

ALIEN MONSTERS SPACEFARERS GUIDE TO

Alien Monsters is usable with
SF role playing games such as
Traveller, Space Patrol
Space Quest, etc.



Phoenix Games



Charrette '84

Spacefarers Guide to Alien Monsters

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INTRODUCTION

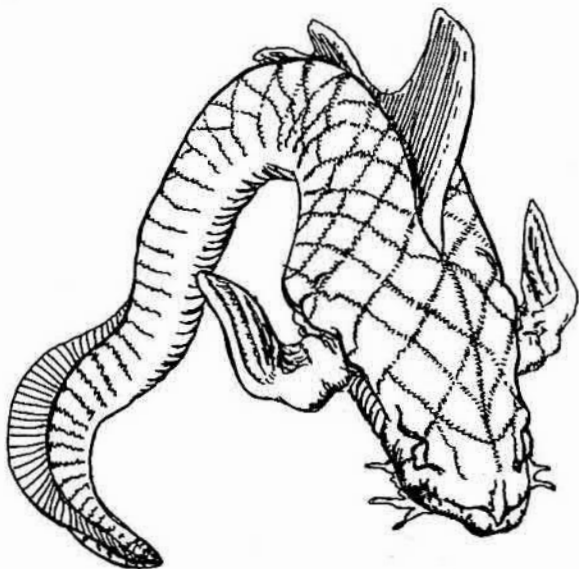
When Mankind broke the bonds of Terra and burst forth into the galaxy, he found many strange and wonderful things awaiting him. There were civilizations that he could never have imagined, worlds stranger than he could ever have thought, and alien monsters deadlier than his worst nightmares. The popular unwritten law that things that look perfect have hidden problems was proved again and again, as hopeful settlers landed on an apparent paradise, only to discover too late that strange and deadly creatures had turned it into a deathtrap.

Many animals were carried across the galaxy by unwitting starships, either transporting them unknowingly or carrying them as saleable cargo for lovers of exotic beasts. Escaping into the wilderness after landing, these imported monsters could usually make a place for themselves without any trouble. Entire planets came to the brink of ecological collapse due to the introduction of powerful animals that had no natural predators to keep them under control.

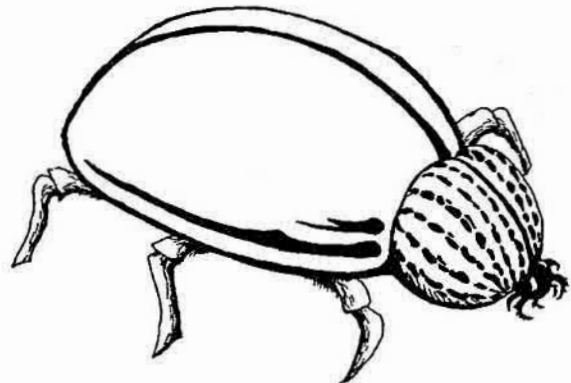
Finally, after his own home world was destroyed by the ignorant introduction of an apparently innocuous animal, the Emperor ordered the creation of the Selective Importation Service. The SIS, which grew rapidly into a combination of Customs Patrol, Border Police, and General Intelligence Service, was given the responsibility for controlling the introduction of alien life-forms into other worlds, and was given the power to destroy any life-form that it felt was a danger.

Several entire planets were set aside for the SIS, and the science of ecology advanced a thousandfold under their guidance. Complex computer systems were developed that could take a model of any planetary system and predict the result of a particular animal being turned loose in that environment. In general, the system worked well, but there was a special problem. The size of the frontier, coupled with the immense number of ships crossing into Empire space every day, made it almost impossible to stop or even slow the flow of unknown animals.

Coupled with this continuing accidental flow was the intentional import of animals in the form of crew's pets or as special orders for unscrupulous zoos, private collections, and a growing number of worlds dedicated to the sport of hunting. Several of these animals that had valuable side-products, such as fur or suspected anagathics, were imported in quantity and forced to grow in the alien environments, often escaping to run wild.



Durn



Acek

In short, after a thousand years of startravel, the planets had changed immensely, and a profusion of animals could be found all over the galaxy. Species that were almost identical could be found on widely different planets; for example, a genetically identical beast might be found on Mercury-, Terra-, and Jupiter-type planets. With the rapid expansion of species, and their evolution in new planetary environments, came the realization of an old law of nature that had been long suspected: similar environments tend to produce similar animals.

This meant that even though an animal was in no way related to a similar animal on another planet, the two might look identical, and act in the same manner, with the same habits and prey and hunting techniques. Unfortunately for those who tried to classify all animals according to this law, it was soon discovered that there were also many animals that looked just like an innocuous animal from another planet, but were actually deadly to the unwary.

The descriptions in the guide give the average size, weight, and speed for each of the animals, along with a description and notes. Remember that due to the different planets the animal might be found on, the listed values could change by as much as 25%. Speed is given on an arbitrary scale of 01 (slow) to 100 (fast), with Man rated at a median 50 points. This allows the moderator to judge the abilities of a particular animal more accurately.

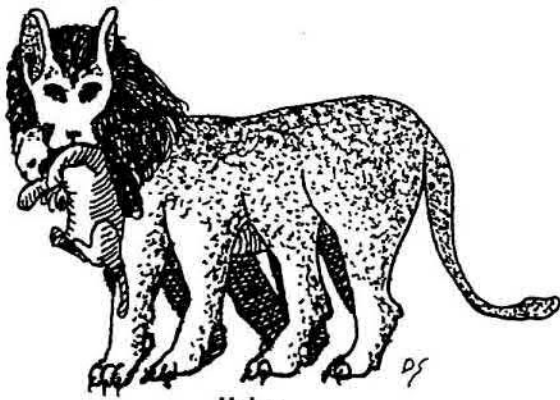
There are several organizations that may be of interest to the star-traveller. The first of these is the Explorers' Club. The Explorers' Club usually has a permanent room reserved in all Traveller's locations, and will admit and help all registered members. All supplies may be bought from the Explorer's Club by a member for the flat listed Empire rate, with no Empire taxes or shipping charges.

In order to join the Explorer's Club, you must have discovered a new and deadly animal, and have brought one alive to a branch of the Club, or to any branch of the Collections Office of the Galactic Zoo. After the animal has been inspected, it is evaluated for deadliness, and if it is deadly enough, then you are offered membership in the Club. This will cost a flat fee of 100,000 credits.

At any Explorer's Club room, there will usually be a set of **Langston's Guide to Exotic Life-Forms**, which the Club writes and publishes. This book is available only to Club members and to Imperial Fleets. It lists all known information about all known life-forms, with holograms of each. In addition, it tells where they may be found in the wild and in captivity. All members of the Club are expected to collect information for this book, and are paid handsome sums for it. Also in the room, usually, are several other members, who are probably familiar with the planet they are on, and will be able to help the newcomer.

A second organization that may be of interest to the player is the Collections Office of the Galactic Zoo. This organization has branches all over the known Empire, and it has access to large amounts of money. In order for the Empire to keep up on the life-forms in the galaxy, a Galactic Zoo was formed on a solar system near the center of the Empire. All life-forms of interest are collected—forms of unusual size, deadliness, habitat, or possessing some other peculiarity. In general, the fees paid are total reimbursement of costs to capture and transport the beast, plus a fee of 100 credits per kilogram. For exceptionally dangerous beasts, this fee may be raised considerably.

Spacefarer's Guide to Alien Monsters — Introduction



Halog

Some of the known First Empire constructs are thought to have been created prior to the First Empire, and are thought to be what was actually responsible for the destruction of the almost mythical Forerunner culture. Records exist from the First Empire that indicate not all of the constructs were constructed by them. The evidence is not conclusive, and so much information was lost during the Interregnum that it is doubtful that we will ever know.

Notable types of Constructs that the Empire or the University of Zacania have released information on include the following, all of which are listed in the files of the Explorers Club, but not in the Encyclopedia Galactica.

1. Neuronic Interferers. Discovered by the University of Zacania after breaching a 25-meter stasis sphere under maximum security conditions, these one-millimeter spheres immediately penetrated the non-shielded containers holding test animals and vanished into the animals' body tissues. A short time later, the animals became incapable of controlling any voluntary muscles, and a short time after that, became incapable of even involuntary movements like heartbeat and breathing. The Interferers left the body, and were determined to be fractionally more numerous than when they entered it. A later examination of the body revealed that the nerve cells of the body had been chemically altered into non-conducting tissue through an unknown catalytic agent apparently produced by the Interferers.

2. Field Bore. Discovered and later destroyed by the Empire, this construct is capable of penetrating both physical and energy barriers. It uses a highly advanced biological energy screen to merge with and penetrate all forms of energy barrier, including the screen that was protecting the monitoring squad. It was determined later that the creature is only capable of defeating non-oscillating fields, and could have been controlled by the use of a high-frequency flicker field.

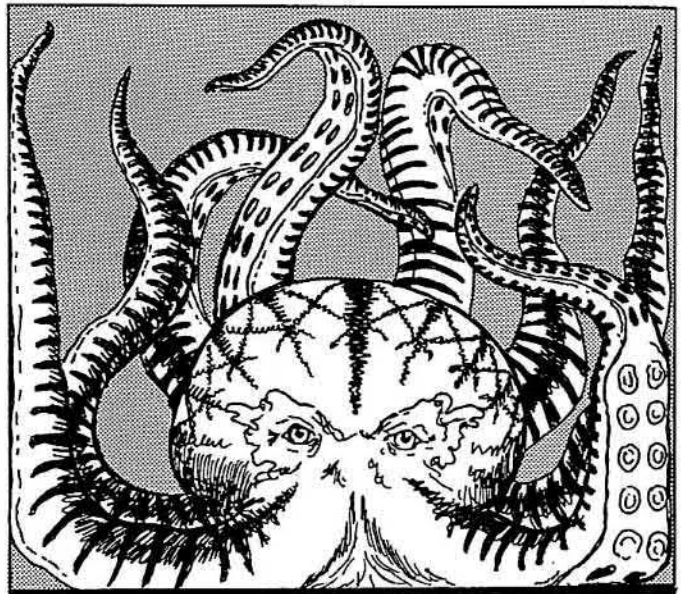
3. Spider. This construct resembles an eight-foot tall wolf spider, with the addition of all-conditions sensors and impossibly fast reflexes. It utilizes a biologic electric arc and a complex array of poisons and blades to destroy all living things that it encounters. It is apparently psionic, as it is capable of locating life-forms even inside shielded metallic containers, although it is sometimes incapable of reaching them. It was found loose in the Begnis Cluster by an Empire scout, and it was the only life-form on the planet. Later research determined that there was at one time a Technology Level 14 civilization on that planet, which ended about 2 years after the introduction of 1,000 of these devices by a method undetermined. The planet was a member of the First Empire, during its initial formative years. This device is currently under control and study at the Imperial Weaponry Test Group Research Facility of Flarr III.



Bron

4. Cutter fleet. This (or rather these) creature is a complex organism that has not been adequately identified even after decades of research. Found in an otherwise sterile sea on Simpa IV in the Begnis Cluster, it was responsible for the total destruction of all marine life on that planet, resulting in a very peculiar and rare ecological system. Made up of microscopic constructs, it is essentially a molecular net that cuts its way through all obstacles. The strands of the net are manufactured from energy structures and powered by nuclear fusion of the deuterium in the ocean water. Again, these creatures seem to have a form of psionic sense, as they can locate life-forms at extreme distances. In addition to their other qualities, they have the ability to travel at speeds approaching 600 kilometers per hour in the water. The method of propulsion is not known, although a theory has been advanced that it utilizes the planet's magnetic fields in conjunction with the massive amounts of energy available.

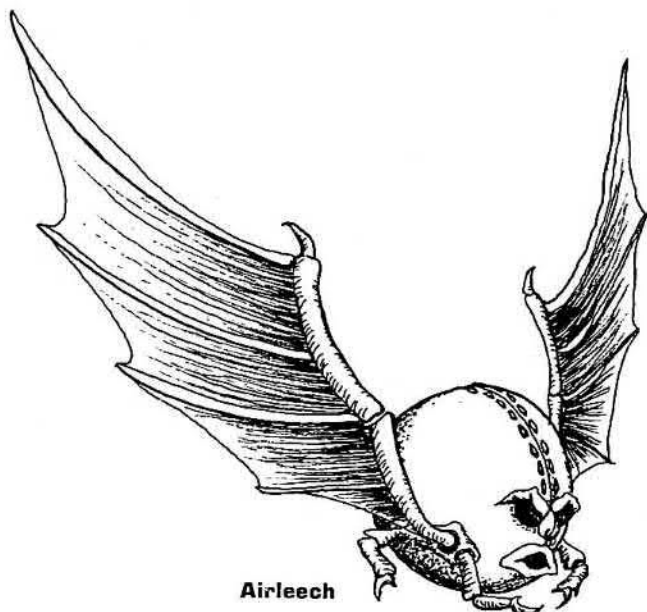
5. Hammet's Replicator. It is not clear that this is a biological construct at all, but the peculiar form of the creature and its abilities preclude any other theory about its creation. In form it is a simple bacterium, but it has the ability to transmit itself through any carrier, including air, water, food, and biologics. Responsible for the total destruction of a Technology 9 planet, and the subsequent destruction of a good portion of a private exploration fleet, this simple organism has caused more destruction either directly or indirectly, than any of the others known. In function, it is relatively benign, causing no obvious damage to the host. In actuality, though, it enters the host's genetic chain, and modifies it so that it is incapable of reproducing itself. This results in the rapid death of the organism, and also the rapid sterilization of all life-forms that depend on duplication for re-



production. It has proven impossible to remove these replicators from a victim as they infest all the cells of the host's body, and will reinfest all cleansed cells within seconds. The discovery of this organism was responsible for the third use in recorded history (including the First Empire) of a Nova Bomb against a sun. This was done with the agreement of the Concourse of Imperial Representatives, although the Emperor could have forced the issue by using his Emergency Powers in the protection of the Empire. All known samples of this construct have been destroyed, according to the official reports of the Empire.

6. Solar Sponge. Detected long ago by radio astronomy, and finally investigated by the University of Zacania, this organism was discovered in orbit around a class R supergiant. The stasis capsule that contained it was approximately 12,570 kilometers in diameter, and it was transported to the Imperial Weaponry Test Group Facility on Darkillon II. When opened, it was found to contain a construct of planetary mass that at once expanded to envelop the star in a single-layer molecule of opaque tissue. It was immune to all forms of energy attack, and passed physical weaponry harmlessly through its body. It is currently attached to the star with self-powered class XXXIV tractor beams, and the research base on Darkillon II has been transferred due to the total loss of solar radiation on all frequencies, and the decision not to use artificial energy sources to maintain it when other planets were available.

IMPERIAL SAPIENCE CORPS



Airleech

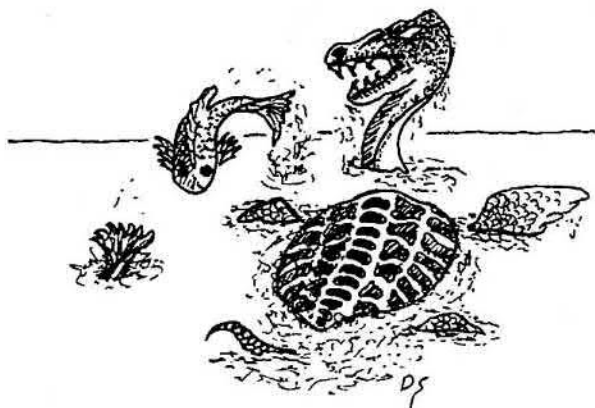
HOW TO USE THE HIT INFORMATION

Each monster is listed with a notation listing hits. Each of these numbers, unless it says "one hit," means that many rolls of a six-sided die. The number to the left of the slash is the number of hits required to stun the animal, and the number to the right is the number required to kill it. Note that many of these animals can recover from a stun in seconds.

In the event that the first number is exceeded, the animal is damaged to the point where any valuable fur or feathers are considered valueless.

While this book is designed to be used with GDW's **Traveller**, it is also useful for many other space role-playing games. One of the more popular games is Lou Zocchi's **Space Patrol**. To convert these monsters to the **Space Patrol** system, it is necessary only to change the hits for each. Add the total number of dice for an animal together, divide by 2 (rounding up), then roll normally.

To convert to other systems, base the conversion on the hits per man. In **Traveller**, the hits per man are 6-36 hits. In **Space Patrol**, the hits are 3-18.

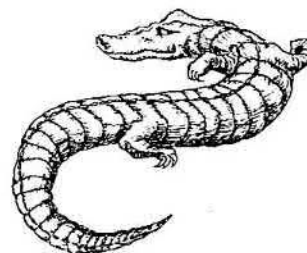


Azale

The Imperial Sapience Corps, started some eighty-four years ago by the Emperor McKarrik IV, serves several functions. First of all, it locates and identifies new species of intelligent beings, beings that may not fit the standard definitions of intelligence, such as Peterkasa's Rocks. They utilize several advanced methods to determine the intelligence of a new race, or of a race that has been reported as possibly intelligent.

The most powerful of these methods is the Mark XIV Inferential Computer which collects information from a subject being, and correlates all the available information to determine a basic set of motivations for the subject. In the simpler animals, the basic motivational set is usually very small, and is defined by a limited number of specific imprinted commands, such as "avoid hot sun," "answer mating calls," "do not eat Rotfungus" and similar basic instinctive and learned information. In the advanced animals, and especially the intelligent animals, the set of imprints is much larger, because it contains (usually) a set of cultural imprints, and a set of personal imprints, as well as the standard genetic imprints. This increased number of imprints results in a much more complex reaction pattern to stress and environment, which the Mark XIV can pick up very quickly.

The current theory of intelligence, and the formula used to determine the rating of a suspect being as either intelligent or not, is the Ibn Fawzia theory. Ibn Fawzia developed this theory after several decades of research in the ISC, and additional research at the University of Zacania. The theory, reduced to layman's terms, states that the number of non-genetic imprints functions on a jumped scale, such that as the number of imprints exceeds a specific quantity, the organism becomes "intelligent." Shala Lovecrill, also of the University of Zacania, has challenged the basic statement that the imprints must be non-genetic, as she feels that genetically-transmitted information can also be of sufficient use to result in intelligence. As evidence, she cites the peculiar life-forms that have recently been found on Jackson's Folly, a Jupiter-type planet in the Begnis Cluster. She feels that since there has been no evidence of any language, culture, artifacts, or any of the traditional signs of intelligence among the inhabitants, they clearly have no non-genetic information imprints. However, these beings are able to learn a human language in approximately 36 standard hours, and then converse and solve problems without difficulty. It has been suggested that the lack of hands or other manipulative devices has led to a totally genetically imprinted intelligence, which developed to a maximum non-manipulative level without needing speech at all. Ibn Fawzia is currently on Jackson's Folly with the Mark XIV, attempting to determine the correct answer.



The second of the methods used to determine the intelligence level of newly discovered beings is to utilize the famed and feared Imperial Intelligence Psionics Corps. This well-hidden organization is fanatically devoted to the protection of the Emperor, and of the Empire, and gathers recruits from all sources. However, due to the violent and secret types of work that they undertake in defense of the Empire, the number of wounded and incapacitated operatives is usually very high. These operatives usually shift to one of the non-active branches of the Empire forces, such as the Imperial Sapience Corps.

In most cases, the mere observation of a suspect race by a member of the Psionic Branch of the ISC is enough to determine its intelligence. In many cases, however, the mind is not obvious. For example, many life-forms have automatic psionic defense abilities that make it impossible to scan them, while others may broadcast on peculiar and often unreachable frequencies. In addition, there are many races that hover on the edge between intelligence and mere cleverness. These indeterminate races require the services of the third tool of the ISC.

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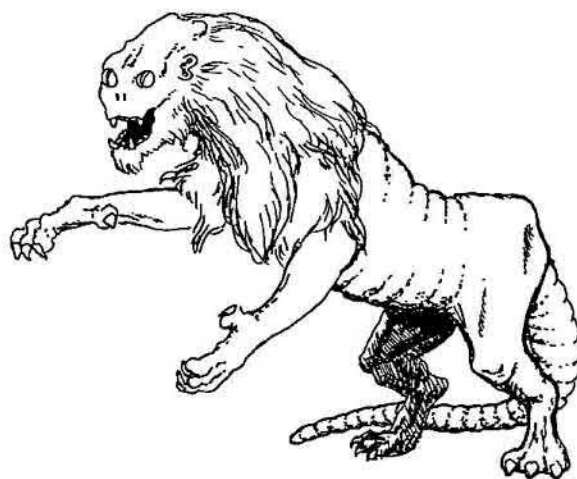
The third tool of the ISC is the LTM section. LTM stands for Long Term Monitor, and is exactly what it sounds like. Through the use of satellite and ground level monitoring in all wavelengths and sensor modes, and through the use of both computer and live controllers, this section is able to break the final mysteries about almost any life-form. However, after the incident on Reynold's World, and the subsequent destruction of Kamiaria, a Technology 16 planet in the Second Empire, the LTM section has had to be very careful. The minimum time for observation has been extended from an initial year to a full standard decade, and even then it may be continued if the Section Head feels that the results are inconclusive. There is an additional danger in using this method of intelligence determination, and that is that the equipment could be obtained by the beings under observation, and used to threaten the Empire. The ISC cooperates very closely with the Technology Control Force, and all of its devices are equipped with both self-contained and outside-activated destruct devices.

At the last session of the Imperial Representatives, the point was raised that all of these expensive organizations grouped with the ISC were hardly worth the cost. Following this argument, the Imperial Court Representative declared the meeting to be a maximum-security meeting, and ordered all non-secure personnel to leave the building. The Imperial House Guards searched the room, and the rest of the session was held in strict secrecy. It is not known what was said or shown, but at the end of the meeting even the Representatives that specialize in offending the Empire conceded that the credits used to maintain the ISC were well spent. It is suspected by several of the more astute Newsmen that the evidence showed to the Imperial Representatives was evidence that showed that races had been brought under the Imperial standard, and were now loyal members of the Empire, although not perhaps recognized by its other citizens. He suggested, for example, that if an intelligent race of dog-like animals were to be found by the Empire, and kept in secrecy, it would make an excellent intelligence gathering device. This raises the question of what happened to the so-called "Cuddlies" that were seen all over the Empire some years ago, and were suddenly recalled and collected by the Imperial Court. If these very expensive pets had been intelligence gathering devices of some sort, almost every rich family in the known galaxy would have been under continuous observation.

In general, though, the Imperial Sapience Corps has an excellent record, it continues to investigate unfamiliar and suspected races and cultures. Its efforts have resulted in the addition of several valuable races to the Concourse of Imperial Representatives, and the expansion of the Empire.



Afgin



Subscor

GAMES OF NAETH

When the Empire Scouts discovered the planet of Naeth several hundred years ago, it was already a legend in that part of space. Apparently left over from the time of the First Empire, it continues to hold its gladiatorial games and combats. Although many citizens have been appalled by the apparent barbarity of the combats, the prevailing attitude of cultural diversity has overridden their objections. In addition, there are many citizens that find that particular brand of combat to be especially interesting, either to participate in or to watch. Since the government of Naeth elected not to allow the Empire to record or transmit any of its events, the passenger flow to and from this world is nothing short of amazing. Hundreds of orbiting hotels have been constructed, in varying degrees of luxury, and the best personal transport system in the known galaxy is used to move these hordes of people from event to event.

The games themselves are quite simple. From the simplest combat to the most complex and dangerous, from simple non-intelligent animals battling over life, to a duel of honor, to entire armies in uncontrolled combat, the Games of Naeth supply the equipment, the terrain, and the spectators. In the event that a particular type of animal is desired, the Gamers will locate it, or occasionally have one constructed at the large office of Istcamp Associates, whose specialty is the construction and sale of all types of androids and constructs.

One of the most publicized things about the Games of Naeth is the fact that many simple intelligent beings have risen from ordinary combatant to the rank of Champion or Grand Champion. These Champions live in literal paradise, with their every whim attended to, in return for which they agree to defend their titles against newcomers, in the newcomer's choice of weapons and of terrain. There are only 100 positions for Champion, and 10 for Grand Champion. Naturally, there are regulations that ensure that a Champion will not be asked to defend his title against the assault of a 800,000 ton 15-gravity monster, but many unlikely combats are scheduled.

