** Psi-Sonic Scream

**Move:** 12

**HDE/XP:** 3/60

Psi-sonic Beetles are about two-feet long and have a gray and red carapace that roughly resembles a humanoid brain.

**Psi-Sonic Scream:** Three times per day, a Psi-Sonic Beetle can release a psi-sonic scream. Each character within 10 feet of the beetle must succeed on a Saving Throw (-4 if the character has any sort of mystical, arcane, or mental powers) or be stunned for 1d4 rounds.

## Pulsarite

**Armor Class:** 8[11]

**Hit Dice:** 2

**Attacks:** Energy Touch (1d6+2)

**Saving Throw:** 17

**Special:** Immaterial, Damage Immunity, Disrupts Technology

**Move:** 15 Flying

**HDE/XP:** 4/120

Beings of pure energy who could be as sentient as a single-celled organism or be evolved to a state beyond mortal comprehension.

**Immaterial:** Pulsarites may pass through solid objects. They may pass through force fields and energy shields with a successful Saving Throw.

**Damage Immunity:** Pulsarites are immune to physical and mental attacks including poisons and diseases. Energy attacks do normal damage.

**Disrupts Technology:** A Pulsarite disrupts technology and destroys circuitry with a touch. This includes personal weapons and cybernetics.

**Energy Touch:** Any character touched by a Pulsarite takes 1d6+2 damage. Robots take double damage.



## Quantum Ooze

**Armor Class:** 6[13]

**Hit Dice:** 5

**Attacks:** Pseudopod (1d6)

**Saving Throw:** 14

**Special:** Engulf, Nonexistence

**Move:** 9

**HDE/XP:** 8/800

Scientists are unsure if Quantum Ooze is a creature or some sort of deadly quantum irregularity given form. They cannot even agree if it exists or what it may look like.

**Engulf:** When a Quantum Ooze successfully attacks a character, the character must make a Saving Throw or be engulfed by the ooze. While engulfed the character automatically takes 1d6-2 damage each round and ceases to exist to the outside universe. No one remembers the character. If the character dies in the ooze then it is as if the character never existed.

The character may attack the ooze from the inside. If the character does manage to survive, his allies will remember him but not remember forgetting him. However, there may be some side effects in the greater scheme of things. A powerful enemy may now be alive. A heroic deed might be undone.

**Nonexistence:** When a Quantum Ooze "dies", it disappears from existence and releases a burst of quantum energy. Every being within 50 feet of the ooze must make a Saving Throw or have no recollection of the last ten minutes.

## Radioactive Lust Vampires

**Armor Class:** 4[15]

**Hit Dice:** 4

**Attacks:** 1 By Weapon or Special Ability

**Saving Throw:** 15

**Special:** Charm, Energy Absorption, Life Drain, Radiation Burst

**Move:** 12

**HDE/XP:** 8/800

Radioactive Lust Vampires are a decadent and arrogant race who might be a greater threat to the galaxy if it weren't for their own political infighting and relentless pursuit of pleasure and vice.

**Charm:** Radioactive Lust Vampires may use the Charm Person Meditation at will.

**Energy Absorption:** They have the ability to absorb the damage from energy weapons (Half damage with a successful Saving Throw.)

**Life Drain:** Radioactive Lust Vampires may drain the life force of creatures with a touch. Life Drain causes 1d6+1 damage and heals the vampire for the same amount. A successful Saving Throw negates. Radioactive Lust Vampire Thralls are not allowed a Saving Throw.

**Radiation Burst:** Once per day, a Radioactive Lust Vampire may release a deadly burst of radiation in a 20 foot radius causing 4d6 damage. A successful Saving throw halves the damage.



## Radioactive Lust Vampires Thrall

**Armor Class:** 5[14]

**Hit Dice:** 1+1

**Attacks:** 1 By Weapon

**Saving Throw:** 18

**Special:** None

**Move:** 12

**HDE/XP:** 1/15

A race of humanoid clones created by the Radioactive Lust Vampires to serve as food, slave labor and entertainment.

## *Radioactive Lust Vampire Pleasure Yacht*

**Armor Class:** 4[15]

**Hit Points:** 50

**Shield Strength:** 4

**Movement:** 12

**Targeting** +2

**Attacks:** 2 Laser Cannons (1 Pilot-Linked)

**Modifications:** Faster-Than-Light Drive

Sleek, deadly and tacky. The Pleasure Yachts of the Radioactive Lust Vampires are well armed and armored vessels with gaudy furnishings, shag carpet on the walls and mirrors on the ceiling.