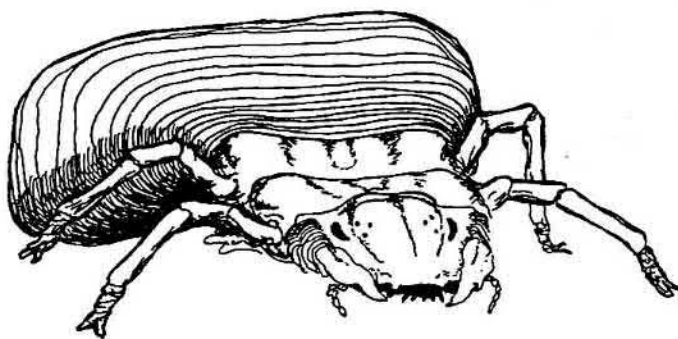
The current reigning champions represent sixty-two different races, and the Grand Champions represent eight races. There is currently a proposal to have the Grand Champions battle it out amongst themselves in non-lethal combat to determine the Champion of Champions, but the Gamers have not yet made their decision.

Almost any being will be inducted into the starting ranks of the gladiators, commonly called the Doomed. The only way to advance in rank is to win all combats and progress upward in both difficulty and length of combat. Increasingly, the number of different opponents, weapons, and environments is raised, until at the level of the Champions, each combatant is capable of using any known combat weapon superbly, in almost any physical environment, and often with massive physical damage.

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Almost never are there ties, due to the fact that the degree of medical science on Naeth is quite high, and unless the victim's body is literally in pieces and his mind missing, reconstruction can usually be accomplished. All of the combats continue through the use of complex techniques of pain control and self-healing until one of the two combatants is dead. Usually, but not always, the loser has insured himself against death, and is reconstructed. The terms of the contract of the Gladiator are simple and to the point. Each Gladiator agrees not to leave the planet of Naeth without permission of the Gamers. Each Gladiator agrees to accept the standard percentage of gate receipts collected by the Gamers. Each Gladiator agrees that he must give notice to the public one year in advance of his leaving the Games of Naeth. Each Gladiator agrees that a flat fee of 10,000,000 credits is reasonable for reconstruction insurance, and assigns an heir to receive triple this amount if unsuccessful.

Every device is made available to Gladiators, and of course to the Champions, to assist them in toning and training their bodies and their skills. The Museum of Arms is thought to be the most complete ever created, and the nearby planet that houses the Animal Quarters rivals the famous Zoo. The Champions have a huge body of lore built up around them, including such legends as the tale of Rustam, who quit the ranks of the Champions after his year of retirement fights, and returned to his home planet to live the life of a farmer, until he died at the age of 130 after singlehandedly destroying a pirate cruiser that had landed to pillage his world. There is also the tale of Iron a'Akel who challenged the personal bodyguard of the Emperor to a duel to the death, and won, only to become the bodyguard for life. And, naturally, the tale of the Seven Bikeen sisters, who started the famous Academy of Survival which exists to this day as the foremost academy available to the public for training in the arts of survival and combat.

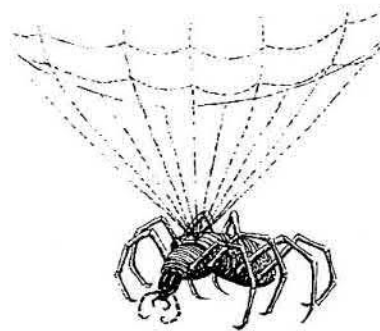


Macrotick

It is suggested that the Empire has an agreement with the Gamers that in return for spatial protection and tacit recognition of the legality of the planet's function, the Gamers agree to supply training and combat troops to the Empire alone, thus guaranteeing the quality of the Imperial soldiery. It is certainly a fact that many of the anonymous gladiators that appear from nowhere to enter the combats rise to great heights, and disappear into the Imperial military forces, especially the training world of Krall.

Prospective gladiators are cautioned that all contestants must start at the bottom of the ladder, and face all of the combats in order. The general rate of death is all but a single man per combat, and the low-level combats can often include thousands of fighters. Of course, there are also many team combats, but eventually all fighters must face the sole-survivor combat. It is still possible, though, for many good fighters to survive long enough to amass a considerable fortune and retire safely, although they are usually hunted by those seeking public acclaim in personal combat for the rest of their lives.

Many of the Champions have retired, and then travelled to Libaur, in Sector I, to try their hand at the most ancient challenge in the galaxy. Of the over 200 who have tried this, only three have survived, and none of these explained the mystery behind the Masters of Libaur.



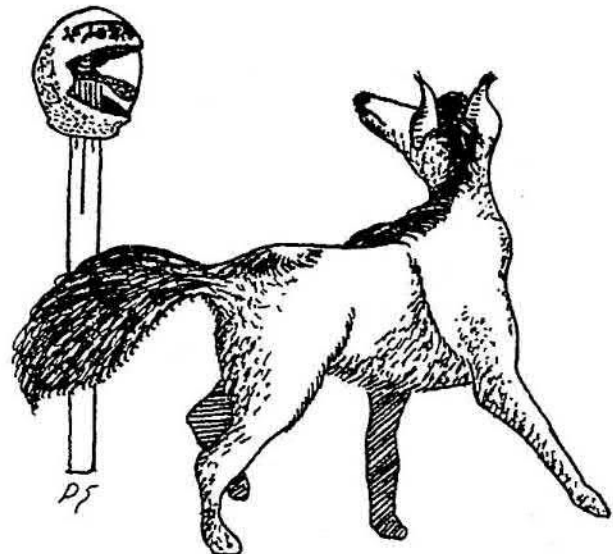
Airspider

FIRST EMPIRE BIOLOGICAL COMBAT MACHINERY

Scattered throughout known space, often in the cores of suns, and in other gravity wells, lie totally reflective spheres of energy that are First Empire stasis capsules. They can be detected, even in the cores of suns, because of their incredible apparent density to sensor beams. These force capsules can be broken only through the use of extremely complex machinery available only on a few controlled planets in the Second Empire, notably the University of Zacania Research Planet, and the Imperial Weaponry Test Group, which owns several planets inside the Empire.

Various different stasis capsules have contained such things as personal luggage, complex combat equipment, innocuous animals, live intelligent beings, starships, and merchandise. In addition, they have occasionally contained Biological Combat Equipment. Ranging in size from the millimeter-sized neuronic interferers discovered by the University of Zacania in their secure test facility to the planetary-sized energy sponge freed and rapidly re-imprisoned by the Empire, all of these unique and interesting constructs have one thing in common--they are all extremely dangerous, and most of them are programmed for indiscriminate destruction.

Several times in the past, Empire scouts have discovered a group of constructs, or a single construct, to be the sole living thing on a planet that was once teeming with life--and sometimes with intelligence. These constructs are carefully collected and sent to various containment sites controlled by the Empire military forces. Often, though, the constructs are difficult or impossible to transport safely, and are destroyed with massive amounts of concentrated firepower, or even total planetary destruction.



Sleeper

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BIOLOGICAL CONTAMINATION

The Brotherhood of Medics, in cooperation with the Empire, has spent billions of credits in an effort to educate the public to the dangers of foreign biologies being carried into new environments. Several times large plagues have occurred because of negligence in this regard, and while they have all been contained and controlled, and eventually made innocuous, the loss of life and damage to planets has been immense.

All ships exploring new planets or previously uncharted areas of space are urged to utilize test animals of the approved types, and to exercise extreme caution in penetrating new ecologies. While it is true that most biological organisms are incapable of adapting to foreign body chemistries, the occasional mutant or lucky virus is capable of doing incalculable harm.

To ensure that this policy of non-contamination is carried out, the Second Empire maintains a constant fleet of ships on Border Patrol at the jump distance around most of its planets. All incoming ships must show proof that they have not touched down at any non-registered or non-approved ports, or suffer the penalty of Interdict by the Border Patrol, and subsequent inspection by the Brotherhood of Medics to ensure their safety.

Naturally, many of the systems in the Empire are not so guarded, but these systems are either unoccupied or are bases for Empire Military

establishments of one kind or another, and these tend to protect themselves even better against unwanted visitors, whether intelligent or bacterial.

Ships or expeditions that are leaving known space for whatever reason are advised to contact the Brotherhood of Medics and arrange for a professional Ecological Technician to travel with the ship. These well-trained professionals are capable of assessing the potential danger of a planetary surface in a relatively short period of time, and are trusted by the Border Patrol for their judgements.

Most adventurers will probably be from low-gravity worlds, of around one gravity. Most likely, these adventurers will spend most of their time exploring worlds of around the same gravity, which means that they will probably concentrate on the inner worlds of types M (Mercury), V (Venus), T (Terra), and S (Mars). Not only will the gravity be suitable for lightly-equipped expeditions, but also the general temperature range and atmospheric pressures will probably fall into the acceptable ranges.

In each case, the description of the animal or plant encountered should be checked inside the book for specific information, but the brief notes given in these charts may help to set up the encounter.



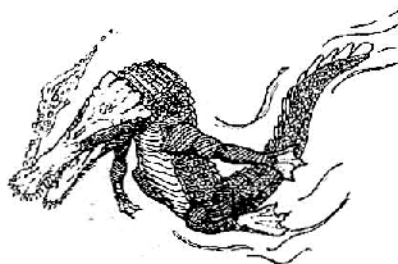
Spacefarer's Guide to Alien Monsters — Encounter Chart 1

1. Nagan: group attack. first sign is always trailing, then attack.
2. Obeow: single attack. first sign is psinic attack on middle man of group.
3. Ornitholestes: group attack. easy to see, only fights if bothered. hisses loudly.
4. Petrifier: single attack. easy to see, hard to recognize. first sign is petrification.
5. Knifegrass: group attack. first sign is total burying of lead member of party.
6. Superbeaver: group attack. first sign is barking noise, then rushes lead man.
7. Shieldplant: single attack. first sign is loss of one strength point per week.
8. Spinebug: single attack. first sign of attack is connection to host.
9. Trap Turtle: group attack. hard to see. first sign is trapping of lead man or two.
10. Phil's Beast: single attack. first sign is attack on lead man. usually works.
11. Phylore: single attack. at night, will often attack watchman from ambush.
12. Purple Worm: single attack. first sign is sight of periscope, then ground falls.
13. Quarn: single attack. cannot be felt. biting, only when bothered.
14. Rockrat: group attack. do not attack, but merely keep going in straight line.
15. Sargolbeast: group attack. first sound is rubbing of shells. massed attack.
16. Sirenweb: single attack. first sign is high-pitched whine then stuns.
17. Spinechucker: group attack. easy to see, hard to recognize. first sign is attack.
18. Stingape: group attack. first sign is rustling trees, then mass ambush.
19. Arhan's Newt: group attack. no warning. first sign is electrocution of lead man.
20. Target Lizard: group attack. first sign is attack from cover in rush.
21. Kreshor: group attack. first sign is total burying of lead member of party.
22. Larran: large group attack. first sign is loud buzzing, then attack by air.
23. Larpikreg: group attack. first sign is loss of man touching lake or stream.
24. Cef: single attack. jumps from ambush, first sign is actual attack.
25. Massmouth: single attack. first sign is appearance, and immediate attack.
26. Mockinker: single attack. easy to see, but will attack all metallic or bodies.
27. Nayd: group attack. hard to see. first sign is dizziness in all men.
28. Nightspider: single attack. first sign is dragging sound, then bite into man.
29. Ooliak: group attack. first sign is sudden psi attack on entire group.
30. Otexi: single attack. first sign of attack is ambush. also, missing metal.
31. Qual's Rat: group attack. first signs are threatening animals. then group ambush.
32. Peccary: group attack. easy to see, but aggressive. will attack noisily.
33. Tlefar: single attack. easy to avoid. first sign is loud hissing.
34. Sundew: single attack. easy to see. first sign is stalk hitting prey.
35. Soft Crab: single attack. first sign of attack is stinging of lead man.
36. Shoggu: single attack. first sign is direct attack when disturbed.
37. Saplin: group attack. hard to see. first sign is attack on closest man in group.
38. Rockette: single attack. impossible to see. first sign is actual attack.
39. Qualch: group attack. first sign is massive attack on all members at once.
40. Essrill: group attack. first sign is silent diving attack from air.
41. Pilos Cat: pair attack. will attack from two sides at once, on solitaire prey.
42. Phuolinc: single attack. first sign is ambush from above, man knocked over.
43. Laker: single attack. imitates lake, first sign is loss of man touching lake.
44. Leannder: common, group attack. in water, can strip prey in seconds.
45. Macromocker: single attack. first sign is when lead man dies inside.
46. Microtick: single attack. first sign is usually noticing it on body, later.
47. Mocktoad: single attack. does not attack, merely makes other monsters' noises.
48. Nailer: single attack. first sign is actual attack on lead man.
49. Nectarmoth: single attack. first sign of attack is immobility in closest man.
50. Nma: group attack. easy to see, first sign is group charge.
51. Oprate: single attack. first sign is when it is found in morning on something.
52. Bolik: group attack. first sign is lead man stuck in glue. then attack.
53. Parass: group attack. will attack anything, anytime. first sign is ground attack.
54. Tinimocker: single attack. first sign is noticing loss of heat.
55. B'dondal's Waterbug: single attack. first sign is when found in morning. common.
56. Bron: single attack. first sign is attack on bothersome man.
57. Spitter: group attack. hard to see. first sign is hissing, then spitting.
58. Sleeper: group attack. first sign of attack is collapse of lead man.
59. Shellslug: single attack. easy to see. usually found in morning. inside camp.
60. Salamandre: single attack. first sign is actual springing attack, with acid.
61. Richardson's Folly: single attack. first sign is electrocution of lead member.
62. Gartr's Coagulator: single attack. first sign is humming. then immediate attack.
63. Pteranodon: group attack. first sign is screaming, then divebombing attack.
64. Pilast: group attack. hard to see. first sign is slicing of lead man.
65. Lassoop: group attack. from above, first sign is lifting of random man.
66. Leescorp: group attack. first sign is spring from ambush, usually onto weakest.
67. Lungbug: common. first sign is loss of breathing ability, then death.
68. Macrotick: single attack. first sign is attack, and emplacement of head.
69. Miragecat: single attack. first sign is actual attack, but read mirage notes.
70. Mockwalnut: rare, single attack. thorns can touch flesh and inject poison.
71. Nakle: pair attack. first sign is screech, and diving attack on random man.
72. Nestcat: group attack. from ambush, first sign is subsonics, then actual attack.
73. Oligor: common. first sign is continuing sounds of wounded animals nearby.
74. Orkshi: group attack. first sign is grunting, then rush from side.
75. Packfish: group attack. easy to see. first sign is usually to awake and be caught.
76. Parchplant: single attack. hard to see. first sign is dehydration of victim.
77. Longsnout: single attack. first sign is hit on man by poison globule.
78. Leescorp Drifter: group attack. first sign is drifting attack from above, on to all.
79. Lanceballoon: group attack. easy to see, but first sign of attack is sunbeam.
80. Morrow's Pet: single attack. likes to sit and sun on stream bottom. stepped on.
81. Mocker: single attack. first sign is simple encounter, not always attack.
82. Mailbugs: group attack. first sign is loud crunching sound, then column appears.
83. Lightning Tree: single attack. first sign is electrical attack on random man.
84. Lomboo: group attack. first sign is thumping of legs, then lasso attack.
85. Mante: group attack. quiet, first sign is actual attack on lead member.
86. Linkfox: large group attack. first sign is surrounding, and built wall.
87. Suterosaurus: single attack. first sign is rushing attack at high speed.
88. Slithar: single attack. impossible to see. first sign is gall of lead man.
89. Sizzler: single attack. first sign is sizzling noise of approach, then attack.
90. Sharkoid: group attack. easy to attack. first sign is dive from above.
91. Rorqual's Bear: pair attack. will attack at once from two sides on lead man or tail.
92. Radioactivity: group attack. any animal or area may have radioactive contamination.
93. Polymer Cloud: single attack but common. will instantly dissolve all plastic.
94. Psidrifter: single attack. first sign is ariel circling, and psi-power loss.
95. Rustom: group attack. first sign is loud grunting, threats, then charges.
96. Seig's Worm: single attack. easy to see, but may attack from ambush. tail man.
97. Stammler's Ox: group attack. first sign is threatening noise, then mass charge.
98. Tanta: group attack. first warning is scream, then charge by 1 at a time.
99. Armon: single attack. hard to see first sign is actual bite on random man.
100. Psiblaster: single attack. first sign if disturbed is telepathic bolt, to all.



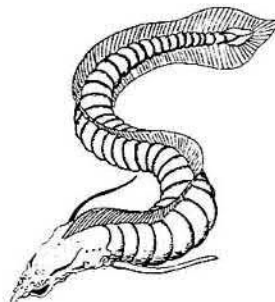
Spacefarer's Guide to Alien Monsters — Encounter Chart 2

1. Ablar: single attack from out of nearby small brush or pile of rocks.
2. Digger: group attack. first sign is ground collapsing under lead man.
3. Drummer: single attack. first sign is when men step on it and activate it.
4. Kalon: single attack, from air. first sign is tentacles from above.
5. Hairy Swooper: group attack. first attack is on last member of party, from air.
6. Backbiter: single attack. random person is attacked from above, knocked down.
7. Dreamsnake: single attack. only if bothered, first sign is bite, hallucinations.
8. Firebiter: group attack. can be easily seen in groups, first attack is bite.
9. Genebeast: group attack. slightly radioactive. first sign is cancer growth.
10. Caveplant: first animal into cave is captured and attacked by chemicals.
11. Afgin: single attack. much noise, then charge from 50 yards, unscarable.
12. Fungus Eyerot: causes gradual loss of vision by whitish mold-like growth.
13. Hairy Swooper: group attack. first attack is on last member of party, from air.
14. Glowsnake: group attack. first sign is attack on closest moving object.
15. Grizzley: single attack. first sign is growling noise, then fast charge.
16. Eftinn: large group attack. all members at once. ground level.
17. Inker: single attack. easy to see. harmless, but is totally opaque.
18. Irsbeast: group attack. first sign is when random man stops still, asleep.
19. Julliene: single attack. first sign is attack on closest member of party.
20. Drake's Centipede: usually single attack. first sign is lots of nausea gas.
21. Cranla: group attack. wave attack onto front men. ground level.
22. Caver: single attack. first sign is hole in blocking object or man.
23. Argusharpooner: easily seen. unless unknown or fleeing, will see it. fatal.
24. Akelligisho: single visible. will attack if within range, or if with surprise.
25. Dencat: group attack. psionic. first sign is heart attack of random man.
26. Dronpe: group attack. first sign is high-pitched buzzing. attack at random.
27. Inar: single attack. first sign is sounds of snapping ice crystals.
28. Grokef: single attack. very quiet, first sign is actual charge to attack.
29. Fungus Glowmont: common, causes a gradual phosphorescence of skin, death by poison.
30. Emta's Bane: single attack. will trail for weeks, then attack chosen men.
31. Exorentar: group attack. first sign is calling in air, then gliding attack.
32. Flanc: single attack. first sign is random man getting bitten in leg.
33. Fungus Skinburn: rare, if contacted, causes gradual dissolution of skin by acids.
34. Greendeer: group attack. easily seen, but if bothered, can attack with heat beam.
35. Innereye: single attack. if approached, will probably use psionic attack at once.
36. Iom: group attack. males will threaten, then attack to defend herd.
37. Jowler: single attack, uses tentacles to catch prey. easy to avoid.
38. Covalen: single attack. first sign is glue hitting prey, often aircars.
39. Bannman's Streaker: group attack. lead man is attacked, after he falls, will turn to #2.
40. Discus: group attack. suddenly burst out. will impact all members.
41. Icemoth: common. first sign is bite on exposed skin. only attacks once.
42. Garain: single attack. first sign is attack from cover, usually trees.
43. Direwolf: group attack. from all sides at once. usually trail first for day.
44. Chiselmouth: single attack, others nearby. first sign is one large bite out.
45. Caller: very common. first sign is increase in insect activity. hidden.
46. Fungus Brainrot: rare, causes loss of nerve control, followed by insanity, death.
47. Flying Carpet: single attack. very hard to see. first sign is envelopment of man.
48. Ghostfly: single attack. hard to see. first sign is gradual loss of nerves.
49. Heatrug: single attack. first sign is crashing sound through plants, then attack.
50. Alabgrund: group attack. usually attack from all sides at once.
51. Beachguard: small group attack. attack individually. extremely noisy.
52. Bulletbush: single attack. unless armored, one man suddenly sprouts. fatal.
53. Chankl: group attack. likes ambush. first attack is with jump/sting.
54. Coortin: group attack. come out of ground. generally pull men to ground.
55. Creeh: group attack. will defend hives. hear noise, then are attacked.
56. Deran Bee: group attack. usually take over vehicle, not bother single men.
57. Dreammender: group attack. first sign is illusions of desires. (moderator's guess.)
58. Drifter Squirrel: group attack. gliding attack from air. first sign is actual attack.
59. Eletrin: single attack. in water, will pull anything under water.
60. Ferric Mite: common. hard to find. usually first sign is collapse of metal.
61. Fungus Rotfungus: rare, causes cancerous eruptions and constant infection.
62. Gaffi: single attack. first sign is lots of noise, then attack by horns.
63. Gelbeast: single attack. first sign is hit on man by acid-bearing pseudopods.
64. Grokef: single attack. hard to see. first sign is usually loss of fire.
65. Hummock: single attack. looks like rock outcrop. attack is very swift, fatal.
66. Illusion Beast: single attack. first sign is psionic attack on entire group.
67. Alligator: near water. group attack. will grab prey, and pull towards water.
68. Army Ant: group attack. column comes out of cover, over side man.
69. Beggy: single attack. others nearby. random man falls into stomach.
70. Beater: single attack. at night, sleeper has head bashed in. quiet.
71. Byrnie: single attack. lead man is hit from above, on head. knocked down.
72. Capacitor Beast: group attack. hard to see. can drain all power in short time.
73. Chelini: group attack. hawks, then attacks at once. very dumb, charges.
74. Ch'shank: paired attack. man stuck to glue, then come gas hits. slow.
75. Coral Snake: single attack. if stepped on, or near, bites. will penetrate shoes.
76. Crahm: single attack. first sign is digestion of sleeping man.
77. Crawler: single attack. from cover, attacks last man in group, bites bad.
78. Danson's Chance: all members of group entering cave will be attacked. instant.
79. Dragonspider: single attack. first sign is random member being stunned.
80. Dazzler: single attack. first sign is hole burned in straight line through.
81. Beana: sm. group attack. from ambush, will attack to push prey into other.
82. Blindrat: group attack. sudden heat beam, will raise temp. to 600 F.
83. Caretakers: group attack. man on ground suddenly begins to sink out of sight.
84. Gil's Eater: single attack. in water, anything that steps on it is enfolded.
85. Greenie: single attack. first sign is random member being absorbed.
86. Fammoncat: small group attack. first sign is very fast attack from cover.
87. Emoter: group attack. first sign is waking up after an attack if live.
88. Essno: single attack. first sign is random man having heart attack.
89. Arguscage: single attack. front man is captured, possibly others around.
90. Blage: small group attack. very fast, attacks with jaws. if hurt, flees.
91. Ambrose's Beast: group attack. first sign is sight of beasts sucking blood.
92. Espball: single attack. if touched, random telekinetic things happen.
93. Etnee: group attack. first sign is usually something missing in morning.
94. Fishbat: group attack. first sign is attack by group from air, usually over water.
95. Fungus Lungweed: rare, if breathed, causes loss of breathing ability slowly.
96. Glurp: large group attack. first sign is massive attack on all members.
97. Floater: single attack. easy to see. first sign of attack is electric stun.
98. Aughorse: single male. will threaten, then attack. may call for help.



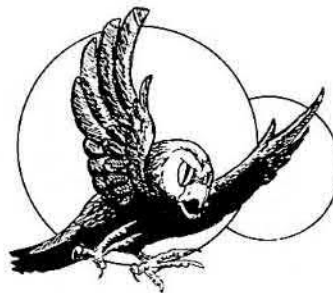
Spacefarer's Guide to Alien Monsters — Encounter Chart 3

1. Wrapper Beast: single attack. no warning. first sign is brilliant light flash.
2. Xalter: group attack. first sign is surrounding of lead member.
3. Yellercrab: group attack. hard to see when burrowed. first sign is insects.
4. Drake's Frog: group attack. hard to see, first sign is electrocution of lead member.
5. Zebulon: single attack. first sign is loud squeaking noise, then attack.
6. Madbear: pair attack. first sign is ambush from ground on random man.
7. Akellgisho: single attack. first sign is dragging noise, then tentacle attack.
8. Alabgrund: group attack. first sign is noises in brush, then surround prey.
9. Ambrose's Beast: group attack. first sign is noticing beasts.
10. Army Ant: Group attack. first sign is when attack column appears nearby.
11. Backbiter: single attack. random person attacked from above, knocked down.
12. Belu: group attack. first sign is loud rumbling, then charge attack.
13. Brope: single attack. first sign is notice on skin, if bothered, will attack.
14. Capacitor Beast: group attack. hard to see. can drain all electrical energy very fast.
15. Ch'shank: paired attack. first sign is man stuck in glue, then coma gas.
16. Dander: group attack. huge herds easy to avoid. will attack to let herd free.
17. Tyrannosaurus: single attack. first sign is crashing noises, then attack fast.
18. Vampire: single attack. no warning at all, immediate attack on random member.
19. Wa'ampa: group attack. first sign is observing eye, then tentacle attack.
20. Wynto: group attack. first sign is attack whinney, then mass charge.
21. Xymplast: group attack. easy to see, first sign is attack on closest member.
22. Yoroffe: group attack. first sign is defensive growling and barking, then attack.
23. Zapper: group attack. first sign is sighting, then electrocution of lead man.
24. Afgin: single attack. much noise, then charge from 50 yards. unscarable.
25. Arguscage: single attack. first sign is when first man is captured instantly.
26. Baggy: single attack. others nearby. random man falls out of sight.
27. Blindrat: group attack. first sign is sudden 600 degree heat sprouts.
28. Bullethush: single attack. sunless armored, one man suddenly sprouts. fatal.
29. Caretakers: group attack. first sign is sinking out of sight of motionless man.
30. Clawbear: single attack. first sign is shuffling charge, will fight to death.
31. Creeh: group attack. will defend hives. first sign is loud buzzing, attack.
32. Toyfox: group attack. first sign is high-pitched squeal, collapse of lead.
33. Uele: groupe attack. will snort and paw ground, then charge if still bothered.
34. Veemish: group attack. first sign is see or rouch, or later dehydration.
35. Weberien: single attack. first sign is bite on random member. no warning.
36. Wurt: single attack. easy to see, but look like rock. attack first man.
37. Xa'al Horse: group attack. first sign defensive pawing, barks. then mass charge.
38. Xarder: group attack. first sign is the blinding of the closest man.
39. Yall: single attack. first sign usually discovery in morning, and bite.
40. Yellowgator: group attack. first sign usually convulsions in water, then attack.
41. Yortgil: group attack. first sign is pawing on ground, then group attack.
42. Zantor: group attack. first sign is scout, then return of entire hunters.
43. Ablar: single attack. first sign is ambush from bush or low rocks.
44. Airleech: group attack. no warning, just immediate diving attack onto prey.
45. Airspider: single attack. can be seen in air. Immediate attack onto random man.
46. Allosaurus: single attack. no warning, just immediate fast charge.
47. Aolun: group attack. first sign is clicking form all around, then charge.
48. Argus Harpooner: single attack. easily seen, first sign of attack is spearing of lead.
49. Arrowtree: single attack, but in groves. first sign is arrow attack.
50. Barnman's Streaker: group attack. lead man attacked first, no warning.
51. Boa: single attack. first sign is drop of boa onto prey beneath.
52. Burnfrog: single attack, other nearby. first sign is attack by poison.
53. Cave Plant: first animal into cave is captured and killed by plant.
54. Cliffcat: single attack. first sign is drop from above, from tree or rock.
55. Cratosian Deathworms: group attack. first sign is vibration, then rapid charge.
56. Tree Lizard: single attack. attacks by jumping from above, knocks down prey.
57. Ugslug: group attack. easily seen. attacks at once, usually lead man.
58. Venus Fly Trap: single attack. hard to see. first sign is closing of trap.
59. Webcrab: group attack. first sign is hit on random member with glue.
60. Wyffle: group attack. first sign is loud buzzing, then steel begins to peel.
61. Xam's Dragon: single attack. first sign is loud growling, then flame attack.
62. Xink: single attack. first sign usually discovery in morning of missing plastic.
63. Yinner's Bear: group attack. first sign is attack from above onto entire party.
64. Alligator: group attack. near water, first sign is jaws coming from water.
65. Arno: group attack. first sign is clicking from all around, then charge.
66. Astran Mini-Drag: single attack. first sign is hit by nerve poison on random man.
67. Beachguard: small group attack. attack one at a time, extremely noisy in charge.
68. Bobcat: group attack. no warning. attacks from slightly higher position.
69. Byrnie: single attack. lead man is hit from above, on head, knocked down.
70. Caver: single attack. first sign is blocking animal or man-getting hole.
71. Clothworm: single attack. first sign is sonic attack on random member.
72. Cranla: group attack. ground level wave-attack into front men.
73. Treesucker: group attack. will rattle loudly, then attack if still bothered.
74. Uhm: single attack. hard to see. first sign is swelling around wound.
75. V-frog: group attack. well-hidden. first sign is group attack on random man.
76. Vyva: group attack. first sign is sight of rapidly-moving vyva attacking.
77. Wolf: group attack. no warning, but may track for days first sign quick rush.
78. Triceratops: group attack. will growl defensively, and attack in mass charge.
79. Udwan: single attack. first sign is growing weakness, of sighting.
80. Vitaslug: single attack. first sign is pain from affected area, increasing.
81. Va: single attack, hard to see. first sign is to hit in forest, lead man.
82. Voryadray: group attack. from water, first sign is surrounding of prey.
83. Volane: single attack. first sign is loud growling, then charge.
84. Vondam: single attack. first sign is sound of charging feet. lead man butted.
85. Wolverine: single attack. easy to see, but won't attack unless bothered.
86. Aughorse: single attack. first sign is threatening, then attack. will call help.
87. Beater: single attack. very quiet, at night, sleeper has head bashed in.
88. Caller: very common. first sign is increase in insect activity. hidden.
89. Cawthorne's Deer: group attack. will threaten first, then charge in unison.
90. Chiselmouth: single attack. others nearby. first sign is a large bite missing.
91. Coortin: group attack. come out of ground, generally pull men down at once.
92. Crahm: single attack. first sign is digestion of sleeping man.
93. Azale: group attack. first sign is actual attack from water, usually one at a time.
94. Beena: small group attack. will surround and attack from ambush.
95. Cawthorne's Mole: single attack. first sign is periscope, then injection attack.
96. Chelim: group attack. honks, then attacks at once. very dumb in charges.
97. Coral Snake: single attack. if stepped on or near, bite will penetrate shoes.
98. Covaln: single attack. easy to see. attacks from above with stinger.
99. Chankl: group attack. likes ambush. first attack is with jump/sting.
100. Covalen: single attack. first sign is glue hitting prey, often aircars.



Spacefarer's Guide to Alien Monsters — Encounter Chart 4

1. Drake's Centipede: single attack. first sign is attack by nausea gas clouds.
2. Drifter Squirrel: group attack. gliding attack from air, no warning given.
3. Dyfut: group attack. first sign is surrounding howling, then mass charge.
4. Eester: group attack. first sign is attack with acid spray on rear man.
5. Eletrin: single attack. in water, will pull prey under to fight.
6. Ennat: group attack. first sign is psionic attack, then physical.
7. Ethur: single attack. first sign is gradual atrophy of muscle tissue.
8. Ferric Mite: common. hard to find, first sign is usually collapse of metal.
9. Flying Carpet: single attack. very hard to see. first sign is envelopment of man.
10. Fuzzlebird: group attack. no warning, first sign is ambush from cover on rear.
11. Fungus Lungweed: rare, if breathed, causes gradual loss of breathing ability.
12. Fungus Eyerot: rare, cause gradual loss of vision by whitish mold-like growth.
13. Gelfish: in water, single attack. first sign is contact nerve poison.
14. Glowsnake: group attack first sign is attack on closest moving object.
15. Greenie: single attack. first sign is random member being absorbed.
16. Hairy Swooper: group attack. first sign is air attack onto last member of party.
17. Harpy: single attack. first sign is screech, then dive from out of sun.
18. Grodan: single attack. very quiet, first sign is actual attack charge.
19. Icemoth: common. first sign is bite on exposed skin. only attacks once.
20. Illusion Beast: single attack. first sign is psionic attack on entire group.
21. Innereye: single attack. if approached, will probably use psionic attack at once.
22. Jack In The Box Spider: single attack. first sign is lifting trap, striking claws.
23. Jessend: group attack. in or near water. will attack with large herd.
24. Kreshor: single attack. first sign is noisy stomping charge, will stamp on prey.
25. Danson's Chance: all members of a group entering a cave will be attacked instantly.
26. Digger: group attack. first sign is ground collapsing under lead man.
27. Dradonspider: single attack. first sign is random member being stunned.
28. Drazhan: group attack. will roar and attack at once. attacks anything.
29. Dronpe: group attack. first sign is high-pitched buzzing, attack at random.
30. Edgar's Bane: single attack. first sign is wheezing, then crashing charge.
31. Eftinn: group attack. attack all members at once, from the ground level.
32. Elgg: single attack. first sign is crashing noises, then slow charge.
33. Ennta's Bane: single attack. will trail for weeks, then attack chosen man.
34. Etnee: group attack. first sign is usually something missing in the morning.
35. Firebiter: group attack. can easily be seen in groups, first sign is bite.
36. Flying Fish: group attack. over water, will attack without warning.
37. Fungus Skinburn: rare, if contacted causes gradual dissolution of skin by acids.
38. Gaffi: single attack. first sign is lots of noise, then attack charge.
39. Genebeast: group attack. slightly radioactive. first sign is cancer growth.
40. Glurp: group attack. first sign is massive simultaneous attack on entire.
41. Grizzly: single attack. first sign is growling, then sudden attack charge.
42. Halog: triplet attack. first sign is single animal charging, others in ambush.
43. Heatrug: single attack. first sound is crashing through plant, then attack.
44. Hummock: single attack. looks like rock outcrop. attack is swift, usually fatal.
45. Inar: single attack. first sound is sound of snapping ice crystals.
46. Ilal: group attack. first sign is scouting cry, then gliding attack by group.
47. Iom: group attack males will threaten and growl, then charge to protect herd.
48. Jensol's Surprise: quad attack. first sign is high pitched humming, then acid strike.
49. Kanger: group attack. first sign is threatening, then butts with head.
50. Dazzler: single attack. first sign is straight-line hole through anything.
51. Dilbish: single attack. first sign is brushing off fly, getting stung.
52. Dragonwasps: group attack. first sign buzzing, then encircle and attack prey.
53. Dreammender: group attack. first sign is illusions of desires (moderators guess.)
54. Droon: group attack. first sign is threatening noises, then singly charge.
55. Edlish: single attack. first sign is actual attack, usually from cover.
56. Eggbeetle: very common. small chance of seeing until after the attack is made.
57. Ellister's Weaver: single attack. first sign is fall of random man into trap.
58. Espball: single attack. if touched, random telekinetic things happen.
59. Exorantar: group attack. first sign is calling in air, then gliding attack.
60. Fishbat: group attack. first sign is attack by group from air, usually near water.
61. Font: group attack. first sign is hissing and attack run from two sides.
62. Fungus Rotfungus: rare, causes cancerous eruptions and continuous infection.
63. Garain: single attack. no warning, first sign is attack run from cover.
64. Ghostfly: single attack. hard to see. first sign is gradual loss of nerves.
65. Ictag: pair attack. first sign is lots of roaring, then slow charge.
66. Grokel: single attack. hard to see. usually first sign is sudden loss of fire.
67. Hamm's Toy: group attack. first sign is attack charge at 90 k.p.h. silent.
68. Hont: single attack. first sign is sudden triple attack on random man.
69. Iceberg Beast: single attack. easy to see at distance. will move at random slowly.
70. Ikanus: single attack. first warning is firing of harpoon at victim near water.
71. Immir: single attack. first sign is stepping on razor-sharp spine hidden.
72. Irsbeast: group attack. first sign is when random man stops, asleep.
73. Jowler: single attack. uses tentacles to catch prey, fairly easy to avoid.
74. Kiloxi: single attack. will immediately charge if threatened.
75. Dencat: group attack. first sign is heart attack of random man.
76. Direwolf: group attack. from all sides at once, usually trail for a day.
77. Dreamsnake: single attack only if bothered, first sign is bite, hallucinations.
78. Drummer: single attack. first sign is when man steps on it and activate it.
79. Eflas: single attack. first sign is collapse of random man in group.
80. Eilate: group attack. first sign is chomping of teeth, then group attack.
81. Emoter: group attack. first sign is waking up after attack if lives.
82. Essno: single attack. first sign is random man having a heart attack.
83. Fammomcat: group attack no warning, first sign is very fast attack from cover.
84. Flanci: single attack. first sign is random man getting bitten in leg.
85. Irsngath: group attack. first sign is large stench, then attack charge.
86. Fungus Glowrot: rare, causes a gradual phosphorescence of skin, followed by death.
87. Garonter: single attack. first sign is swelling and strangulation of man.
88. Gil's Eater: single attack. in water, anything that steps on it is enfolded.
89. Gylatti: group attack. no warning, first sign is charge at 50 k.p.h.
90. Inbecarf: single attack. first sign is sleeping man being awakened by sting.
91. Dyrun: group attack. first sign is when lead man falls through into tunnel.
92. Knifegrass: group attack. first sign is total burying of lead member.
93. Deran Bee: group attack. usually take over vehicle, not bother single men.
94. Discus: group attack. suddenly burst out of rest, will impact lead man.
95. Eiloform: group attack. first sign is screech of diving animal onto prey.
96. Floater: single attack. easy to see. first sign of attack is electric stun.
97. Fungus Brain Rot: rare, causes loss of nervous control. followed by insanity and death.
98. Gelbeast: single attack. first sign is hit on man by acid-bearing pseudopods.
99. Inker: single attack. easy to see. harmless, but it is totally opaque.
100. Doonab: single attack. first sign is whirring in flight, then impact on lead.



Spacefarer's Guide to Alien Monsters — Ablar to Alabgrund



ABLAR

size: 30cm
speed: 40
planet: M, V, T

weight: 15kg
hits: 2/2
terrain: woods, plains

The Ablar resembles a long-haired squirrel, with red fur. It is nocturnal, and will hunt anything up to and including its own weight. Its eyes are 10cm across, and its ears 10cm high. Its weapon is a retractable sting which injects a strong nerve poison.

Ablar nest in family groups, but hunt alone.

ACEK

size: 3cm
speed: 73
planet: S, J, P

weight: 200gm
hits: 1/0
terrain: all tropical

A brilliant orange beetle, which is attracted to sweat. It will land on skin or clothes, laying eggs that hatch in minutes into hungry, boring grubs.

Aceki are usually found in swarms of up to 50,000.

AFGIN

size: 3.6m
speed: 57
planet: M, V, T

weight: 850kg
hits: 7/3
terrain: all

A large bear-like animal with two rear legs and four front legs. It can walk either erect or four-legged. Its fur is deep blue, and quite valuable. It hunts with its claws, and will tackle almost any large animal.

Afgins are solitary, and very sensitive to invasion of their territory.

AIRLEECH

size: 30cm
speed: 70
planet: V, T, S, J

weight: 2kg
hits: 1/1
terrain: all

The Airleech has a globular body with bat-like wings. All the body except mouth and wings is armored. The Airleech can smell animals at a considerable distance; when it detects one, it flies into it and begins sucking blood until it swells up to four times its normal size.

When it has fed, the Airleech lies swollen and torpid on the ground. It is capable of laying scent lures to attract animals. Groups of up to 100 have been seen.

AIRSPIDER

size: 1.8m
speed: 83
planet: V, T, S

weight: 14kg
hits: 2/1
terrain: all

This is a spider, blue and red in color, which floats under a huge balloon of silk. Its vision is very good, but only for detection of movement. Its poison fangs cause sleep, then coma, then death.

The Airspider prefers to snare its prey from above with filaments, then descend to feed.

AKELGISHO

size: 10m
speed: 43
planet: all

weight: 2,800kg
hits: 10/5
terrain: all

An organism with a hemispherical shell, with one large eye in the front, pulled along by a large number of tentacles. The tentacles are 30cm in diameter. The Akellgisho drips hydrochloric acid.

Akellgishan hunt alone, and are omnivorous.

ALABGRUND

size: 1.5m
speed: 60
planet: all

weight: 100kg
hits: 5/2
terrain: mountain

The Alabgrund is an ape-like creature with long, gangling arms and legs. Its mouth contains concentric rows of needle-like teeth. Alabgrund exhibit considerable dexterity, and can use rocks and sticks as tools or weapons, though they cannot fashion such.

Solitary Alabgrund are rather cowardly, but in groups they become fierce and aggressive. They hunt in groups of 1-100, and a large group will attack anything it encounters.

Spacefarer's Guide to Alien Monsters — Allosaurus to Arhon

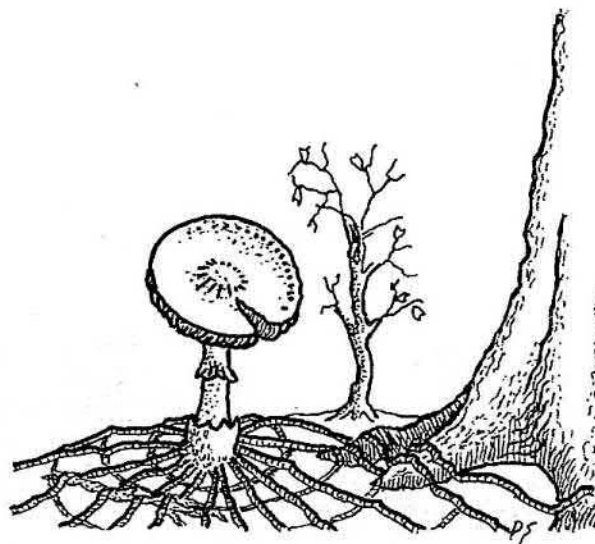
ALLIGATOR

size: 3m
speed: 60
planet: all

weight: 300kg
hits: 6/4
terrain: swamp, river

This is a large, four-legged reptile, usually green or brown, with plate-like armored hide. It has long jaws with lots of teeth. Alligators hunt by lying in wait and keying on the movement of their prey. They attack from under water, quickly and quietly.

Alligators appear in groups of up to 50.



ALLOSAURUS

size: 3m
speed: 63
planet: V, T, J

weight: 3,000kg
hits: 8/4
terrain: all

The Allosaurus is a bipedal dinosaur of medium size, similar in configuration to the Tyrannosaurus. It averages about 10m long. Its front arms are long and dextrous, and equipped with sharp claws.

Allosauri hunt by day, and are very territorial. They will attack anything they detect entering their vast domains. They appear singly.

ARGUSCAGE

size: 8cm
speed: 88
planet: all

weight: —
hits: 8/0
terrain: plains

This is a small blue-green mushroom, surrounded by a large net of blue-green cables. When a weight touches these cables, they contract rapidly into a cage; the trapped prey eventually provides fertilizer for the Arguscage. The cables are made of a very durable organic fiber, which can cut almost anything but steel.

The Arguscage is very rare; it is often attended by large numbers of scavenger-type animals.

AMBROSE'S BEAST

size: 1m
speed: 70
planet: all

weight: 100kg
hits: 5/2
terrain: all

The physical shape of Ambrose's Beast is that of a small cat with a long tongue, with which it sucks the blood of its prey. When hunting or in danger, it uses a specialized telepathic broadcast to render itself invisible. By a similar mechanism, prey are prevented from feeling the touch of its tongue.

Ambrose's Beasts hunt by night, in packs of 1-20.

ARHAN'S NEWT

size: 3m
speed: 71
planet: V, T, S

weight: 200kg
hits: 5/3
terrain: all

A smooth-skinned amphibian, red with black spots. Its tongue can uncoil, quite rapidly, to 8m length. It carries a 500-volt charge, and can deliver such a charge three times; then it must "recharge" for 24 hours.

Tabler's Newts are found in groups of 3-10, often near a stream.

AOLUN

size: 60cm
speed: 62
planet: T, S, J, P

weight: 25kg
hits: 3/2
terrain: all

This is a large bird with grey and blue plumage. A solid bone spear protrudes from its head. The Aolun hunts by diving on its prey from above, rarely missing.

Aolun hunt by day only, in flocks of 15-50. They always scream as they attack.

ARRHON

size: 15cm
speed: 60
planet: M, V, T, S, J

weight: 500gm
hits: 1/0
terrain: desert

The Archon is a small, hairy spider, colored brown or black. It normally hunts only small insects, but if bothered it will bite. Its bite can be fatal (nerve poison of moderate strength).

The Archon is nocturnal; it is common, but found singly. It prefers to lie in wait near fruit or flowers which may attract insects.



ARGUS HARPOONER

size: 4m
speed: 73
planet: M, V, T, S, J
weight: —
hits: 10/0
terrain: plains, forest

The Argus Harpooner is a tree-like life-form consisting of a tall trunk with a wide cap on top. Around its base are pressure-sensitive roots; when one of these is touched, a "harpoon" is flung toward that root and then retracted, drawing the prey, if it was hit, into the mouth-hole at the top of the trunk. Each "tree" has six harpoons.

The Argus Harpooner appears in stands of up to 30. It kills only by day.

ARLNO

size: 1m
speed: 60
planet: V, T, S, J
weight: 100kg
hits: 5/3
terrain: all

This is a cat-like animal, usually blue with white ears and nose. It relies on its claws and teeth, and will track a bleeding or frightened animal for incredible distances.

Arlno hunt both by day and by night, in packs of up to 50.

ARMY ANT

size: 3cm
speed: 60
planet: all
weight: —
hits: 1 hit
terrain: jungle

Large ants, usually brown or red in color. They travel in vast columns, eating everything in their path. The columns never turn or stop. The soldier ants can strip flesh from bone in seconds.

There are up to 50,000 ants in a column.

ARROWTREE

size: 150m
speed: —
planet: T, S, J
weight: —
hits: —
terrain: all

This is a tan-colored tree with leaf clusters at the top. When its network of subterranean tendrils (sensitive to ground pressure) detects an animal, the tree shoots an arrow at it. The arrow is actually a seed, which begins to grow in the ground fertilized by the dead animal.

Arrowtrees grow in groves of as many as 10,000 trees.

ASTRAN MINI-DRAG

size: 50cm
speed: 38
planet: T
weight: 1kg
hits: 1/0
terrain: coastal trees

An emerald-green snake, with two small support legs in the middle of the body and bat-wings of dull green. Its weapons are its fangs and a barbed tail containing nerve poison.

The mini-drag will dive on its prey from above, wait for the poison to work, then feed. Being cold-blooded, it hunts only by day.

AUGHORSE

size: 2.5m
speed: 63
planet: all
weight: 500kg
hits: 6/4
terrain: plains

This is a white equine creature with a dull red mane and tail. Bony spines grow down its back, and out of its hooves.

The Aughorse is herbivorous. Herds of up to 50,000 have been seen; the average size of a herd is 7,000. The males range widely, fiercely defending the herd.

AZALE

size: 30m
speed: 73
planet: V, T, S, J
weight: 15,000kg
hits: 10/8
terrain: ocean, river

The Azale is a monstrous sea-turtle, with four flippers and a long snake-head. Its mouth has 20cm-long fangs which can cut thin steel.

These creatures are rather rare, and appear in herds of 5-15. They are carnivorous, and hunt only by day.