## Space Pirates

**Armor Class:** 5[14]  
**Hit Dice:** 1+1  
**Attacks:** 1 By Weapon  
**Saving Throw:** 18  
**Special:** None  
**Move:** 12  
**HDE/XP:** 1/15

## Space Pirate, Captain

**Armor Class:** 5[14]  
**Hit Dice:** 3+1  
**Attacks:** 1 By Weapon  
**Saving Throw:** 16  
**Special:** Inspire Crew  
**Move:** 12  
**HDE/XP:** 4/120

Interstellar space is a dangerous and lawless place. Space Pirates are a constant threat to shipping and other civilian vessels. Some pirates are blood thirsty killers while others only target the ships of evil star empires.

**Inspire Crew:** By shouting threats or other means of encouragement, a Space Pirate Captain inspires his crew granting them a +1 bonus to attack rolls and Saving Throws.

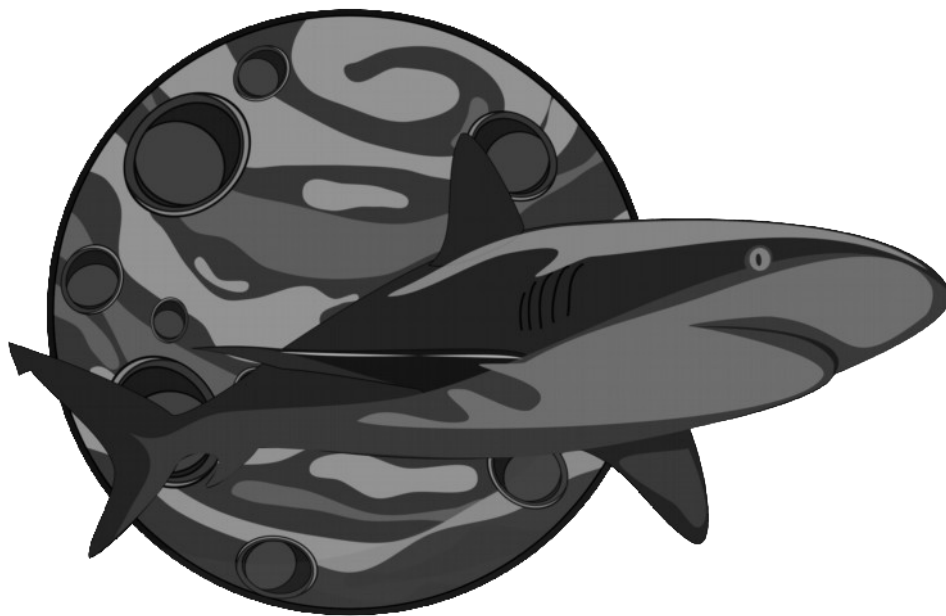
## *Space Cycle*

**Armor Class:** 3[16]  
**Hit Points:** 12  
**Shield Strength:** 0  
**Movement:** 18  
**Targeting:** +1  
**Attacks:** 2d6 (Light Laser) (Pilot-Linked)  
A favorite of space pirates, outlaws, joyriders, and asteroid miners. The space cycle is little more than an engine with a seat and controls. Space cycles have no life support or other protection for the pilot.

## Space Sharks

**Armor Class:** 6[13]  
**Hit Dice:** 3+1  
**Attacks:** Bite (2d6)  
**Saving Throw:** 16  
**Special:** Survive Vacuum Of Space  
**Move:** Flying  
**HDE/XP:** 4/120

These strange predators prowl the asteroid belts and space derelicts. They can survive the depths of space and migrate between the stars. They have been known to attack asteroid miners and survivors of space ship disasters.



## Teuthids

**Armor Class:** 6[13]

**Hit Dice:** 6

**Attacks:** By Weapon or Mental Power

**Saving Throw:** 11

**Special:** Mental Powers

**Move:** 12

**HDE/XP:** 9/1,100

Teuthids are a cunning and evil race. They routinely raid space colonies for slave brains and are always in search of Ancient technology.

Teuthids have discovered a method to implant the brain of sentient creatures into machines. These slave brains are placed in robot bodies and ships.