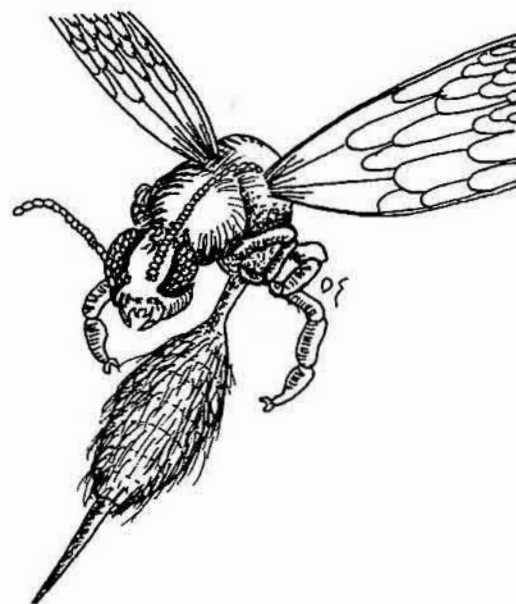
BACKBITER

size: 1m
speed: 42
planet: M, V, T, S, J

weight: 135kg
hits: 5/3
terrain: woods

The Backbiter resembles a scaly frog. It has sharp claws and extremely powerful jaws.

It will jump up to 10m from the high bough where it perches, stunning its prey with its weight, then killing it with its jaws. It is usually found alone.



BAGGY

size: 5m
speed: —
planet: all

weight: 4,500kg
hits: 12/6
terrain: plains, woods

This organism appears to be a patch of game trail or open field. A weight of 5kg or more will cause its surface to dilate, and the triggering object will fall into its huge stomach cavity.

Baggies reproduce by budding, and therefore usually occur in clusters.

BAYBERRY'S BANE

size: 7.6m
speed: 40
planet: V

weight: 70kg
hits: 5/1
terrain: all warm

A wasp-like insect with thick, blue-black chitin and a huge sting. The sting puts its victims to sleep, to serve as live food for the grubs.

Burrows are usually made of mud and dirt. There is almost always a cluster of burrows sited together, all belonging to one wasp.

BARNMAN'S STREAKER

size: 60cm
speed: 99
planet: all

weight: 10kg
hits: 2/2
terrain: all

Small rat-like beasts, usually orange, with 12 legs. Teeth are razor-sharp, and legs grow cutting edges.

Streakers are diurnal, and hunt in packs of 10-200. A pack can kill and strip a victim in seconds. Note their extraordinary speed.

BCAL

size: 2m
speed: 72
planet: M, V, T

weight: 100kg
hits: 5/3
terrain: all water

The Bcal has a long conical shell; octopoid tentacles armed with long spikes emerge from the open end. It travels backward by "jet" and forward by walking.

The Bcal is always found alone; it will attack everything it encounters.

BARYNKREG

size: 30m
speed: 62
planet: V, T, S, J

weight: 15,000kg
hits: 10/6
terrain: ocean

A huge sea-snake with many transparent dorsal fins and an over-sized head. The teeth are blunt, made for crushing. Below its head are four grasping tendrils tipped with claws.

The Barynkreg hunts by day, always alone.

B'DONDAL'S WATERBUG

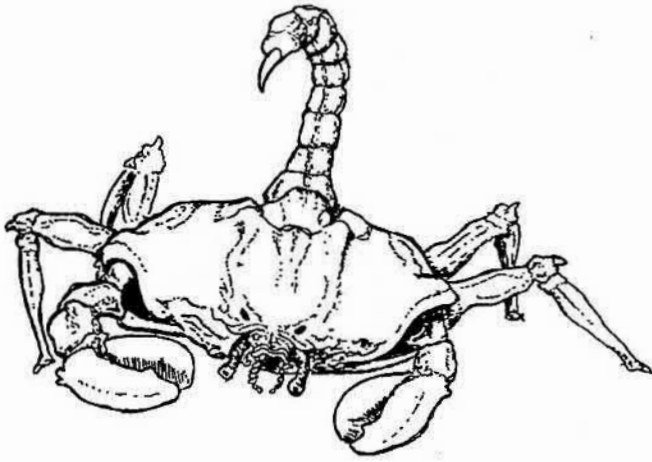
size: 8cm
speed: 66
planet: all

weight: 250gm
hits: 2 hits
terrain: desert

A small beetle. It is attracted to any water source, including sweat. Its sting is painful, but not fatal unless there are numerous stings.

These bugs are common, and usually nocturnal. They will only sting if disturbed.

Spacefarer's Guide to Alien Monsters — Beachguard to Blindrat



BEACHGUARD

size: 1.3m
speed: 72
planet: all

weight: 90kg
hits: 5/3
terrain: coast

An armored crab with a tan upper shell and white belly plates. Its flesh is red. It has two claws, which crush rather than cut, and a scorpion-like stinger at the tail. The poison of the stinger is usually fatal.

Colonies of Beachguards often cover long stretches of coast, and can extend up to 1 km inland.

BEATER

size: 50cm
speed: 22
planet: M, V, T, P

weight: 35kg
hits: 2/2
terrain: plains, desert

A raccoon-like creature, brown and white in color, with a large flail on its tail. The Beater projects a telepathic paralysis field to stun its prey, then beats the victim's head in.

The Beater is nocturnal, and hunts alone.

BEENA

size: 1m
speed: 45
planet: all

weight: 37kg
hits: 3/2
terrain: plains, tundra

Beena are fox-like creatures, usually shaded tan to brown. They carry deadly stingers in their tails, used only defensively, which cause massive swelling and rapid death.

Beena are omnivorous, tending to scavenge, and hunt in packs of 2-10. They are extremely frightened of electricity and ozone.

BELU

size: 3.5m
speed: 60
planet: V, T, S

weight: 820kg
hits: 7/3
terrain: all

A black-furred bear, whose bulbous 10cm eyes give it 360° vision. It will attack almost anything with its claws and teeth, and is extremely strong.

Belu are nocturnal, and live in families of 3-10 individuals.

BILINT

size: 30cm
speed: 61
planet: S, J, P

weight: 2kg
hits: 1/1
terrain: all

A snake, white with black edges on its scales; it lives by hunting small animals. Bilint love heat and are attracted to it. If upset, they will bite; their poison causes loss of muscle control.

Bilint are solitary hunters, and diurnal.

BLAGE

size: 4m
speed: 48
planet: M, S, P

weight: 75kg
hits: 4/2
terrain: rocky

Rock-colored reptiles resembling lizards, with fan crests around the head. It runs for short distances, and attacks with its powerful jaws.

Blage love the sun, and are usually found in groups of 5-10.

BLINDRAT

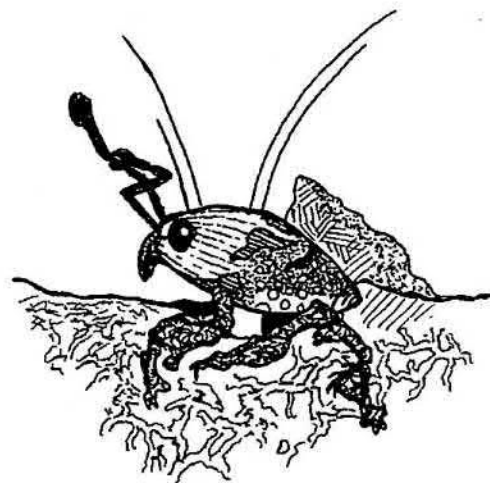
size: 90cm
speed: 60
planet: M, V, T, S

weight: 80kg
hits: 4/4
terrain: desert, coastal

This organism looks like a rat, but is probably a type of plant. It lives off sunlight and soil minerals. It has no eyes.

If bothered (e.g. if its sunlight is blocked) a Blindrat will project an intense heat beam up to 40m. Blindrat colonies may number up to 300.

Spacefarer's Guide to Alien Monsters — Boa to Burnfrog



BOA

size: 30cm
speed: 60
planet: V, T, J

weight: 50kg
hits: 4/3
terrain: jungle

A snake, which can grow up to 12m long. It uses its jaws to hold its prey long enough to coil around and crush it to death. It is usually green/blue/tan in color.

Boas hunt alone, both by day and by night. They are very silent, and will avoid noise.

BOBCAT

size: 60cm
speed: 73
planet: V, T, S

weight: 40kg
hits: 4/2
terrain: mountain

A small cat with a stub tail, its fur spotted with dark markings. Bobcats generally hunt in pairs. They will fight to defend mates and young.

Bobcats are extremely agile on rocks and mountains, and fairly common in this environment. They hunt by day.

BROPE

size: 2cm
speed: 90
planet: T, S

weight: 100gm
hits: 1 hit
terrain: all

A black-shelled beetle with red antennae. It is attracted to sweat, but will not attack unless upset or threatened. Its stinger causes blindness for up to a week.

Bropes are rare, and found alone.

BOLIK

size: 1.5m
speed: 87
planet: M, V, T

weight: 68kg
hits: 4/2
terrain: woods, plains

A sloth-like animal with very long hair, usually black or dark brown. It has very long claws, equipped with a fast-acting poison which causes sleep.

Boliks string large areas with sticky webs, and are very sensitive to touch on these webs. They are found in groups of 10-80.

BULLET BUSH

size: 1.2m
speed: 76
planet: all

weight: 9kg
hits: —
terrain: all

A small, ordinary-looking bush with white flowers. It can detect infrared, and shoots a small seed at any IR source. If the seed roots, it will grow very quickly.

These bushes are usually found in stands of thousands, but can occasionally be found singly.

BRON

size: 25cm
speed: 70
planet: all

weight: 2kg
hits: 1/1
terrain: forest

A squirrel-like animal with a hard dorsal carapace. Its sides are covered with barbed quills which will cause constant, increasing itching.

The Bron can "fire" quills up to 4m if disturbed.

BURNFROG

size: 25cm
speed: 40
planet: V, T, S

weight: 300gm
hits: 1/0
terrain: swamp, river

Colored green or brown, this frog usually hides and avoids large creatures, but it can spit a tactile nerve poison up to 4m if frightened.

The Burnfrog is egg-laying, with a tadpole stage, like Terran frogs. It is omnivorous, and uses its poison to shoot down small wildlife.



BYRNIIE

size: 1m
speed: 51
planet: M, V, T

weight: 135kg
hits: 5/3
terrain: plains, forest

The Byrnie resembles a toad with maroon skin. Its jaws are very powerful, and it has a sting in its abdomen which injects an enzyme that causes liquification of bone or other calcified tissue.

The Byrnie likes to hide in trees and jump down on its prey; it is a solitary hunter.

CALLER

size: 5cm
speed: 19
planet: all

weight: 500gm
hits: 1/0
terrain: jungle, plains

This is a small lizard that likes to attach itself to moving things. It is red with orange eyes and a blue underbelly.

The Caller is not dangerous in itself, but every 8 hours it emits a scent that is irresistible to all insect life in the area.

CAPACITOR BEAST

size: 2m
speed: 22
planet: all

weight: —
hits: 8/0
terrain: all

These faintly glowing clouds of purple gas are attracted to all energy sources, and will drain them rapidly.

The beasts travel in groups of 10-100. They are immune to energy and physical weapons, but are susceptible to explosives, which destroy them totally.

CARETAKERS

size: 15cm
speed: 75
planet: all

weight: 700gm
hits: 1/0
terrain: all

Caretakers are small beetles, of an iridescent blue hue, with huge digging legs. They will dig the earth out from under any unmoving food (e.g. a sleeping, wounded or dead man) and entomb it. The process takes about 10 minutes.

Caretakers are found in colonies of up to 300.

CAVE PLANT

size: 20m
speed: 63
planet: all

weight: 1,500kg
hits: 8/3
terrain: mountains

A Cave Plant will line the mouth of a cave; when an animal enters, it will close off the cave entrance and shoot digestive acids at the prey.

Cave Plants are rare, and only one is found at a time.

CAVER

size: 10m
speed: 40
planet: all

weight: 8,000kg
hits: 18/4
terrain: all

A spherical blob of red sandstone, which moves by levitation. The Caver eats rock, leaving a 10-meter-diameter cylindrical hole. It is immune to all but energy weapons.

Cavers are solitary creatures, rarely seen on the surface. Occasionally, one will destroy an entire hill or mountain.

CAWTHORN'S DEER

size: 2m
speed: 70
planet: V, T, S, J

weight: 110kg
hits: 5/2
terrain: plains

This deer's hide is tan with white underbelly and tail. Males have antlers.

Cawthorn's Deer are diurnal. Herds may number up to 5,000; they will charge in unison and trample any intruders.

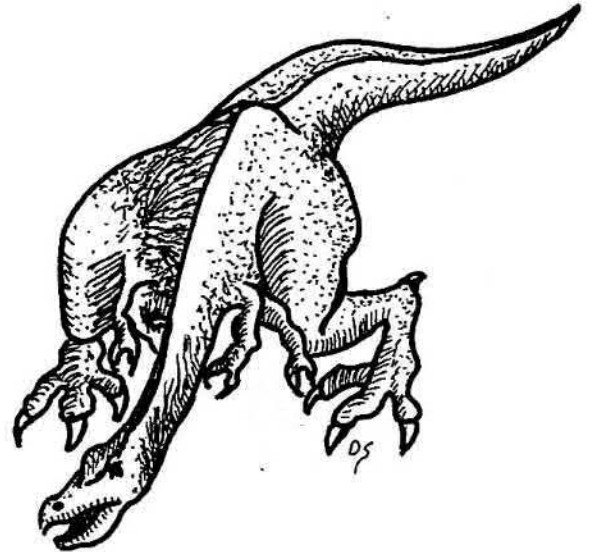
CAWTHORN'S MOLE

size: 30cm
speed: 60
planet: T, S

weight: 10kg
hits: 2/2
terrain: all

Mole-like animals that dig long tunnels underground. They have eyes on armored "periscopes" with which to survey the surface.

Cawthorn's Moles hunt alone. They attack from underground by inserting a coagulant agent into the bloodstream.



CEF

size: 2m
speed: 81
planet: V, T, S

weight: 200kg
hits: 5/3
terrain: all

Cefu are alligator-like land animals with partial armor plating down the spine. Their color is green and blue. They can sprint for short distances.

The Cef is a diurnal carnivore; it hunts solo and takes all kinds of prey. Cefu are quite common.

CHELIM

size: 1.8m
speed: 80
planet: all

weight: 80kg
hits: 4/3
terrain: coast, plains

A lightly built, blue-scaled, bipedal dinosaur with four upper arms. It lives by catching small animals. If bothered, or during mating season, it will attack without hesitation.

Chelims are nocturnal, and appear in groups of 10-50.

CENDRILL

size: 3m
speed: 71
planet: T, S, J, P

weight: 450kg
hits: 6/2
terrain: all

The Cendrill is bipedal, with an ovoid body. Its head is a huge mass of very strong tendrils. The body is lined with eyes and mouths.

Cendrill are nocturnal, and hunt in packs of 2-20.

CHISELMOUTH

size: 35cm
speed: 86
planet: all

weight: 5kg
hits: 1/2
terrain: plains

This animal resembles a red-furred weasel with green eyes. Its mouth is large and its teeth very sharp. It sleeps until it is hungry, then attacks the first living thing it sees, and eats one large mouthful.

Chiselmouths live in group burrows, but hunt singly.

CHANKL

size: 1m
speed: 60
planet: all

weight: 37kg
hits: 3/2
terrain: mountains, coast

Six-legged, fox-like creatures, black with white bellies. Each front paw contains a deadly defensive stinger; its poison causes swelling and death.

Chankla are omnivorous, and hunt in packs of 2-10. They are frightened of loud or unexpected noises.

CH'SHANK

size: 25cm
speed: 63
planet: all

weight: 4kg
hits: 3/2
terrain: woods

These small, rat-shaped animals live inside segmented shells. They are black/brown in color. They exude a natural glue in their immediate area, and use an intestinally-generated knock-out gas to finish off the prey thus ensnared.

Ch'shank are always found in pairs.

Spacefarer's Guide to Alien Monsters — Clawbear to Covaln



CLAWBEAR

size: 3m
speed: 70
planet: T, S, J
weight: 450kg
hits: 8/4
terrain: forest, tundra

A bear-like animal, with white-tipped grey fur. (Note—the fur is fairly valuable). It walks erect, with two legs and four arms. Each arm has very long, sharp claws.

The Clawbear is a nocturnal and solitary creature. Often it is the most dangerous beast in its environment.

CLIFFCAT

size: 60cm
speed: 75
planet: V, T, S, J
weight: 40kg
hits: 4/2
terrain: mountain, woods

A long-haired cat with mottled grey and brown fur, and a long, prehensile tail. It has long claws, and its pads are suckers.

The Cliffcat likes to climb down cliffs and drop on its prey from above; it hunts solo.

CLOTHWORM

size: 18m
speed: 45
planet: T, S, J
weight: 3,200kg
hits: 8/4
terrain: plains, desert

The Clothworm is a rust-red worm with a cluster of six eyes at its head. It uses sonic vibration to stun its prey, which it then sucks dry.

Each winter the Clothworm spins a cocoon and hibernates. These cocoons are quite valuable in good condition, but the worm will almost always awake if it is tampered with.

COORTIN

size: 30cm
speed: 40
planet: M, V, T, S
weight: 1kg
hits: 2/2
terrain: all

These rat-like animals have bright yellow fur (quite valuable). Their ears are 10cm high, and they are blind. They have long claws.

Coortin are nocturnal and carnivorous. They run in packs of 20-100, and will hunt anything in the area, using their claws and sheer weight of numbers to overcome even large prey.

CORAL SNAKE

size: 60cm
speed: 70
planet: M, V, T, J
weight: 3kg
hits: 1/1
terrain: swamp, coastal

The Coral Snake is banded red and green. It hunts small animals. It will bite whatever disturbs it, and its venom is instantly fatal.

The Coral Snake hunts by day, and sleeps at night. It is rare, and only found singly.

COVALEN

size: 30m
speed: 81
planet: all
weight: 8,000kg
hits: 10/10
terrain: all

A six-legged dragon, with plates of metallic copper for armor. It can erect the plates along its back. Its tail has a three-pointed flail at the end. The Covalen can spit a glue-like substance up to 10m.

The Covalen hunts by itself, by both night and day. It prefers large prey.

COVALN

size: 1.8m
speed: 85
planet: V, T, S, J
weight: 14kg
hits: 3/2
terrain: all

A blue and gold spider which floats under a huge kite of silk. Its poisonous sting injects a venom which immobilizes muscles.

The Covaln drops on its prey from above. It is always found alone.

Spacefarer's Guide to Alien Monsters — Cozal to Creeh

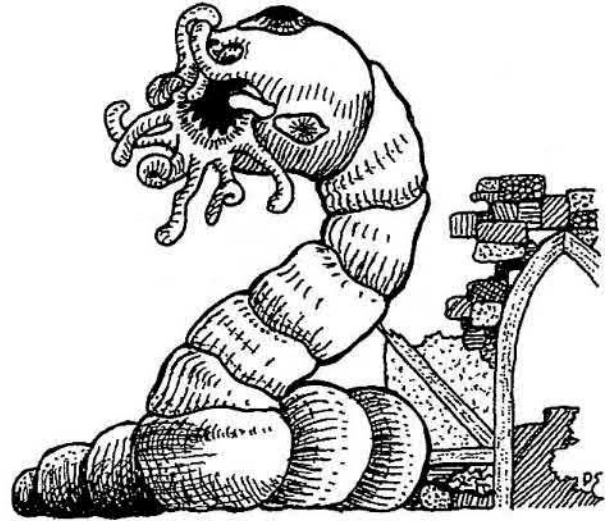
COZAL

size: 30m
speed: 70
planet: V, T, S, J

weight: 15,000kg
hits: 10/5
terrain: ocean, river

A serpentine sea-beast, 12m wide, with a long white dorsal fin. Its mouth can swallow anything up to the diameter of the Cozal itself. Below its head are two claws that can cut steel.

Each Cozal has an extensive territory. They are never found in groups.



CRAHM

size: 3m
speed: 20
planet: M, V, T, J

weight: 250kg
hits: 6/0
terrain: all

A large slug, covered with digestive acid. It is attracted to light and heat sources. It is immune to damage unless the brain is hit. The Crahm flows over its food and absorbs all protein.

Crahm are nocturnal and solitary.

CRATOSIAN DEATHWORMS

size: 90m
speed: 63
planet: V, T, J

weight: 200,000kg
hits: 20/8
terrain: humid land

These horrors are greyish worms, 3m in diameter, with three eyes and tentacles around the mouth. They can move up to 50kph on the surface, leaving 3m-wide ruts as they travel. They can also burrow. Their chief weapon is a spray of hydrochloric acid.

The Deathworms are nocturnal. They live in 1km-high mounds; the females stay inside. Each mound houses a tightly-knit group, and there are often conflicts between groups. The worms are attracted to light.

CRAMER'S DEATH

size: 3m
speed: 80
planet: S, J, P

weight: 600kg
hits: 6/4
terrain: all water

Cramer's Death is a shark-like animal with a long, single sucker arm coiled under its head. The arm is 10m long, and can uncoil and strike in a second.

Cramer's Death uses its teeth to attack its prey, while the sucker arm holds it. It is found in pods of 5-15.

CRAWLER

size: 4.8m
speed: 53
planet: M, J, P

weight: 1,360kg
hits: 9/3
terrain: all

This is a centipede with extremely tough, bright orange armor. It has three sets of jaws and a very fast-acting, fatal poison.

Crawlers are usually found alone. They can climb just about anything, but move rather slowly.

CRANLA

size: 1m
speed: 73
planet: all

weight: 100kg
hits: 5/4
terrain: all

Cranla are ants, but large and with eight legs. They are usually brown to red—each nest is a different color or shade. Their mandibles can cut almost any material.

Cranla hunt up to 10km from their nest, in groups of 5-50. The nest hunts ceaselessly, day and night.

CREEH

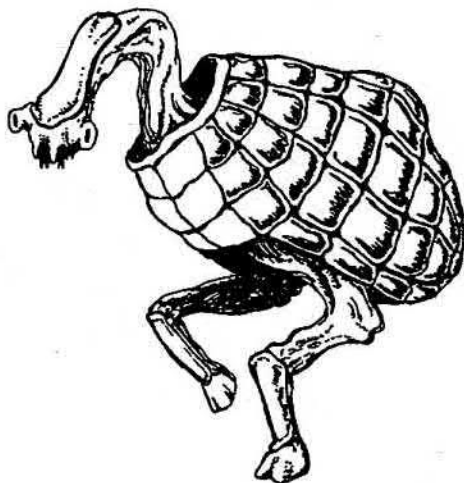
size: 5cm
speed: 48
planet: all

weight: 15gm
hits: 1 hit
terrain: plains

Creehel are large wingless bees, gold in color, with blue eyes. Their nests are built around living trees. Their sting causes severe swelling and sometimes heart failure.

Creehel will fight to defend themselves and their nest.

Spacefarer's Guide to Alien Monsters — Dander to Dilbish



DANDER

size: 1.2m
speed: 44
planet: V, T, S, J

weight: 9kg
hits: 6/2
terrain: plains

The Dander's body resembles a large clamshell, tan in color, with a hinge at the top. Two blue stork-like legs and a long neck emerge from the base of the shell.

A herbivore, the Dander will flee by choice, but will fight with powerful kicks if necessary. At night, it withdraws into its shell. Danders occur in groups of up to 2,000.

DANSON'S CHANCE

size: 30cm
speed: 20
planet: all

weight: 2kg
hits: 3/0
terrain: caves

Danson's Chance looks like a small flat rug, dark brown. It clings to the ceiling of a cave, from which it drops on the heads of intruders.

There is a 99% chance (which can be adjusted for personal fortitude) that the victim will die; if he does not, he will gain the creature as a symbiote, providing an auxiliary brain and fine control of body functions.

DAZZLER

size: 1cm
speed: 80
planet: all

weight: —
hits: —
terrain: all

A very enigmatic life-form. The Dazzler appears to be a tiny sun, glowing bright yellow. It travels in a random path, and will burn through any substance instantaneously.

Dazzlers always appear singly, and do not appear to react or pay attention to anything in the environment.

DENECAT

size: 1m
speed: 53
planet: M, V, T, S

weight: 65kg
hits: 4/2
terrain: forest, desert

Dencats are chubby, bob-tailed cats with large ears. Their fur is mottled green/brown/tan. They dig burrows by levitating dirt, and use telekinesis to hunt prey, causing their hearts to fail.

Dencats live in grouped burrows of from 1-20 animals. They will hide and not hunt during rain or thunder, or when they hear unusual noises.

DERAN BEE

size: 15cm
speed: 90
planet: all

weight: 500gm
hits: 2 hits
terrain: all

Bees the size of sparrows, red in color. They are telepathic, and large numbers will come to assist a hive-mate who is in danger. One sting from a Deran Bee will cause pain; four will kill an average man.

Deran Bees periodically swarm, taking over homes or vehicles for use as hives.

DIGGER

size: 60cm
speed: 53
planet: all

weight: 14kg
hits: 2/2
terrain: forest, jungle

Diggers resemble large brown moles. They have extremely sharp teeth. They dig burrows underneath game trails and paths, and wait for animals to fall through the soft earth.

Diggers occur in colonies of up to 500 members. They live all their lives underground, and are acutely sensitive to bright lights.

DILBISH

size: 2cm
speed: 94
planet: V, T, S

weight: 100gm
hits: 1 hit
terrain: all

Small red flies with blue wings. Dilbish are attracted to sweat. They will not bite unless disturbed; their bite causes constant, intense irritation.

Dilbish are very common, and are seen only by day.

DIREWOLF

size: 3m
speed: 70
planet: all

weight: 400kg
hits: 6/3
terrain: plains, tundra

Direwolves are much like regular wolves, but the body and head are much larger, and their teeth are up to eight inches long. Their long fur is usually grey or black, and they are excellent trackers.

Direwolves hunt large game in packs of up to 30. They sleep at night, unless hungry.

DISCUS

size: 30cm
speed: 82
planet: all

weight: 2kg
hits: 4/1
terrain: all

A coiled millipede, with its head in the center; it cannot uncoil. At the center are eyes which point in both directions, and manipulative tentacles. They move by levitation.

When frightened, Discus may move in random directions at 50 or 60kph. They occur in groups of from 10-40.

DOONAB

size: 60cm
speed: 58
planet: V, T, S, J

weight: 30kg
hits: 3/2
terrain: plains, forest

Much like large grasshoppers, but with long spikes on the forelegs. They attack by jumping as much as 10m at their prey, and using their spikes.

Doonaba are solitary and diurnal, and are very noisy in flight.

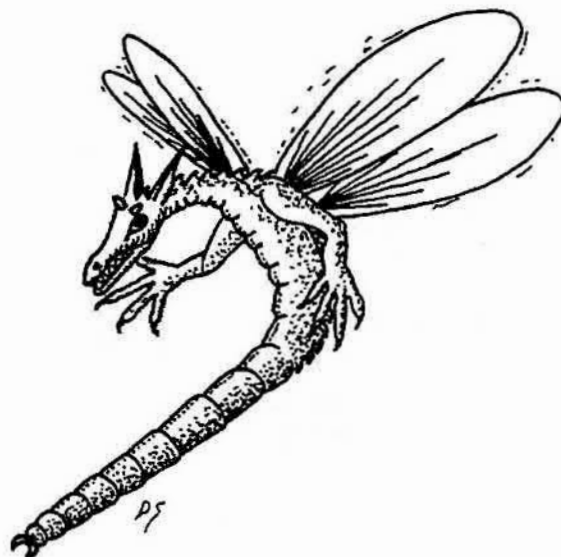
DRAGONSPIDER

size: 3.2m
speed: 51
planet: M, V, T

weight: 135kg
hits: 6/3
terrain: plains, forest

Dragonspiders are large, dark grey spiders covered with quills. They have full 360° vision.

Dragonspiders are rare, usually solitary, and omnivorous. They use a telepathic stun/kill bolt to fix fast or powerful prey.



DRAGONWASP

size: 20cm
speed: 40
planet: T

weight: 100gm
hits: 1 hit
terrain: in or near swamp

Dragonwasps are large, brightly-patterned carnivorous dragonflies. Their four wings carry them at up to 60kph.

Dragonwasps fly in swarms of up to 500. They encircle and then attack their prey, often playing with it first. They sleep at night, and cannot be awakened. The larval stage lives in swamp water.

DRAKE'S CENTIPEDE

size: 2.1m
speed: 51
planet: all

weight: 95kg
hits: 5/3
terrain: swamp, jungle

A giant centipede, orange in color. Its jaws are large, and equipped with sharp bony ridges. Its chitin is very tough. It can spit a nausea-gas up to 5 meters.

Drake's Centipedes are always found alone in the adult stage. Young occur in groups of 50-200.

DRAKE'S FROG

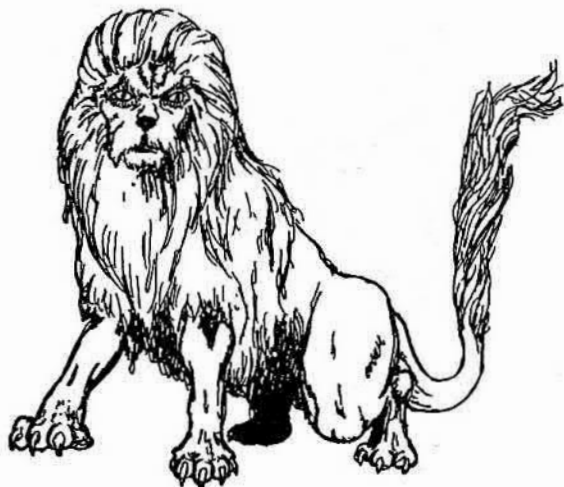
size: 15cm
speed: 63
planet: V, T, J

weight: 250gm
hits: 1 hit
terrain: plains, coastal

A white and red frog with six legs, four of which are used for jumping (up to 8m). It emits a 200-volt electrical killing jolt when attacking.

Drake's Frogs often attack in groups of up to 200, but are generally rare. Their flesh is thought to be an anagathic.

Spacefarer's Guide to Alien Monsters — Drayzhan to Drummer



DRAYZHAN

size: 3m
speed: 81
planet: T, S, J, P

weight: 350kg
hits: 6/3
terrain: plains, forest

Lion-like animals, with stripes of dark brown and ruby-red, and golden-colored manes.

Drayzhan hunt in packs of 5-15. They sleep except when hungry, and will then attack anything. They will defend their young to the death.

DREAMMENDER

size: 12m
speed: 51
planet: M, V, T

weight: 1,000kg
hits: 7/2
terrain: all

Carnivorous salamanders, usually yellow with red and orange patches, and small teeth. They use terrifying illusions to freeze their prey.

Dreammenders nest in colonies of 5-30. Their nests, mostly above ground, are built up of a secreted plastic material.

DREAMSNAKE

size: 60cm
speed: 73
planet: all

weight: 2kg
hits: 1/0
terrain: plains, desert

Jade-green snakes, which live by hunting small mammals. They occur in three sexes. Their venom causes massive hallucinations.

Dreamsnakes live in colonies of hundreds during cold season, but disperse during summer. They will attack only if bothered.

DRIFTER SQUIRREL

size: 30cm
speed: 40
planet: all

weight: 3kg
hits: 1/1
terrain: forest

An animal resembling a squirrel (but of reptilian descent) with gliding membranes. Its scales are blue and green. They hunt small animals, but will often attack anything that moves.

These squirrels live in colonies of up to 50; they hibernate in winter. They are often found to be carriers of a disease which causes insanity and convulsions.

DRONPE

size: 30cm
speed: 82
planet: all

weight: 1kg
hits: 1/0
terrain: near any water

Giant mosquitos which can draw up to a quart of blood per minute (a human holds five quarts).

Dronpu are common in the hours from evening to dawn. Smoke will discourage them.

DROON

size: 2m
speed: 68
planet: T, S

weight: 110kg
hits: 5/2
terrain: all

Albino deer, with red eyes and white hides. Both sexes have long horns. Droon are carnivorous, and use their horns to defend themselves and to catch small animals.

Droon are nocturnal, and will attack larger animals by night. Their herds typically number 10-50.

DRUMMER

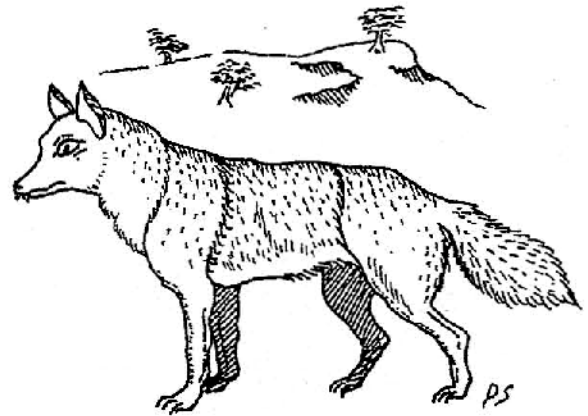
size: 50m
speed: 10
planet: all

weight: —
hits: 15/6
terrain: all

A huge, smooth membrane set into a hollow in the ground. It usually has rocks and plants growing on it, so that it looks like natural terrain.

When walked upon, it will vibrate and produce loud noises which call all the predators in the area. If cut through, a drop of up to 300 meters may result.

Spacefarer's Guide to Alien Monsters — Dyfut to Eftinn



DYFUT

size: 2.5m
speed: 80
planet: T, S

weight: 200kg
hits: 5/3
terrain: plains, woods

A dog-like creature with a large head and an outsized frame. Its long hair comes in various colors. Two tentacles grow from the shoulders.

Dyfut are common; they hunt by day or night, in packs of 10-50.

DYRUN

size: 30cm
speed: 45
planet: V, T, S

weight: 5kg
hits: 1/2
terrain: all

A small bird with red and yellow plumage. It digs burrows with its clawed feet. The burrows are often quite large, and it is possible to fall through the thin ceilings.

A burrow can contain a colony of up to 1,000 birds. They will defend their colonies bravely with their claws.

EESTER

size: 90cm
speed: 61
planet: V, T, S, J

weight: 50kg
hits: 4/2
terrain: plains, forest

A small animal resembling a fox; it has orange fur with a white head. It can spit concentrated acid accurately up to 5m.

Eestri are nocturnal and hunt in groups of 1-20. During mating season they will attack anything in sight.

EDGAR'S BANE

size: 7m
speed: 40
planet: V, T, J

weight: 1,800kg
hits: 9/5
terrain: plains

A gigantic beetle with long horns growing out of its head, and powerful pincers. The shell is iridescent red. It will attack everything that moves. During mating season, it is particularly attracted to vehicles.

Edgar's Bane hunts only by day, alone.

EFLAS

size: 21cm
speed: 65
planet: V, T

weight: 500gm
hits: 1/0
terrain: sea, swamp, river

A brilliant red frog with sharp teeth and no hind legs. It moves by levitation, and has the capability of regenerating almost any kind of damage it receives.

Eflas are carnivorous, and live in large colonies, but hunt alone. They have been known to induce death by psionic attack.

EDISH

size: 4m
speed: 40
planet: V, T, S, J

weight: 400kg
hits: 6/3
terrain: swamp, jungle

An earthworm-shaped organism, covered with stiff, wiry hair. The designs on the hair show long horizontal stripes. It has mandibles at the front end, and a poison stinger at the tail.

The Edish is a solitary creature. Its hair reflects energy and is impermeable to edged weapons.

EFTINN

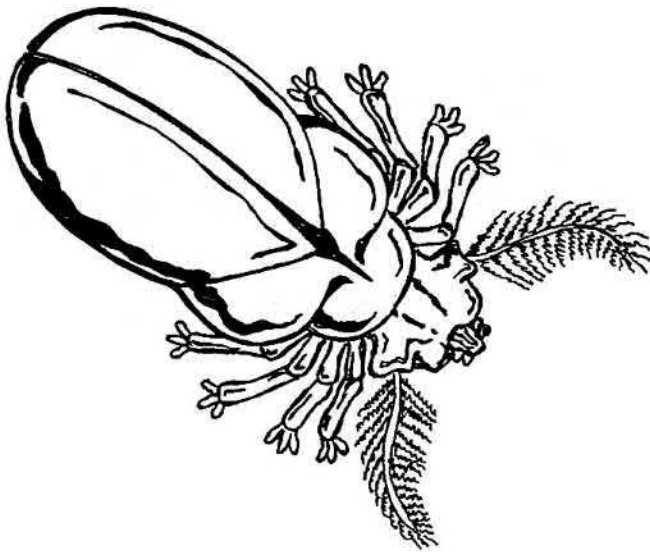
size: 35cm
speed: 55
planet: M, V, T, P

weight: 10kg
hits: 1/2
terrain: all

An animal resembling a rat, with fur of various colors. Its tail bears a round mass with spikes; each spike carries a drop of knock-out venom. It is also armed with long teeth.

Eftinni are nocturnal and carnivorous. They live and hunt in groups of up to 1,000.

Spacefarer's Guide to Alien Monsters — Eggbeetle to Emoter



EGGBEETLE

size: 5cm
speed: 86
planet: all

weight: —
hits: 1 hit
terrain: all

This beetle has green chitin with a pattern of red and blue dots, and long, feathery antennae. It lays eggs under the skin of animals; the eggs bore into bone. In three weeks, the bone is consumed and the eggs hatch.

Eggbeetles are common in summer and fall seasons.

EILATE

size: 1m
speed: 63
planet: V, T, S, J

weight: 75kg
hits: 4/2
terrain: plains, woods

This carnivorous creature resembles a beaver with six legs and very long claws. Its fur is red trimmed with blue, and very valuable. Their claws contain a poison that causes unconsciousness, and eventual baldness if the prey lives.

Eilates build dams to create lakes, much like terrestrial beavers. They live in family groups of 10-40 animals.

EILOFORM

size: 45cm
speed: 92
planet: V, T, J

weight: 7kg
hits: 1/2
terrain: woods, mountain

Eiloforms resemble flying squirrels, but with quills all over the body. they are usually black in color, and have big teeth.

Eiloforms secrete a scent lure on the ground, and dive on animals that are attracted to it. They live in groups of up to 30.

ELETRIN

size: 4m
speed: 90
planet: all

weight: 350kg
hits: 6/2
terrain: inland water

An eight-legged snake, grey with blue stripes. It pulls swimming prey under water with its claws and teeth.

Eletrun are nocturnal, but will awake by day if bothered.

ELGG

size: 20m
speed: 78
planet: V, T, S, J

weight: 6,000kg
hits: 10/6
terrain: all

An eight-legged dragon with long teeth, and tall plates of bone along the spine. The tail has plates also, and is used as a flail.

The Elgg hunts alone, by day or night.

ELLISTER'S WEAVER

size: 60cm
speed: 41
planet: V, T, S, J, P

weight: 23kg
hits: 3/2
terrain: woods, plains

Much like a porcupine, usually brown and black in color. It is very slow, except in combat.

A nocturnal, solo hunter, Ellister's Weaver weaves traps and deadfalls out of wood and vine and feeds on its captures. Usually, the traps kill the victim.

EMOTER

size: 30cm
speed: —
planet: all

weight: —
hits: 1 hit
terrain: all

Small blue-white flowers, usually growing in large fields. The scent of their pollen causes all mammals to lose concentration and just listen to their emotions.

The pollen is only emitted in one month out of the year.

Spacefarer's Guide to Alien Monsters — Ernat to Etnee

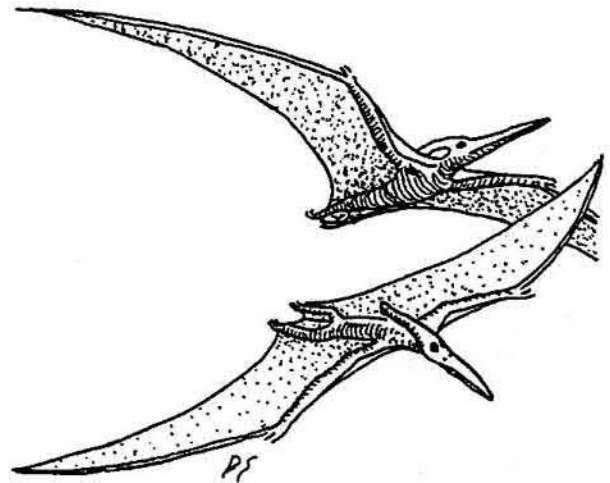
ERNAT

size: 2.4m
speed: 62
planet: M, V, T

weight: 180kg
hits: 5/4
terrain: near water

A relative of the alligator, usually red with yellow underside, and heavily armored. It uses telepathy to sense its prey, and a telepathic stun projection to capture.

Ernat infest inland waters, up to 100 inhabiting a lake or pond.



ERNTA'S BANE

size: 2.5m
speed: 80
planet: all

weight: 200kg
hits: 5/3
terrain: all

A wolf-like dog, usually light tan in color, with long hair and six legs. Its teeth carry a knock-out poison.

Ernta's Bane is nocturnal, and hunts alone. It will often track its chosen prey for weeks at a time, strictly by scent, bypassing and ignoring other prey.

ESSRILL

size: 2m
speed: 72
planet: V, T, J, P

weight: 30kg
hits: 3/2
terrain: all

A flying lizard closely resembling the extinct pterodactyl. Its scales are brown, its beak is armored, and there are claws at its wingtips. It will attack any living creature it sees.

Essrill live in nest colonies of up to 1,000 individuals, on cliffs or mountains. They actually glide better than they fly.

ESPBALL

size: 30cm
speed: 50
planet: all

weight: —
hits: —
terrain: all

The Espball appears as a sphere of silver light, floating at random by levitation and often seeming to playfully follow moving objects.

Espballs are always seen singly. When touched, they will respond with a random burst of massive telekinetic thrust.

ETHUR

size: 1cm
speed: 80
planet: T, S, J, P

weight: —
hits: —
terrain: all

A close analogue of the mosquito, which leaves a small swollen bite-mark. The bite injects a micro-organism which enters mucous membranes and slowly dissolves them.

Ethur are common, but appear in small groups rather than swarms.

ESSNO

size: 1m
speed: 82
planet: all

weight: 10kg
hits: 2/2
terrain: all

This is a snake, patterned in diamonds of gold and blue. It likes to hunt small prey, but will attack anything that gets near it, even briefly.

The Essno hunts by day only. Its bite causes heart palpitations and eventual failure.

ETNEE

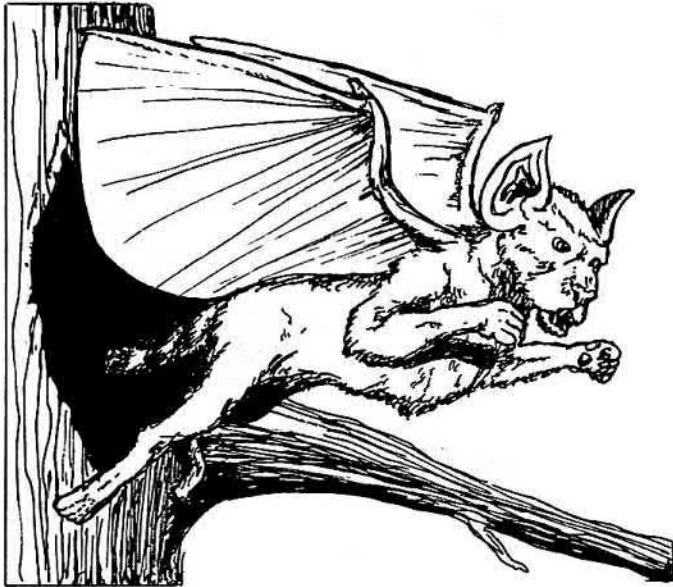
size: 1m
speed: 42
planet: M, V, T, J

weight: 100kg
hits: 5/2
terrain: plains, tundra

A simian creature with black fur and large eyes and ears. It is very silent, and can climb anything.

Etnea are quite common, and nocturnal. They will steal anything shiny.

Spacefarer's Guide to Alien Monsters — Exorantar to Fishbat



EXORANTAR

size: 1.3m
speed: 73
planet: all

weight: 100kg
hits: 5/2
terrain: forest, mountain

Feline predators with thick green furry hide, red eyes, huge ears and clawed feet. They also have small gliding wings; they launch themselves from their high nesting sites, but must climb back up.

Exorantar attack by day or night, in large packs of up to 100.

FAMMONCAT

size: 3m
speed: 86
planet: M, V, T, S, J

weight: 115kg
hits: 5/2
terrain: plains

A long, lean cat with long legs and a long tail. Its color is tan with orange accents. It can sprint up to 80kph for 5 minutes, and kills with its claws.

Fammoncats hunt by day, in packs of 3-10.

FERRIC MITE

size: 3cm
speed: 16
planet: all

weight: 100gm
hits: 2/0
terrain: all

A small hemispherical slug which will crawl onto steel or iron and begin to catalyze and absorb it at the rate of 1 cubic foot per day until it is all consumed.

These mites are common on many worlds.

FICKE

size: 2m
speed: 55
planet: S, J, P

weight: 100kg
hits: 5/2
terrain: all

Ape-like animals with black coats and long fur. They use rocks and clubs to attack prey, but do not use language or tools.

Ficke hunt by day in groups of up to 60. They like to surround their prey, and then attack.

FIREBITER

size: 1cm
speed: 51
planet: all

weight: 1gm
hits: 1 hit
terrain: plains, coastal

Very small, bright red spiders, usually seen skimming over water. They will bite anything, just to see if it is edible.

Firebiter colonies number up to 15,000. Their bite causes a rapid rise in body temperature to 150° F, usually causing death.

FIREBOA

size: 12m
speed: 63
planet: V

weight: 37kg
hits: 3/2
terrain: woods, jungle

A giant snake, patterned in green and blue diamonds. It is totally silent. Its fangs are not poisoned, but are sharp and long.

Fireboas drop over their prey, and constrict. Their skin secretes a strong digestive fluid during constriction. They are usually found alone.

FISHBAT

size: 30cm
speed: 60
planet: all

weight: 10kg
hits: 2/2
terrain: near water

These creatures look much like normal bats, but have large claws and a spiked ball on the tail. They hunt fish in streams and ponds from the air.

Fishbats congregate in groups of exactly 12. If bothered, or during spring, they will use claws and spiked tail against all intruders.

Spacefarer's Guide to Alien Monsters — Flanci to Fungus Spores

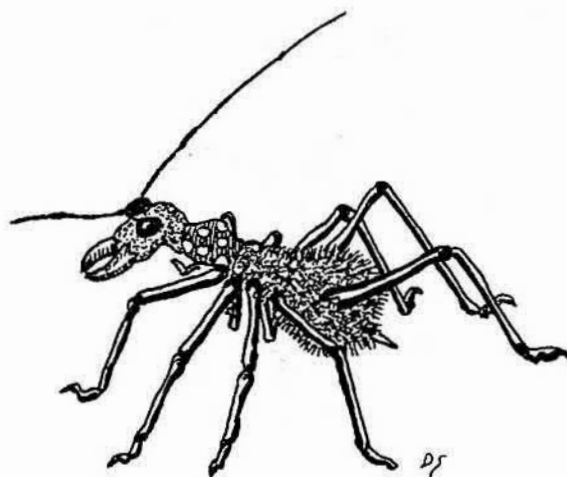
FLANCI

size: 2m
speed: 76
planet: M, V, T, S, J

weight: 20kg
hits: 3/2
terrain: all

A snake with very tough, armored scales. It is dull black in color, with a single red stripe lengthways. It hunts large animals, using poison fangs (the poison attacks the nerves).

Flancii live in groups of 5-30, but hunt alone.



FLOATER

size: 10m
speed: 30
planet: M, V, T, J

weight: 50kg
hits: 2/2
terrain: all

A floating bag of hydrogen gas, almost transparent, with long tentacles hanging down. The tentacles stun prey electrically, then lift it.

Floaters are seen singly, but are common. It has sharp eyesight, and never sleeps.

FONT

size: 3.5m
speed: 58
planet: T, S

weight: 150kg
hits: 6/3
terrain: all

A hairy blue arachnoid mottled with orange dots. It has ten legs, and long mandibles that can puncture thin steel.

Fonts hunt everything, only by day. They are usually seen in groups of two or three.

FLYING CARPET

size: 200m
speed: 20
planet: all

weight: 280kg
hits: 10/0
terrain: all

A multicolored mat of protoplasm which moves by levitation. It uses sonic vibration to stun prey, then envelops and digests it.

Flying Carpets are solitary. The largest reported was 700m across.

FRANGATH

size: 1.3m
speed: 50
planet: T

weight: 37kg
hits: 3/2
terrain: tundra, plains

An oviparous mammal, usually grey, looking much like an opossum; usually grey.

Frangatha are carnivorous, and live as mated pairs. Every three years they go on a rampage, migrating mindlessly toward the south until all are dead.

FLYING FISH

size: 1m
speed: 22
planet: T

weight: 35kg
hits: 2/1
terrain: ocean

This sea creature resembles a standard flying fish, except that it has large jaws, and hunts birds—or anything else it finds above the surface.