**Mental Powers:** Teuthids may use the following Gifts and Meditations: Detect Thoughts (At will), Protective Meditation and Hold Person (2x per day), and Confusion (Once per day).



### *Teuthid Drone Fighter*

**Armor Class:** 3[16]

**Hit Points:** 20

**Shield Strength:** 2

**Movement:** 15

**Targeting:** +3

**Attacks:** 4d6 (Laser Cannon) (Pilot-Linked)

Small, fast, and deadly. The Drone Fighters are controlled by slave brains with little or no sense of self preservation.

### Teuthid Brain Slave Trooper

**Armor Class:** 4[15]

**Hit Dice:** 2

**Attacks:** Laser Rifle (2d6) or Mono-Sword (1d6+2)

**Saving Throw:** 15

**Special:** Robot body

**Move:** 12

**HDE/XP:** 9/1,100

The standard troops used by the Teuthids. A slave brain is programmed to kill then implanted into an armored robot body.

## Warp Beast

**Armor Class:** 6[13]

**Hit Dice:** 4

**Attacks:** 2 Claws (1d6 each) and 1 Bite (2d6)

**Saving Throw:** 15

**Special:** Invisibility (only in warp space), Displacement Defense (only in normal space), Survive The Vacuum Of Space

**Move:** 15

**HDE/XP:** 7/600

These strange beasts inhabit warp space and usually aren't a threat unless they cross the flight path of a ship in warp space. The beast becomes trapped on the ship and goes on a killing rampage. Warp Beasts can only come into normal space when trapped inside a space ship. This aggravates the beast and it attempts to return to warp space.

**Invisible:** The beast is invisible in warp space. If it is on a ship and the ship returns to normal space then the beast will become visible.

**Displacement Defense:** When hit by an attack, the beast attempts a Saving Throw. If successful it teleports 1d4 x 10 feet in random direction and takes no damage. Any characters within 5 feet of the beast must make a Saving Throw or be teleported along with the Warp Beast.

## Star Ship Scaled Creatures

### *Asteroid Crab*

**Armor Class:** 8[11]

**Hit Points:** 30

**Total Attack Bonus:** +3

**Shield Strength:** 4 (Asteroid "Shell" does not regenerate as normal shields)

**Attacks:** 2 Pincers (3d6)

**Saving Throw:** 16

**Special:** Surprise (3 in 6 chance)

**Move:** 3

**HDE/XP:** 4/120

These solitary creatures inhabit hollowed out asteroids much like hermit crab. They only pose a threat when they happen to surprise an unwary vessel. Their pincers have been know to crush the hulls of small mining and survey vessels.

### *Cosmic Behemoth*

**Armor Class:** 2[17]

**Hit Points:** 300

**Total Attack Bonus:** +7

**Shield Strength:** 6 (Does not degrade.)

**Attacks:** 1 Maw of Doom (10d6)

**Saving Throw:** 5

**Move:** 6

**HDE/XP:** 10/1400

No one knows the origins of the Cosmic Behemoths. These gigantic creatures can devour small asteroids and large ships. There's many an old spacer's tale about people being able to survive in the belly of a Behemoth. There might also be valuable salvage, and treasure there.

The legend of the Cosmic Behemoth graveyard draws treasure hunters from across the galaxy. A place in the far reaches of the galaxy where these creatures migrate to die. If you can find it, there's supposed to be great ancient treasures for the taking.

### *Star Kraken*

**Armor Class:** 6[13]

**Hit Points:** 40

**Total Attack Bonus:** +4

**Shield Strength:** 0

**Attacks:** Crushing Tentacles (4d6)

**Saving Throw:** 15

**Special:** EMP Burst

**Move:** 12

**HDE/XP:** 4/120

These bizarre predators of the space ways have known to attack small and medium sized ships.

**EMP Burst:** Space Kraken can release a burst of electromagnetic energy which blinds a ship's sensors for 1d4 rounds.



### *Stellar Megalodon*

**Armor Class:** 3[16]

**Hit Points:** 30

**Total Attack Bonus:** +5

**Shield Strength:** 0

**Attacks:** Bite (2d6)

**Saving Throw:** 15

**Move:** 15

**HDE/XP:** 4/120

Territorial and aggressive shark-like predators have been known to attack small ships.

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