Schools of Flying Fish usually number 30-50.

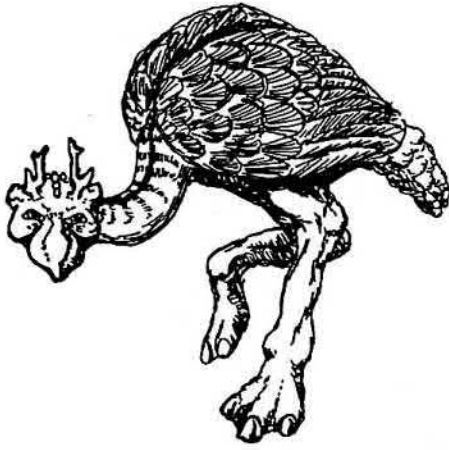
FUNGUS SPORES

size: varies
speed: —
planet: M, V, T, S

weight: varies
hits: —
terrain: all but desert

1. **Lungweed:** grows in lungs until victim suffocates.
2. **Skinburn:** slime mold, causes outer or inner skin to melt.
3. **Rotfungus:** causes cancerous eruptions to spread on skin.
4. **Glowroot:** causes slow death, while skin grows phosphorescent.
5. **Brainrot:** causes nerve loss, insanity and death.
6. **Eyerot:** attacks and dissolves eyes.

Spacefarer's Guide to Alien Monsters — Fuzzle Bird to Genebeast



FUZZLE BIRD

size: 1.3m
speed: 43
planet: T, S, J, P

weight: 600kg
hits: 6/3
terrain: all

A tall bird on long, thick legs. Its plumage is multicolored, and valuable. It is equipped with fangs, and a poison that causes uncontrollable swelling.

The density of these birds' bodies is very high, making them invulnerable to most weapons. Flocks number 15-50.

GAFFL

size: 5m
speed: 50
planet: all

weight: 1,400kg
hits: 8/3
terrain: all

A large beetle with three long horns protruding from its head. The shell is bright orange, with black stripes.

The Gaffl is diurnal and solitary; it will attack any large animal.

GARAIN

size: 2.5m
speed: 92
planet: all

weight: 300kg
hits: 6/4
terrain: all

A bear-shaped animal with eight legs, four of which can be used as arms; its claws are long and sharp. Its jaws extend 45cm.

Garain hunt alone, and usually prey on large animals, but when hungry will eat anything.

GARONTER

size: 15cm
speed: 92
planet: T, S, J, P

weight: 300gm
hits: 1/0
terrain: all

A tiny snake whose scales are bright green. It hunts insects and small animals, but will attack anything if bothered. Its venom causes swelling of the throat and strangulation.

Garonters hunt singly, by night or day. They can easily be trained as pets.

GELBEAST

size: 2m
speed: 66
planet: all

weight: 135kg
hits: 7/4
terrain: all

A blob of translucent gel which moves very slowly. Any heat source within 2m of the beast will be struck by an acid-bearing pseudopod.

Gelbeasts reproduce by fission; plentiful feeding results in rapid growth and fission.

GELFISH

size: 2m
speed: 25
planet: all

weight: 5kg
hits: 4/4
terrain: water vegetation

A jellyfish with a shell over the upper part of its body, and several mobile tentacles. The shell is red, the flesh pale pink. Its tentacles transmit a contact nerve poison which induces paralysis.

The Gelfish drags itself through kelp and seaweed, using its tentacles to kill fish.

GENEBEAST

size: 3m
speed: —
planet: all

weight: 20kg
hits: 6/0
terrain: all

A small rock-like organism, usually slightly radioactive. It reproduces by inducing cancer in nearby animals; the cancer assumes the shape and genetic characteristics of the Genebeast, killing the host.

Genebeasts are found in tightly-grouped colonies, numbering as many as 500.

Spacefarer's Guide to Alien Monsters — Ghostfly to Grizzly

GHOSTFLY

size: 2cm
speed: 75
planet: all

weight: —
hits: 1 hit
terrain: coastal, plains

A small nocturnal moth, grey-green in color. It draws small amounts of blood like a mosquito.

The Ghostfly is almost always a carrier of a spinal parasite that can cause paralysis and death.



GIL'S EATER

size: 8
speed: 90
planet: all

weight: 200kg
hits: 5/3
terrain: lake, swamp

The eater is a thin film of muscle-like tissue that lies at the bottom of a body of water. When a weight touches the center area, the entire creature folds up into a small ball and digests the victim.

The Eater is solitary, and common on many planets. It is immobile.

GREENDEER

size: 1.2m
speed: 50
planet: M, V, T

weight: 120kg
hits: 5/1
terrain: desert

Much like deer, but covered with green scales. These are full of a chlorophyll analogue, and absorb energy from the sun and minerals from plants.

Greendeer herds number up to 300. If bothered, they can shift their scales so as to focus solar energy up to about 15m. They are immobile at night.

GLOWSNAKE

size: 1.8m
speed: 71
planet: all

weight: 23kg
hits: 3/2
terrain: caves

A snake of a dead-white color, with a row of bright phosphorescent stripes all along its body.

The Glowsnake is extremely sensitive to vibration, and will strike at whatever it thinks is food. Its venom causes temporary loss of muscle control.

GREENIE

size: 40m
speed: 60
planet: all

weight: —
hits: 15/8
terrain: all

An emerald-colored amoeboid which converts protoplasm to body material at the rate of 10kg per minute.

Greenies can form pseudopods, and will attack anything within reach. They are vulnerable only to energy weapons.

GLURP

size: 3m
speed: —
planet: all

weight: 40kg
hits: 8/2
terrain: all

A rock-shaped animal, always grey or brown. It can jump up to 4m, and uses poison fangs to inject a sleep venom.

Glurps are usually found in large colonies of about 10,000.

GRIZZLY

size: 3m
speed: 80
planet: all

weight: 500kg
hits: 7/3
terrain: forest, mountain

A grey or brown carnivorous mammal. It is basically quadrupedal, but can walk and fight as a biped. Its teeth and claws are long and sharp.

The Grizzly is a solitary creature. It usually fights only when forced to, but sometimes it goes crazy and attacks everything in sight.

Spacefarer's Guide to Alien Monsters — Grodan to Harpy



GRODAN

size: 3m
speed: 70
planet: M, V, T, S, J

weight: 450kg
hits: 8/4
terrain: plains, tundra

The Grodan resembles a bear. Its fur is grey with a reddish tint, and is valuable. It has eight legs, and cannot walk erect. All legs have 10cm nails.

The Grodan is solitary, and hunts day and night.

GROKEL

size: 2m
speed: 35
planet: M, V, T, S, J

weight: 250kg
hits: 5/3
terrain: all

A large, hairy ape-like creature, usually orange or brown, with a very long nose. Its claws are 20cm long.

Grokla live off heat, and will always be attracted to the greatest nearby source of heat, and totally absorb it. They are always found alone.

GYLATTI

size: 3m
speed: 90
planet: T, S, J, P

weight: 115kg
hits: 5/3
terrain: plains

This is a long-haired cat, dark red in color, with a tall crest on the head. It uses its long tail as a constrictor. It can run up to 50kph.

Gylatti are nocturnal, and hunt in packs of 3-30.

HAIRY SWOOPER

size: 61cm
speed: 46
planet: all

weight: 18kg
hits: 2/2
terrain: forest

A mammal resembling an owl, covered with light green fur, with very long claws. Swoopers dive from above onto their prey. They are very silent, and like to attack in groups.

Swoopers live in nests in trees, usually in groups of 20.

HALOG

size: 1m
speed: 63
planet: T, S, J

weight: 30kg
hits: 5/2
terrain: forest, plains

Creatures similar to lions, but with eight legs. Their ears are 30cm high, and their eyes 10cm across. They are usually yellow with a red belly.

Halogs are nocturnal. They are always found in triplets. One Halog will frighten prey into the hiding places of the other two.

HAMM'S TOY

size: 2m
speed: 70
planet: S, J, P

weight: 40kg
hits: 4/2
terrain: plains, desert

A flightless bird much like the ostrich, but its beak is long and pointed, and it has fluffy blue feathers. It can run up to 90kph.

Hamm's Toy will pierce its prey with its beak, and then drain all its blood. Herds of up to 300 roam over vast areas.

HARPY

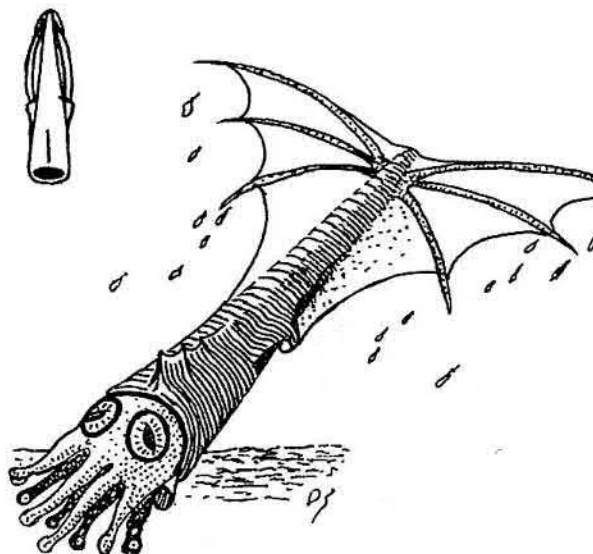
size: 3m
speed: 56
planet: V, T, S, J

weight: 37kg
hits: 4/1
terrain: desert, mountain

Bat-like reptilian creatures, tan or brown in color, their long beaks equipped with needle-teeth. They like to attack from the air, and will kill or carry off whatever they can.

Harpies are egg-laying, and live in huge cliff colonies. They hunt only by day.

Spacefarer's Guide to Alien Monsters — Heatrug to Icemoth



HEATRUG

size: 30m
speed: 43
planet: all

weight: 200kg
hits: 8/0
terrain: all

A huge, mobile amoeba, usually milky white in color. It is attracted to all heat sources; it will enclose, contract upon and digest them if it can.

A Heatrug will recoil from fire if touched, but will return again and again to a heat source as long as it is present.

HONT

size: 2m
speed: 78
planet: S, J, P

weight: 5kg
hits: 1/1
terrain: all

A snake with three heads. It hunts large prey, using all three heads to attack. Its venom causes instant paralysis.

Honts hunt by day, alone. They like to hang from branches by the tail, and drop on their prey.

HYRADI

size: 60cm
speed: 25
planet: V, T, S

weight: 1kg
hits: 1/0
terrain: coastal waters

Hyradi are squid-shaped sea creatures, translucent in color. They move by water-jets, and use their tentacles to draw blood by suction. They can survive in air for up to 10 minutes, and can jump up to 2m out of the water.

Hyradi usually hunt in packs of up to 100. The scent of blood will attract them.

HUMMOCK

size: 8m
speed: 20
planet: all

weight: 2,000kg
hits: 10/6
terrain: mountains

A large turtle-like animal. Often, its back is coated with semi-precious stones (which look like stones, however, due to rough usage).

Hummocks are solitary. They sleep most of the time, but if bothered will awake and attack with the tough tentacles which serve as their front legs.

ICEBERG BEAST

size: 75m
speed: 05
planet: S, J, P

weight: 100,000kg
hits: 20/10
terrain: all

A huge, irregular mass of jelly. It moves very slowly, digesting as it goes. Often, a large piece of its material will fall off and envelop an area of plants and animals.

Iceberg Beasts are found very rarely, and always singly.

HYPERBEAST

size: 1m
speed: 66
planet: P

weight: —
hits: 15/5
terrain: all

This bizarre organism appears as a large, floating eye. The rest of the animal exists in hyperspace. It can bring tentacles and mouths into realspace to attack, or it can retreat totally into hyperspace.

Hyperbeasts are always seen singly. They are assumed to be carnivorous; at any rate, at some times they kill realspace creatures and disappear with them into hyperspace. At other times they are harmless. Various theories have linked this cycle to tachyon flux in Dim5, to local psionic activity, and to galactic rotation.

ICEMOTH

size: 45cm
speed: 50
planet: all

weight: 10kg
hits: 1/2
terrain: all

A delta-shaped moth, grey and white in color, and covered with short fur. It hunts by high-frequency radar.

The Icemoth cannot feel pain. Its bite causes permanent loss of sensation in the area of the bite. It is solitary, but common.

Spacefarer's Guide to Alien Monster — Ictag to Inar



ICTAG

size: 3m
speed: 55
planet: V, T, S, J

weight: 450kg
hits: 6/3
terrain: jungle

An ape, covered with black fur and extremely strong. It is usually a vegetarian, but will attack if bothered or in a bad mood.

Gorillas usually live in mated pairs; they sleep at night.

ILLUSION BEAST

size: 5m
speed: —
planet: all

weight: 1,800kg
hits: 8/4
terrain: all

Essentially a huge open pit, with a mouth on top. The entire pit is a stomach.

The beast projects illusions into nearby animals on psionic frequencies, to lure them into the pit.

ILSAL

size: 1.3m
speed: 70
planet: T, S, J, P

weight: 100kg
hits: 5/2
terrain: all

A large rat with thick orange fur, large ears, and long claws. It has a single large gliding vane, and can glide for kilometers if the proper currents and thermals are present.

Ilsal attack from above, in packs of 10-100.

ICTHYOSAURUS

size: 9m
speed: 91
planet: all

weight: 1,000kg
hits: 7/4
terrain: ocean

A long-necked dinosaur with four flippers and a paddle tail. Its beak is 1m long, with sharp teeth. It is very fast in water.

Ichthyosauri will attack anything when they are hungry. They are always found singly.

IMMIR

size: 50cm
speed: 33
planet: S, J, P

weight: 10kg
hits: 2/2
terrain: swamp, riverside

A herbivorous animal resembling a porcupine. As it moves, it is continually shedding spines, which land point-up. They are quite sharp, and often cause gangrene.

Immir have excellent hearing, and are almost never seen. If captured, they will roll into a ball with the spines outward.

IJKANUS

size: 5m
speed: 96
planet: all

weight: 3,600kg
hits: 8/4
terrain: coast, river

An immobile, hemispherical fish, slate green in color. It fires "harpoons" at nearby fish or land creatures, and draws them to itself.

Half the time the Ijkanus will eat its capture, and half the time deposit eggs in it. The eggs develop into larvae in two days, killing the host.

INAR

size: 1m
speed: 71
planet: all

weight: 600kg
hits: 8/7
terrain: all

A white sphere which moves by levitation, leaving a smoky trail of vapor. Anything approaching within 2m of it is instantly drained of all heat.

Inarta always appear singly, and are attracted to all heat sources.

INBECARL

size: 2m
speed: 68
planet: T, S, J

weight: 40kg
hits: 4/2
terrain: desert

A bird, its body almost spherical, with brown feathers. Its legs and neck are quite long, and its claws poison-tipped.

Imbecarls are solitary and nocturnal. They use their poison to kill prey, and then eat at leisure.



INKER

size: 15m
speed: 15
planet: all

weight: —
hits: —
terrain: all

The Inker is an opaque, totally black cloud. It usually drifts with the wind, but sometimes moves on its own, by unknown means.

The Inker seems to live off sunlight. It may follow moving objects, out of curiosity.

IRSBEAST

size: 1m
speed: 30
planet: all

weight: 250kg
hits: 5/5
terrain: all

A bear-like creature, but short, small-toothed and in general quite weak. It projects telepathic impulses that make the prey willing to stand still and die.

Irsbeasts hunt in packs of 8-20.

INNEREYE

size: 30cm
speed: 41
planet: all

weight: 1kg
hits: 1/0
terrain: all

A beautiful purple, blue and silver butterfly, with large feathery antennae. It is intelligent, but not interested in technology or other trappings of "civilization."

If interested (which is rarely) the Innereye will telepathically discuss with other sophonts matters of medicine, religion, philosophy or zoology. It can use its telepathy offensively if bothered.

JACK-IN-THE-BOX SPIDER

size: 3m
speed: 52
planet: V, T, S

weight: 2,700kg
hits: 8/3
terrain: tundra, forest

A hairy spider with vertical "picks" at its mouth and claws on its feet.

It is usually solitary, but can occasionally be found in groups of 2-12. It lives in a burrow, lifting the lid to grab prey and then retreating within. It peeks out through a small hole in the lid.

IOM

size: 1m
speed: 70
planet: all

weight: 150kg
hits: 5/3
terrain: all

An animal built on the lines of a pig, but with blue and purple fur, and three eyes, giving it 360° vision. Its tusks are 60cm long, and pointed.

Iomt live in herds of up to 150, and are active both day and night. The males are fed by the females, are constantly on guard, and will aggressively defend the herd.

JENSOL'S SURPRISE

size: 60cm
speed: 40
planet: V, T, S, J

weight: 35kg
hits: 3/2
terrain: all

A small ursinoid, its fur colored light pink. Its eyes are large and brown, its mouth and teeth small. It can squirt an acid stream up to 10m very accurately, which both kills and starts the digestion process.

Jensol's Surprise makes a high-pitched humming noise. They are always found in groups of four.

Spacefarer's Guide to Alien Monsters — Jessend to Kiloxi



JESSEND

size: 3m
speed: 68
planet: V, T, S

weight: 400kg
hits: 6/3
terrain: all water

An armored crocodile. Its skin is dark green with brown triangles. Its snout is very long, and full of teeth.

Jessends live in groups of 20-100. They are active day and night. The entire group will attack anything entering its water.

JOBBUCK

size: 30cm
speed: 45
planet: M, V, T

weight: 5kg
hits: 1/2
terrain: all

A small bird, usually found near water. Its plumage is dark green. Its feathers are razor-sharp, and it hunts by dropping them on prey (they grow out quickly).

The Jobbuck hunts by day. If one sees prey, it will attack, meanwhile calling for aid from others of its flock, which can number 20-100.

JOWLER

size: 8m
speed: 32
planet: M, V, T, S

weight: 2,000kg
hits: 10/5
terrain: mountain

A turtle-like creature. Its back is often covered with garnets, rubbed smooth. The light reflecting off these attracts animals, which the Jowler siezes and kills.

Jowlers are found in groups of up to 10. Note slow speed.

JULLIENE

size: 40cm
speed: 42
planet: M, V, T

weight: 10kg
hits: 2/2
terrain: all

A herbivorous animal similar to a skunk. Its fur is green with stripes of yellow. If surprised or upset, it will spray a chemical which causes total and permanent loss of the sense of smell, and temporary unconsciousness.

This animal may be seen by day or night, always singly.

KALON

size: 2.5m
speed: 33
planet: V, T

weight: 230kg
hits: 6/4
terrain: all

A torpedo-shaped creature with 40 tentacles, 14 wings and rows of eyes on each side. It is well-armored and has a very sharp beak.

Kalons live in colonies in deep mud. They are omnivorous.

KANGER

size: 2.4m
speed: 20
planet: T, S, J

weight: 1,700kg
hits: 8/3
terrain: plains, coastal

A large, hoofed quadruped with a huge bushy tail and 6cm high ears. It is usually brown, occasionally tan. It has an auxiliary brain in its rump.

The Kanger's body is extremely dense and massive. It can and does smash things that upset it. Kangers live in herds of up to 50.

KILOXI

size: 2.5m
speed: 20
planet: T, S, J, P

weight: 850kg
hits: 8/3
terrain: plains, coastal

A vegetarian creature with huge antlers and black fur.

The Kiloxi charges with its antlers when fighting, and will fight anything that does not get out of its way at once.

Spacefarer's Guide to Alien Monsters — Knifegrass to Lanceballoon

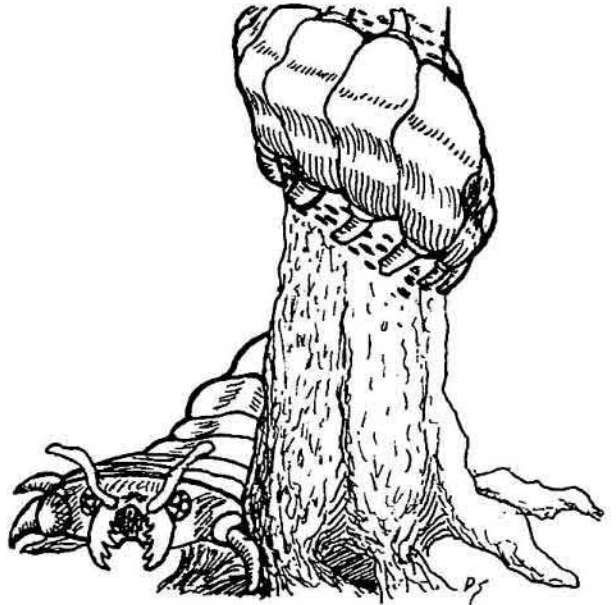
KNIFEGRASS

size: 2cm
speed: 82
planet: all

weight: 200gm
hits: 1 hit
terrain: all

This looks like regular grass, but is actually a colony of tiny insects. When an animal approaches, they swarm over it and strip it to the bones in seconds.

Colonies typically consist of 50,000-100,000 insects.



KRAKEN

size: 15m
speed: 68
planet: M, V, T, S, J

weight: 7,200kg
hits: 10/6
terrain: ocean, coastal

A black, cylindrical sea-creature with four mandibles and eight palps protruding from its bottom. It has four eyes on stalks at its top.

The Kraken will eat anything, and will vigorously defend its vast hunting territory. It is very sensitive to electrical voltage.

LARKIN

size: 5m
speed: 57
planet: M, J, P

weight: 1,500kg
hits: 10/4
terrain: all

A brown-and-yellow centipede with tough, segmented armor. It has two sets of jaws and a very fast-acting poison.

The Larkin is solitary and nocturnal; it will attack anything. It can climb almost any surface.

KRESHOR

size: 15m
speed: 44
planet: V, T, S, J

weight: 10,000kg
hits: 10/5
terrain: plains, forest

An armored reptilian creature with twelve legs and an underslung body. Its scales are green-black, with red edges. It has four eyes and eight tendrils emerging from its head, and a second jaw for chomping.

The Kreshor is solitary, and hunts by day.

LASOAPE

size: 2m
speed: 65
planet: V, T, S, J

weight: 150kg
hits: 5/3
terrain: forest

An ape with brownish or black fur. Its arms are very long and sucker-tipped. It likes to lie in wait on tree branches and snare prey from above.

Lassoapes live in packs of 50-100, and hunt by day or night.

LAKER

size: 30m
speed: 41
planet: all

weight: 15,000kg
hits: 12/8
terrain: plains, desert

An extremely transparent amoeboid organism. It likes to lie in a depression and imitate a pond or lake. When an animal approaches to drink, it is pulled in.

Lakers are solitary, with large, exclusive territories.

LANCEBALLOON

size: 60m
speed: 45
planet: all

weight: 200kg
hits: 10/3
terrain: all

An ovoid, helium-filled gasbag, with sail-like fins at the sides and top. It is a translucent blue. The tentacles hanging down from its body bear hard prisms, with which it can focus and aim sunlight.

Lanceballoons appear in groups of 3-10. They are carnivorous, but do not act logically or cooperate.

Spacefarer's Guide to Alien Monsters — Larpikreg to Linkfox



LARPIKREG

size: 4m
speed: 90
planet: all

weight: 350kg
hits: 6/2
terrain: inland water

A twelve-legged serpentine wriggler, usually green. It is equipped with claws and teeth, and eats small animals.

Larpikregs are nocturnal, but any time their water is disturbed they will attack viciously.

LARRAN

size: 6cm
speed: 56
planet: all

weight: 40gm
hits: 1 hit
terrain: all

Flying beetles with white and gold shells. They occur in swarms of thousands.

Larranna swarms are seen by day in warm seasons. They can strip an animal of flesh in under a minute.

LEANNDER

size: 30cm
speed: 60
planet: all

weight: 5kg
hits: 2/2
terrain: fresh water

A carnivorous fish with silver scales and large red fins. It waits in shallow water and attacks anything that enters the water from land. Its teeth can pierce any substance but steel.

Leannders are common on many planets, and occur in schools of 50-1,000 fish.

LEESCORP

size: 2.4m
speed: 70
planet: M, V, T

weight: 160kg
hits: 5/3
terrain: all

An eight-legged weasel-like mammal with a wedge-shaped head, usually white in color. Its fangs can penetrate 1cm steel plate, and its long claws can cut oak.

Leescorps hunt at night in packs of up to 30. They like to strike from ambush, and prefer wounded or debilitated prey.

LEESCORP DRIFTER

size: 2.4m
speed: 70
planet: M, V, T, J

weight: 160kg
hits: 5/2
terrain: all

A variant or mutation of the Leescorp (see above). Identical characteristics, except it has large membranous wings, and can fly.

Leescorp Drifters tend to live on cliffs or mountain faces.

LIGHTNING TREE

size: 25m
speed: —
planet: M, V, T, J

weight: 18,000kg
hits: —
terrain: woods, jungle

A broad-leaf tree of normal appearance. However, it attracts lightning and stores its energy.

The Lightning Tree discharges its stored energy at nearby animals, and absorbs them with its mobile root systems.

LINKFOX

size: 70cm
speed: 44
planet: M, V, T

weight: 30kg
hits: 3/1
terrain: plains, forest

A small carnivorous mammal, yellow with red highlights, and very weak. When spaced at intervals, each can form a barrier of electric sparks with the next. Packs of Linkfoxes hunt by constructing "fences" in this manner, and constricting the perimeter slowly.

Linkfoxes hunt only by day, in packs of 100-2,000. The spark voltage is not deadly, but is extremely painful. Their technique is designed to exhaust the prey.

LOMBOO

size: 1m
speed: 71
planet: all

weight: 75kg
hits: 4/2
terrain: all

This animal is of feline descent. It has three legs (two in the front, one in the rear) and a single long lasso coiled at the shoulders. Its fur is red, with a white belly.

Lomboo hunt by day in groups of up to 10.



LONGSNOUT

size: 30cm
speed: 28
planet: M, V, T, S, J

weight: 9kg
hits: 1/1
terrain: all

The Longsnout has a globular body with two legs at the base. Its fur is dark brown, its eyes huge, and its nose long and tubular. It shoots poison at its prey, which dies and begins to liquify at once. It then drinks the liquified protein with its long snout.

Longsnouts are nocturnal; they usually sleep in hollow trees, under logs, or in old burrows. They are rarely found together.

LYREWOLF

size: 1.5m
speed: 47
planet: T, S

weight: 90kg
hits: 4/3
terrain: plains

Lyrewolves look like terrestrial wolves with very large ears. They communicate amongst themselves by the use of complex musical sounds. They are quite smart, and wary of traps.

Lyrewolves hunt in packs of 8-15. They like to encircle and wear down their prey.

LUNGBUG

size: 3cm
speed: —
planet: all

weight: —
hits: —
terrain: all

A whitish maggot which grows in the lungs. One can pick it up by touching the tiny Lungbug eggs left in dying animals.

The bug feeds on lung tissues, and will eventually fill the lungs and thus kill the host.

MACROMOCKER

size: 10m
speed: 45
planet: all

weight: 24,000kg
hits: 12/6
terrain: all

A large, amorphous creature capable of altering its outer integument to any configuration and color. It will assume the shape of any nearby animal or object of the same approximate size. It will retain this shape even after death.

The Macromocker is fairly common, and is solitary. It recoils from fire.

LUREBIRD

size: 1m
speed: 30
planet: T, S

weight: 14kg
hits: 2/2
terrain: woods, coast

A goose-like bird, usually shaded orange to red. It has a long, sharp beak and is very noisy. Lurebirds live in symbiosis with carnivorous trees, eating their vegetation.

A Lurebird will flop around and act wounded to attract predators, then crawl off toward its home grove. There, the trees' mobile tendrils tear the predator apart and digest it. The trees look much like normal trees.

MACROTICK

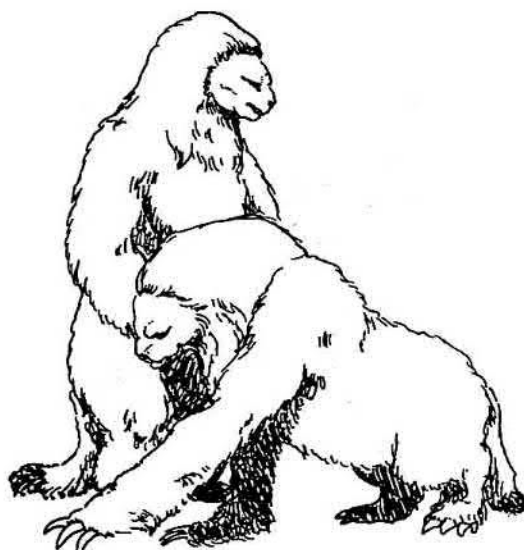
size: 25cm
speed: 31
planet: all

weight: 3kg
hits: 3/1
terrain: all

This arthropod has a spherical body, very well armored, and a small head. It can jump up to 2m.

Once attached, the Macrotick is almost impossible to dislodge without tearing off a large piece of muscle or flesh.

Spacefarer's Guide to Alien Monsters — Madbear to Miragecat



MADBEAR

size: 1m
speed: 54
planet: T, S, J, P

weight: 100kg
hits: 5/2
terrain: all

This mammal has dark brown fur and a pink, fleshy face. Although small, it is very strong, and likes to leap on prey from ambush, using claws and bear-hugs to kill.

Madbears always hunt in pairs, by day.

MAILBUGS

size: 13cm
speed: 91
planet: all

weight: 50gm
hits: 1 hit
terrain: all

These bugs issue from their underground hives and set forth in a column, eating everything they encounter. They are only vulnerable to very-high-velocity projectiles and to flame.

A Mailbug colony only forms a column every year or so; the column may be as large as 6m wide and 80m long.

MANTA

size: 6m
speed: 82
planet: M, V, T, S, J

weight: 800kg
hits: 7/3
terrain: coastal, rivers

The Manta looks much like the Earth creature for which it is named, with two eyes on the top surface and long wings on either side. Its stinger is capable of injecting up to five gallons of water.

Mantas hunt alone, by digging under the sand up to their eyes, and waiting for prey.

MANTE

size: 2m
speed: 61
planet: T, S, J, P

weight: 700kg
hits: 7/3
terrain: all

A long, spindly insect similar to the praying mantis. Its arms bear spines tipped with poison. It hunts everything.

The Mante's tissues are formed of silicon, so its density is very high, making it invulnerable to most weapons. It travels in groups of 1-10.

MASSMOUTH

size: 30cm
speed: —
planet: all

weight: —
hits: —
terrain: all

A 30cm sphere of energy, glowing faintly gold. It seems to pop into existence instantaneously; then it moves toward the densest object nearby. It will then disappear, taking a 30cm sphere of that object along with it.

Massmouths only appear one at a time. They can be repelled and steered by use of magnetic fields.

MICROTICK

size: 1cm
speed: 42
planet: all

weight: 50gm
hits: 1/0
terrain: all

A parasite with a spherical body, well-armored, and a small head. It can jump up to 1.5m.

Once attached, the Microtick is very difficult to notice and to remove. It will multiply once every 24 hours (each tick producing 8 new ones) if left alone. Eventually, they will eat up the host.

MIRAGECAT

size: 1m
speed: 71
planet: all

weight: 75kg
hits: 4/2
terrain: all

This feline predator has six legs and four tentacles. It is usually colored tan to brown. By telepathic projection, it causes its victim to see it approaching from a different direction.

Miragecats hunt alone. They don't understand about shadows, and this may occasionally give them away.

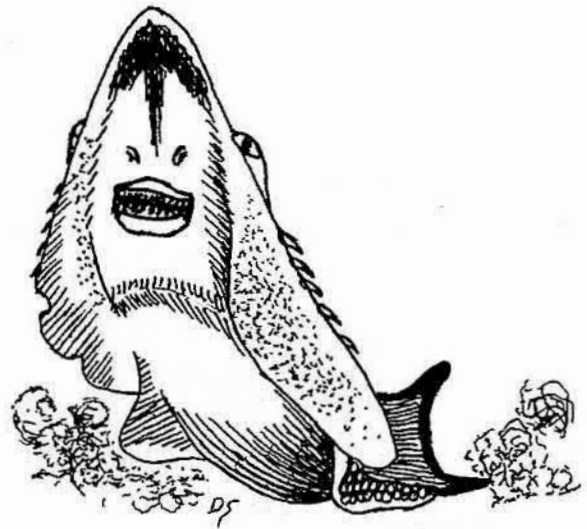
Spacefarer's Guide to Alien Monsters — Mocker to Nailer

MOCKER

size: 2m
speed: 60
planet: all

weight: 100kg
hits: 5/2
terrain: all

A man-sized animal of indeterminate shape. It will assume the shape of any nearby animal, and immediately acquire all of that animal's knowledge. It will then act in all respects like that animal. When and if it changes form, it forgets what it knew.



MOCKINKER

size: 15m
speed: 20
planet: all

weight: —
hits: —
terrain: all

An opaque cloud, totally grey. It may drift with the wind, or move on its own direction if curious.

The Mockinker will absorb all iron from the area it encloses (including that in hemoglobin!). It always appears singly.

MORROW'S PET

size: 30cm
speed: 60
planet: V, T, S, J

weight: 5kg
hits: 2/1
terrain: water

A large flat fish, brown in color, with two eyes on its top surface. It eats only insects, but has many sharp spines along its sides.

Morrow's Pet is solitary. Its spines contain venom which causes insanity.

MOCKTOAD

size: 60cm
speed: 27
planet: all

weight: 10kg
hits: 1/2
terrain: all

A green and red toad with a large throat-sac. It likes to reproduce any sounds it has heard (mostly of other animals), and does so with perfect accuracy.

The Mocktoad is nocturnal. On some planets it is known as the "Chi-Po" or the "Stolen Beast," for obscure reasons.

NAGAN

size: 1m
speed: 60
planet: V, T, S, J

weight: 100kg
hits: 5/3
terrain: all

A dog-like animal, usually violet with red ears and nose. A Nagan will track a bleeding animal any distance.

Nagani hunt in packs of 20. Mated pairs will defend each other, and revenge each other.

MOCKWALNUT

size: 25m
speed: —
planet: V, T, S

weight: 20,000kg
hits: —
terrain: forest

A mutated walnut tree. Its walnuts have long, very sharp thorns, smeared with a contact poison that causes insanity for about 24 hours.

These trees are very rare. The walnuts contain a very valuable spice.

NAILER

size: 30cm
speed: 50
planet: all

weight: 10kg
hits: 2/2
terrain: forest, plains

A small porcupine-like animal, usually black or green, with big teeth. It can shoot its spikes up to 8m.

The Nailer is solitary, but common. It hunts by day or night.

Spacefarer's Guide to Alien Monsters — Nakle to Noblo



NAKLE

size: 30cm
speed: 91
planet: V, T, S, J

weight: 10kg
hits: 1/2
terrain: plains, forest

A large owl which lives in the tops of trees. If anything approaches the tree, the owl will attack silently, going for the eyes or face.

Nakle are common. Only two will inhabit a tree.

NAYD

size: 20cm
speed: 44
planet: M, V, T, S

weight: 4kg
hits: 1/2
terrain: forest, plains

A violet-colored guinea pig, with long, valuable fur. It can absorb the life force of anything within 3m.

Nayd travel in groups of up to 20, always moving toward the sun.

NECTARMOTH

size: 35cm
speed: 35
planet: V, T, S

weight: 150gm
hits: 1/0
terrain: all

A butterfly with gold and crimson wings. It feeds on flowers. Pollen drifting off its wings causes 8-10 hours of immobile euphoria.

Nectarmoths are most often found near large fields of flowers.

NESTCAT

size: 2m
speed: 73
planet: V, T, J

weight: 120kg
hits: 5/2
terrain: plains, mountains

A black, long-haired cat with a long tail. Its fur is valuable. It hunts with fangs and claws, but uses subsonic projections to cause its prey to move erratically.

Nestcats nest in burrows housing up to 40, but hunt in pairs.

NIGHTSPIDER

size: 60cm
speed: 98
planet: V, T, S, J

weight: 46kg
hits: 4/2
terrain: all

This arachnid, a brilliant metallic blue, can sense heat, and will bite any heat source. Its venom causes liquifaction, and the spider feeds on the liquid.

Nightspiders are solitary and nocturnal. Their vision is bad, but their heat-sense is very acute.

NMA

size: 2.1m
speed: 75
planet: V, T, S, J

weight: 68kg
hits: 6/3
terrain: plains

An ostrich-like creature (but actually of the insect family) with a carapace over all its body except for the head and legs. It is metallic blue in color.

The Nma uses electric shocks transmitted through the beak to kill small animals. Nesting areas are usually large, with families of up to 100 birds.

NOBLO

size: 5m
speed: 96
planet: all

weight: 3,800kg
hits: 8/5
terrain: coastal, river

A transparent jellyfish which floats just under the surface of the water. Its contact nerve poison can kill instantly.

The Noblo drifts rather than moving, but always attacks anything it encounters.

Spacefarer's Guide to Alien Monsters — Nouht to Oligor

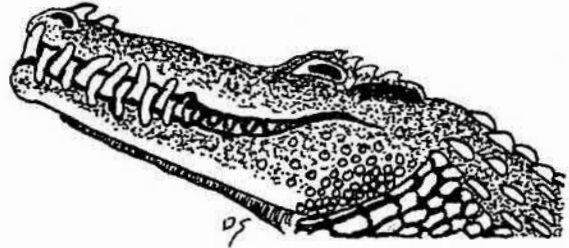
NOUHT

size: 30cm
speed: 76
planet: T, S

weight: 10kg
hits: 2/2
terrain: all

A flying owl, brown with a white head, that lives in burrows. It hunts by spitting a tactile nerve poison.

Nouht live in colonies of up to 2,000 animals. They will defend their home areas fiercely.



NUMBER

size: 2m
speed: 15
planet: T, S

weight: 20kg
hits: 3/2
terrain: water

A jellyfish with twelve tentacles. When submerged, it is totally invisible. It uses its tentacles to draw itself to its prey; they transmit a local anesthetic, then digestive fluids.

Numbers are solitary, and common.

ODGOOD'S CAYMEN

size: 1m
speed: 66
planet: V, T, S, J

weight: 13kg
hits: 2/3
terrain: water

A small crocodile with two brains. It is yellow-green in color, with large, sharp teeth. It is sensitive to infrared radiation.

Odgood's Caymen is nocturnal. It swims below the surface of the water and bites off anything hanging down.

OBEOW

size: 2m
speed: 80
planet: all

weight: 5kg
hits: 3/2
terrain: all

A slug-like organism, yellow with orange dots around the base, and six red eyes on stalks. It uses psionic projections to knock out prey up to 10m distant.

Obeow are nocturnal and solitary.

OLDCAT

size: 30cm
speed: 37
planet: T, S

weight: 7kg
hits: 1/2
terrain: plains, mountains

A small, chubby, long-tailed cat, tan with black patches. Its claws and teeth secrete a drug which causes rapid ageing.

Oldcats prey on small animals, but will often attack others, just for fun. They live in packs of 10-30.

OCTOPUS

size: 5m
speed: 60
planet: all

weight: 600kg
hits: 7/3
terrain: ocean

A boneless animal with chameleon-like skin. Its eight to twelve tentacles are equipped with powerful sucker pads. Under its body is a strong cutting beak.

Octopi are carnivorous. They can emit opaque ink clouds to hide in and to confuse pursuit.

OLIGOR

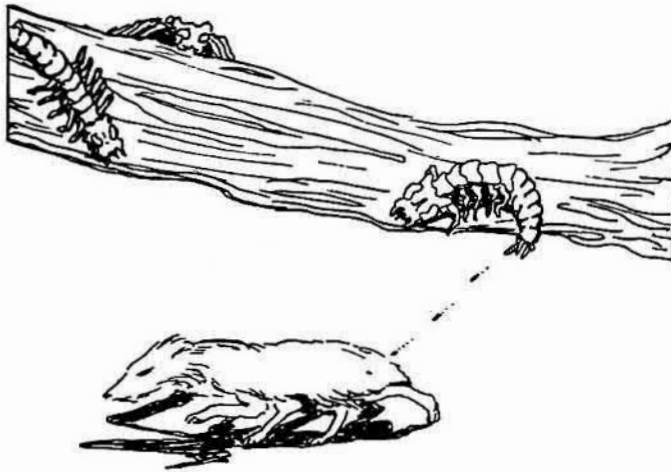
size: 20cm
speed: 91
planet: all

weight: 5kg
hits: 1/2
terrain: all

A small bird, its plumage blue with tan edges. It will often follow a group, staying out of sight and making noises in imitation of wounded animals. This tends to attract predators.

Oligors are common, and appear during day and night.

Spacefarer's Guide to Alien Monsters — Oniu to Packfish



ONIU

size: 5cm
speed: 63
planet: S, J, P

weight: 50gm
hits: 1/0
terrain: all

This is an innocuous-looking brown spider. It shoots its needle-like eggs at passing animals; these cannot be felt. They form what look like blisters on the skin, and from there the grubs burrow into the lungs and multiply.

Oniu are common, and solitary. They can shoot their eggs up to 4m.

OOLIAK

size: 20cm
speed: 30
planet: M, V, T, S

weight: 4kg
hits: 1/1
terrain: forest, plains

This animal resembles a squirrel, with long fur of snow-white color (very valuable). It uses psionic channels to absorb life-force from other animals.

Ooliaks live in groups of up to 40. They can affect prey up to 6m distant. They are frightened of the color red.

OPRATE

size: 2m
speed: 80
planet: all

weight: 5kg
hits: 3/2
terrain: all

Slug-like creatures, pale white, with blue eyes on stalks. When touched, they use an instinctive telekinetic thrust to ward off the intruder.

Oprates are solitary, but common. They are curious, and like to crawl into things. They can be quite a nuisance.

ORKSHI

size: 1.5m
speed: 87
planet: M, V, T

weight: 68kg
hits: 4/2
terrain: woods, plains

Bear-like creatures with long hair, usually dark green to brown. Their long claws carry a venom which causes heart seizures and failure.

Orksha hunt only by day, in groups of up to 10.

ORNITHOLESTES

size: 1.8m
speed: 86
planet: all

weight: 80kg
hits: 4/3
terrain: plains, coastal

A lightly-built bipedal dinosaur, which feeds on birds and small animals. It has long front arms (70cm) with claws. It will fight viciously if upset or cornered.

Ornitholestes are usually diurnal, travelling in groups of 8-10.

OTEXI

size: 3m
speed: 73
planet: M, V, T, J

weight: 300kg
hits: 5/4
terrain: inland waters

Much like a crocodile, but with eight legs, and colored brown. It has twelve eyes, along its spine on stalks. Its jaws are capable of cutting steel.

Each Otexi has its own nest under water. In addition to food, they also actively collect metal objects for their nests.

PACKFISH

size: 1m
speed: 30
planet: all

weight: 100kg
hits: 5/2
terrain: plains, coastal

A hard-shelled jellyfish that crawls on land. They travel in packs, and encircle large areas, using their tentacles to capture prey.

Packs may number 100-2,000. The Packfish move slowly, but steadily; once a circle is completed, nothing escapes.

Spacefarer's Guide to Alien Monsters — Panth to Phuolinc

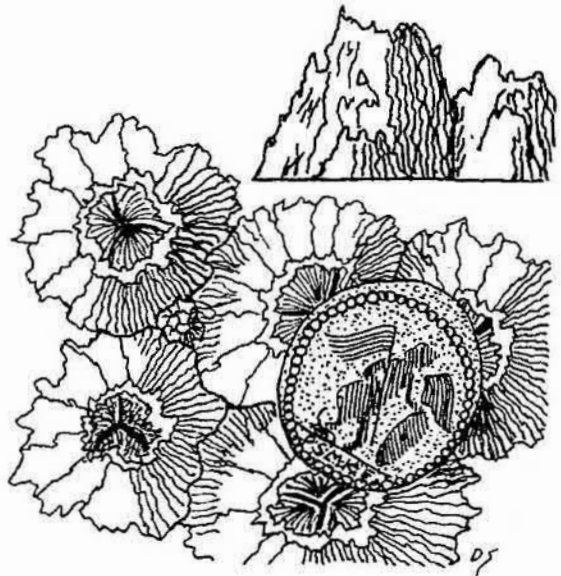
PANTH

size: 1.3m
speed: 63
planet: V, T, S

weight: 50kg
hits: 4/3
terrain: ocean

This aquatic mammal, shaped somewhat like a shark, has a partial carapace over its head and shoulders. It hunts by heat-sensing, and uses its teeth to tear its prey.

Females raise young for one year; both members of a mated pair will guard their offspring very carefully.



PARASS

size: 30cm
speed: 42
planet: all

weight: 5kg
hits: 2/2
terrain: all

A grey-furred squirrel with 5cm claws and fangs. They multiply very rapidly, and always attack the nearest food.

Parassi are very common, usually found in groups of 2-6.

PETRIFIER

size: —
speed: —
planet: all

weight: —
hits: —
terrain: all

Blocks of a coral-like substance, with many sharp spikes and edges. If one of these penetrates an animal, the animal will be turned into "coral" within one hour, by virus-like spores.

Scent-lures for various kinds of animals grow on top of Petrifier outcroppings.

PARCHPLANT

size: 2mm
speed: —
planet: V, T, S, J

weight: —
hits: —
terrain: desert

Parchplant seeds are often found floating in desert water holes. If drunk with the water, they will slowly absorb all water from the drinker. An adult plant looks like a barrel cactus, and is covered with the 2mm seeds.

PHIL'S BEAST

size: 10m
speed: 61
planet: V, T, S, J

weight: 2,200kg
hits: 12/7
terrain: swamp, lake

A giant frog, blue on top and green on the bottom, with two eyes on stalks. It shoots its tongue at nearby animals (10m) and pulls them back into its mouth. Digestion is rapid.

These beasts are solitary, but common.

PECCARY

size: 1m
speed: 63
planet: all

weight: 150kg
hits: 5/2
terrain: plains, forest

A small pig-like animal with brown and black fur and long tusks.

Peccaries are herbivores, but will fight if their herd is disturbed. Herds number from 5-50.

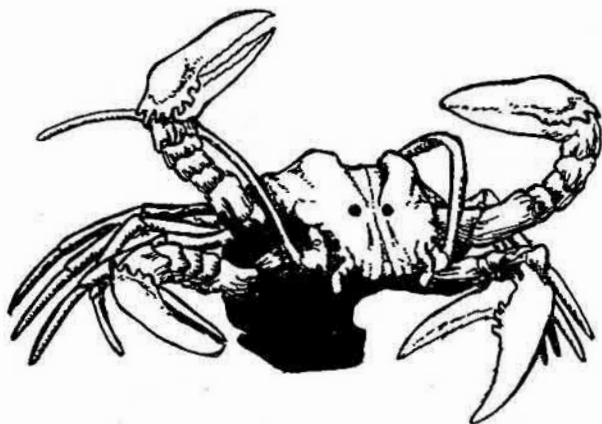
PHUOLINC

size: 2m
speed: 76
planet: all

weight: 150kg
hits: 5/2
terrain: forest

A large scorpion, usually brown or grey, with eight legs and an upraised tail. It hunts game by pouncing. It will attack anything if surprised.

Phuolincs are solitary, and usually hunt only by day.



PILOS CAT

size: 2.6m
speed: 88
planet: all

weight: 450kg
hits: 6/6
terrain: all

A feline carnivore with six legs and enormous teeth. Its color is varied, according to the terrain.

Pilos Cats hunt in mated pairs, sometimes with up to four kittens.

PHYLORE

size: 1m
speed: 63
planet: T, S, J, P

weight: 50kg
hits: 5/3
terrain: all

A blue-shelled crustacean with eight legs and four claws. Its antennae are 4m long.

Phylorea are nocturnal, and prefer to eat mammals. They are fairly common. Though they are solo hunters, often several will show up when one is fighting or feeding.

PLANDIS

size: 3m
speed: 73
planet: M, V, T, S, J

weight: 600kg
hits: 6/4
terrain: river, lake

A large, aquatic, air-breathing mammal similar to the dolphin. Its skin is resistant to almost all damage except from energy weapons.

Plandes swim in schools of 5-30. Often, one will act like a wounded fish, to draw predators into the main school.

PILAST

size: 10cm
speed: 82
planet: all

weight: 500gm
hits: 3/0
terrain: all

Immobile land-clams, deeply rooted in the soil. They watch for prey through a slightly-opened shell, and shoot out an ultra-tough wire at their target when in range (3m).

The wire serves to drain off the prey's life-force rapidly. Pilast colonies number 20-2,000 animals.

PLESIORN

size: 10m
speed: 88
planet: M, V, T, J

weight: 3,000kg
hits: 8/4
terrain: ocean

A reptilian sea-beast with a long, wedge-shaped head on a long, flexible neck. Its jaws are huge. Its rear end is broad, with two large paddle-feet.

The Plesiorn is a solitary creature, and will hunt anything.

PILOS-BEAR

size: 4.5m
speed: 28
planet: T

weight: 280kg
hits: 5/4
terrain: deciduous forest

The Pilos-Bear has a barrel-shaped body, four legs, four upper arms and two tentacles. Its head is round, and its fur very thick and smelly.

Pilos-Bears are nocturnal carnivores. They run in packs of up to 15. Often, they encircle their prey before the kill.

PLUTOID

size: 30cm
speed: 51
planet: P

weight: —
hits: 10/4
terrain: all

This wierdie appears as a floating red eye, sometimes with 1-4 tentacles below it. It is conjectured that the rest of its body is extra-dimensional, and of planetary or greater mass—possibly a naked singularity. It can "disappear" at will.

The Plutoid is always seen alone. Occasionally, seemingly at random, it sucks in a nearby creature or object, to an unknown fate.

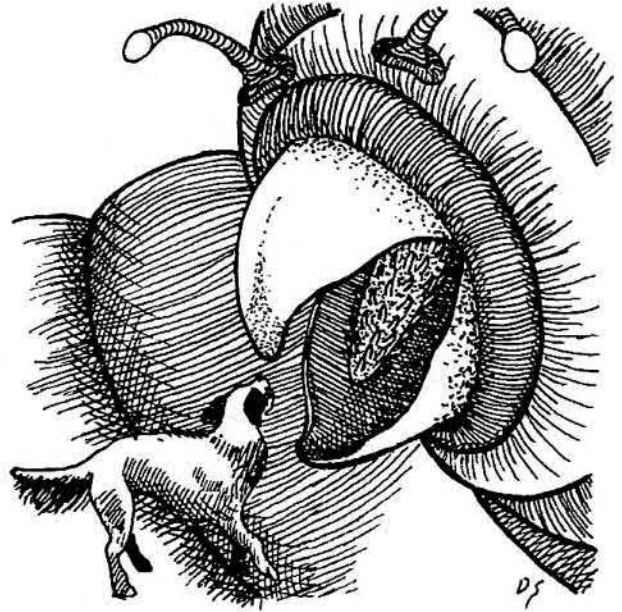
POLYMER CLOUD

size: 30m
speed: 20
planet: all

weight: —
hits: —
terrain: all

A cloud of almost invisible gas, usually whitish, which will instantaneously dissolve and absorb all plastics.

Polymer Clouds are solitary, but fairly common.



PSIBLASTER

size: 60cm
speed: 60
planet: all

weight: 4kg
hits: 1/1
terrain: plains, desert

A violet snake which lives on beetles and grubs. In times of danger or of pain, it emits a very powerful, non-directional telepathic stun-bolt.

Psiblasters occur in colonies of 10-100 by night, but forage alone by day.

PURPLE WORM

size: 16m
speed: 54
planet: all

weight: 10,000kg
hits: 10/5
terrain: all

A huge worm, up to 3m in diameter. It drills tunnels in the soil, and uses its periscope-like eyes to see prey above ground.

The Purple Worm has a stinger (bearing paralysis venom) and can chew up and digest anything up to 10m across.

PSI-DRIFTER

size: 1.2m
speed: 31
planet: all

weight: 4kg
hits: 1/1
terrain: all

A brilliant gold and green butterfly, which feeds on insects by sieving them out of the air.

These insects are attracted to psi-sources, and will circle such sources for days, absorbing psi-power at a slow rate.

QALROCK

size: 30m
speed: —
planet: S, J, P

weight: —
hits: —
terrain: all

Coral-like creatures, which resemble vari-colored rock.

The edges of Qalrock structures are razor-sharp, and can cut any material except steel.

PTERANODON

size: 3m
speed: 70
planet: V, T, J

weight: 40kg
hits: 3/2
terrain: all

A flying lizard with green and gold scales and an armored beak. Its claws are 60cm long. It will attack anything it sees.

Pteranodons live in colonies of up to 200 on top of mountains or cliffs.

QARTR'S COAGULATOR

size: 1.2m
speed: 53
planet: V, T

weight: 50kg
hits: 4/2
terrain: near water

A huge, mosquito-like, flightless insect. It uses its atrophied wings to aim a tight ultrasonic beam at its prey. This causes coagulation of body liquids and rapid death.

Qartr's Coagulators are solitary, and fairly common. They usually hunt at night, using echo-ranging to "see."



QUAL'S RAT

size: 30cm
speed: 45
planet: M, V, T, S, J
weight: 4.5kg
hits: 1/1
terrain: mountains

A grey rat, with loose webbing between its legs, with which it can glide. It eats carrion, but will always attack to defend its terrain.

Nests contain up to 150 animals; the home area of a nest can be several square kilometers. If carrion is scarce, they may issue in packs to kill game, then let it sit for a while.

QUALCH

size: 20cm
speed: 46
planet: V, S, J, P
weight: 3kg
hits: 1/2
terrain: marsh, coastal

An armored turtle with gliding wings and large jumping legs. Its shell is black with orange trim, and its flesh green.

Qualch groups of 100-1,000 will mark out an area, and jump in unison on prey within it, killing with teeth and claws. They will move the area about 30m per day.

QUARN

size: 10cm
speed: 20
planet: all
weight: 250gm
hits: 1 hit
terrain: water, swamp

A leech, usually dark brown. It attaches itself to almost any living thing, and can penetrate almost any natural hide or shell.

Any creature touching a Quarn absorbs secretions which will render it unconscious. Quarn are common.

QUORRIN

size: 20cm
speed: 90
planet: T, S, J, P
weight: 5kg
hits: 1/2
terrain: near water

A duck-shaped bird, colored gold and brown, with a red head. It likes to follow animals (and people), producing ultrasonic noises that attract almost any sort of mammalian predator. It hopes to feed on the leavings.

Quorrins are solitary, and common.

QURR

size: 1.5m
speed: 65
planet: V, T, S, J
weight: 60kg
hits: 5/3
terrain: ocean, lake

A large fish with a carapace over the entire front end. Its mouth is lined with razor-sharp shell. It is sensitive to vibrations in the water.

Qurr swim in schools of 10-50, and are carnivorous. They hunt day or night.

RADIOACTIVITY

size: —
speed: —
planet: all
weight: —
hits: —
terrain: all

Any monster encountered may be contaminated with radiation. In such a case, the survivors will soon begin to suffer from degenerative disorders and cancers.

RICHARDSON'S FOLLY

size: 3m
speed: 86
planet: M, V, T, S, J
weight: 1kg
hits: 2/1
terrain: plains, desert

A semi-transparent sheet of muscle/nerve tissue. It lays on the ground, typically on a game trail. When touched, it will contract and dispose of the prey with a 50,000-volt shock.

These horrors are solitary, and move by drifting or gliding. They hunt constantly. If one is cut in two, it will become two smaller ones.

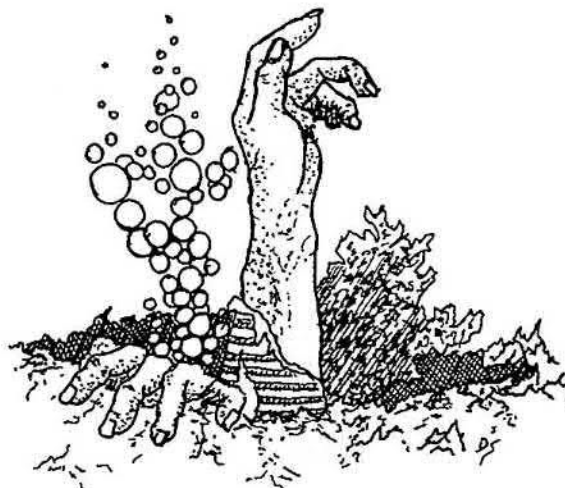
ROBARD'S UNICORN

size: 2.4m
speed: 43
planet: T

weight: 360kg
hits: 5/3
terrain: plains

An equine creature, slate-grey in color, with a single horn on its head.

These Unicorns are found in herds of up to 50; if one is in pain, it will call the rest to its rescue. Their hooves are sharp, and used as weapons.



ROCKETTE

size: 3m
speed: 60
planet: all

weight: 20kg
hits: 8/4
terrain: all

This creature resembles a small rock, like sandstone. It waits near paths and trails, leaps on prey and uses its stinger, which causes swelling and death.

Rockettes are solitary, but very common.

ROTTENROCK

size: 50m
speed: —
planet: T, S, J

weight: —
hits: —
terrain: all

Coral-like organisms which utilize natural rock for coloration. They form large air pockets, which serve as traps.

The "coral" formations have sharp edges capable of cutting anything but steel to shreds. This usually disables anything that falls into an air pocket, until digestive secretions can get to work.

ROCKRAT

size: 30cm
speed: 40
planet: all

weight: 60kg
hits: 8/3
terrain: rocky

A small ovoid blob, with light-sensitive areas on its spine. It eats its way through rock, leaving a 10cm cylindrical hole. The Rockrat's tissues are composed of silicon, and it is immune to all but energy weapons.

Rockrats occur in colonies of up to 10,000. Occasionally they will migrate over the land, through all obstacles.

RUSTOM

size: 1m
speed: 68
planet: all

weight: 180kg
hits: 5/4
terrain: plains, forest

A large pig-like animal with green and blue striped fur (which is valuable). They are herbivores, but the males have long tusks and will defend themselves against creatures of any size.

Rustoms are found in herds of 100-1,000.

RORQUAL'S BEAR

size: 6m
speed: 61
planet: V, T, J

weight: 1,800kg
hits: 8/3
terrain: tundra, icecap

Much larger than an ordinary bear, and extremely strong. It is equipped with two tentacles at waist level.

These bears are carnivorous, concentrating on fish. They always occur in mated pairs, with either zero or two young.

SALAMANDRE

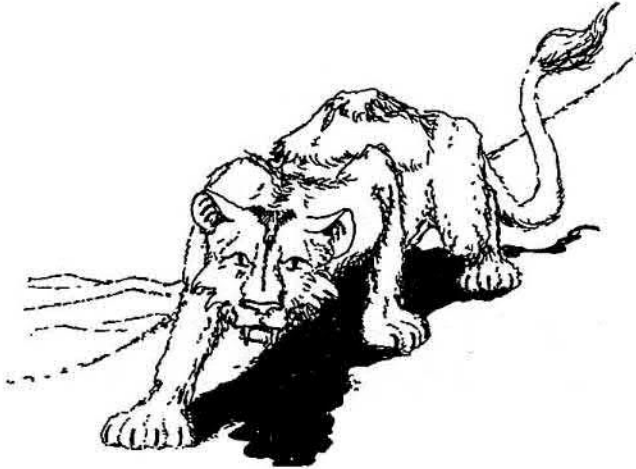
size: 2.4m
speed: 66
planet: M, V, S

weight: 230kg
hits: 6/2
terrain: desert, tundra

Shaped like a salamander, but with eight legs, usually orange or red in color. Its body is covered with powerful digestive acid secretions. It has no pain sensors on its body.

The Salamandre attacks by sprinting into contact with its prey, or by trapping it in a corner and forcing contact.

Spacefarer's Guide to Alien Monsters — Sandcat to Sharkoid



SANDCAT

size: 1.8m
speed: 56
planet: T, S
weight: 60kg
hits: 4/2
terrain: desert

A carnivorous cat, tan-colored, with huge pads on its paws. The hump on its back stores water as fat.

Sandcats are found in prides of about eight, usually around a waterhole.

SAPLIN

size: 10cm
speed: 76
planet: all
weight: 1kg
hits: 4/1
terrain: all

Shellfish, brown and dark red in color. They lie with their shells partly open and wait for prey. They spit a toxin which causes epilepsy.

Saplin occur in clusters of 20-2,000.

SARGOLBEAST

size: 2.5m
speed: 55
planet: all
weight: 300kg
hits: 6/3
terrain: coastal waters

An armored reptile, with powerful jaws and claws, and many segmented legs.

Sargolbeasts are nocturnal, and hunt in packs of 2-30, but will not assist or defend each other.

SEIG'S WORM

size: 10m
speed: 64
planet: M, V, T, S
weight: 1,000kg
hits: 7/5
terrain: mountain, desert

A snake-like animal with thirty pairs of legs, colored brown with red and gold stripes. It uses constriction to kill its prey.

Seig's Worm is solitary, but many may be attracted to the scent of blood.

SELSHOR

size: 2m
speed: 73
planet: T, S, J, P
weight: 2kg
hits: 1/1
terrain: swamp, river

A snake, brown with yellow rings. Along its spine are short barbs coated with a poison that causes a rapid increase in metabolism. The barbs are defensive; it hunts small prey with its fangs.

Selshor hunt alone, but sleep in large colonies of 10-100.

SHARK

size: 7m
speed: 85
planet: all
weight: 500kg
hits: 7/5
terrain: ocean, coastal

A rapacious fish with a very tough skin, and a wide mouth full of sharp teeth. It can scent blood up to a mile away. It will attack any animal that appears to be damaged or in trouble.

Sharks are solitary, but the smell of blood will rapidly bring more.

SHARKOID

size: 3m
speed: 62
planet: all
weight: 300kg
hits: 5/4
terrain: all

A flying animal shaped vaguely like a shark. It has large fins, and many hydrogen cells throughout its body. It is carnivorous.

Sharkoids occur in swarms of 100-1,000. They hunt only by day.

SHARK-SQUID

size: 7m
speed: 92
planet: M, V, T

weight: 2,000kg
hits: 8/4
terrain: ocean

This odd sea-beast looks as though the tail and flukes of a shark had been mated with the front end of a squid (including the tentacles). It usually uses its fins to move, but can move and change direction very quickly for short distances. It is black in color.

Shark-Squids are solitary. They often attack boats.



SHIELDPLANT

size: 3m
speed: 76
planet: V, S

weight: 1kg
hits: —
terrain: forest

An ivy plant with small blue flowers. The leaves are large (30cm) and dark, shiny green.

When its leaves are disturbed, a flower will shoot out a seed. If it penetrates, it will drain the victim of one strength level each week, but will also endow him with an impenetrable psionic shield.

SHORTCAT

size: 45cm
speed: 53
planet: T, S, J

weight: 20kg
hits: 3/2
terrain: forest, plains

Similar to a bobcat, but with six legs. Its colors and markings are varied. Its ears are large, and its eyesight very poor.

Shortcats are usually found in mated pairs. They love to ambush animals from cover.

SHELLSLUG

size: 3m
speed: 48
planet: all

weight: 280kg
hits: 5/5
terrain: all

A large slug, protected by a carapace on top and part way down the sides. It glides over and absorbs food, and can spit acid up to 10m.

Shellslugs are solitary; their shells are extremely efficient dissipators and radiators of heat.

SIRENWEB

size: 50m
speed: —
planet: V, T, S, J

weight: 250kg
hits: 6/6
terrain: woods

An almost invisible, color-adaptive web. The main body of the creature is below ground. The web produces ultrasonic noise lures, then stuns the prey with sound, and the main body eats it.

The Sirenweb begins life as a 2cm web (preying on tiny insects), and can grow indefinitely.

SHOGGU

size: 40m
speed: 60
planet: all

weight: —
hits: 15/8
terrain: all

A bright pink amoeboid organism. It will convert wood and cloth to protoplasm at a rate of 10kg per minute.

If annoyed (or curious) the Shoggu can also convert flesh. It is invulnerable except to energy weapons.

SITPHLAR

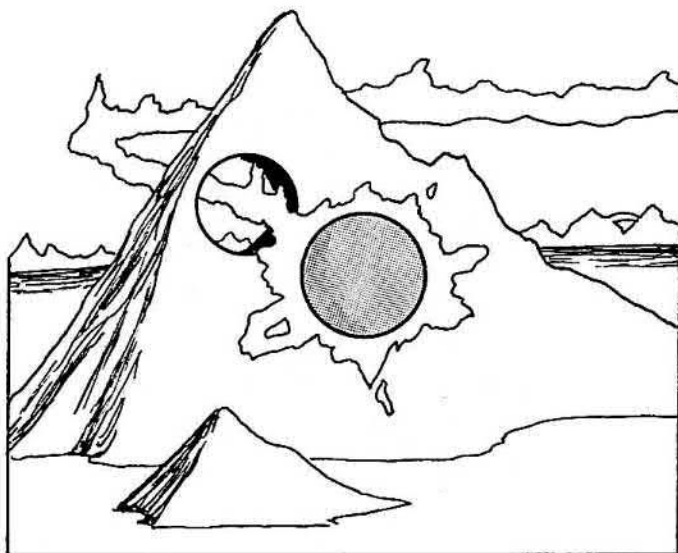
size: 2m
speed: 32
planet: all

weight: 100kg
hits: 5/2
terrain: plains, desert

A very large rodent. It digs spacious tunnel complexes just under the surface, and waits for prey to fall in, attacking them with teeth and claws.

Sitphlars are solitary in their hunting, but nest together up to 30 in a central tunnel complex.

Spacefarer's Guide to Alien Monsters — Sizzler to Spitter



SIZZLER

size: 2m
speed: 40
planet: all

weight: 500kg
hits: 11/4
terrain: all

A spherical blob of black stone which moves by levitation. It eats rock, leaving a 2m cylindrical hole. It is a silicon-based life-form, and immune to all non-energy weapons.

Sizzlers are solitary. They often travel in straight lines over the ground, through anything in the way.

SLEEPER

size: 90cm
speed: 50
planet: all

weight: 55kg
hits: 4/2
terrain: all except desert

A yellow-furred fox, with black mane and tail. The fur is very valuable. A hump between the rear legs houses a second brain. Sleepers generate a sleep-gas, which dissipates rapidly.

Sleepers live in families of 15-20, led by a dominant male.

SLITHAR

size: 13m
speed: 46
planet: S

weight: 2,000kg
hits: 8/3
terrain: desert, plains

A crimson-colored reptile with four splayed feet. Its tail is long and prehensile, and its mouth contains six rows of fangs.

Slithar are found wild in herds of 30-300. They are often tamed and used as riding beasts.

SOFTCRAB

size: 1m
speed: 60
planet: M, V, T, S, J

weight: 50kg
hits: 4/4
terrain: coast, beach

A mutant horseshoe crab, with a long, flexible stinger in the rear. Its shell is soft. The venom in its stinger causes swelling and loss of muscle control.

Softcrabs are hard to see on sand. They will automatically attack anything within a 1m radius.

SPINEBUG

size: 60cm
speed: 93
planet: all

weight: 1kg
hits: 1/0
terrain: all

A long, narrow beetle, usually green in color. It will wait in tall grass and leap upon any warm-blooded creature, attaching itself to and completely covering the spine.

It will not harm its host, but will reduce its dexterity by 25%.

SPINECHUCKER

size: 4m
speed: 60
planet: all

weight: —
hits: 6/0
terrain: desert

A large cactus-like plant, sensitive to vibrations. When it detects an animal within 1m, it shoots its spines in an attempt to kill it for its moisture (and to propagate, for the spines function as seeds).

Spinechuckers can occur singly or in clusters of indefinite size.

SPITTER

size: 3m
speed: 71
planet: M, V, T

weight: 200kg
hits: 5/3
terrain: all

A slate-grey lizard, herbivorous. When upset, it puffs up. It can spit a nerve toxin, usually instantly fatal, up to 20m.

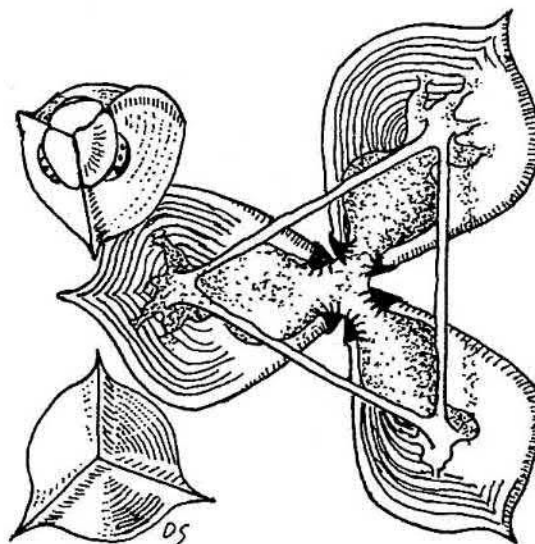
Spitters are common, and occur in groups of 10-50. They are very upset by sudden movements.

STAMMLER'S OX

size: 90cm
speed: 33
planet: V, T, S, P
weight: 230kg
hits: 6/3
terrain: plains, tundra

A short but hefty ox, with much thick, black hair and a hump between its shoulders. Males are armed with a heavy mace at the tail.

Herds of these oxen number 50-1,000. The males will protect their females and young fiercely.



STINGAPE

size: 2.4m
speed: 63
planet: V, T, S
weight: 400kg
hits: 6/3
terrain: all

An extremely strong ape, usually black. It has two legs and four upper arms. Its long tail bears a stinger; its venom causes total sensory loss.

Stingapes sleep in trees at night, in groups of 1-30. They hunt during the day. Their favored tactic is to hold prey with their arms and use their stingers.

SULL

size: 1cm
speed: 10
planet: T, S, J
weight: —
hits: 1 hit
terrain: all

Tiny shellfish which grow in patches, usually ground-colored. The edges of their shells are razor-sharp, and can cut any material but steel.

Colonies of Sull can be as large as 100 square meters.

STRIDERS

size: 2m
speed: 66
planet: all
weight: 100kg
hits: 5/2
terrain: inland water

A ten-legged insectile creature. Each foot has wide pads, allowing it to walk on water. Its fangs deliver knock-out venom.

Striders are common, appearing up to 20 at a time. They will attack any living thing in the water.

SUNDEW

size: 90m
speed: 58
planet: all
weight: —
hits: 7/3
terrain: all

A large patch of plant stalks with red globs on top. When a stalk is approached, it swings down to touch the prey.

The heads of the stalks secrete a combination of powerful acid and glue. Mobile root systems drain the prey of fluids.

SUBSCOR

size: 3m
speed: 50
planet: T, S, J, P
weight: 400kg
hits: 6/4
terrain: plains

A panther-like cat. Its fur is mottled gold, brown and green, with a blue mane. It is always hungry, and always attacks any animal it sees.

Subscors hunt in packs of 10-30; they will defend their young to the death.

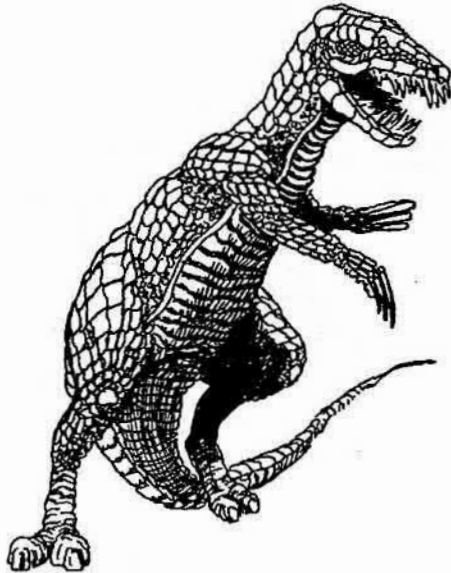
SUPERBEAVER

size: 1.2m
speed: 63
planet: V, T, S, J
weight: 140kg
hits: 5/2
terrain: river, lake

A mutated beaver with shaggy orange fur, and very powerful claws and incisors. Its strength is four times that of a man.

Families of up to 100 Superbeavers build dams up to 50m tall.

Spacefarer's Guide to Alien Monsters — Suterosaurus to Tleaze



SUTEROSAURUS

size: 6m
speed: 61
planet: V, T, J
weight: 325kg
hits: 5/3
terrain: forest, jungle

A small carnivorous dinosaur with a very long tail. Its small front arms are used for grasping and slashing. Its large skull holds teeth up to 4cm long.

Suterosauri are solitary and strictly diurnal.

SWALLOWFISH

size: 20m
speed: 51
planet: V, T, J
weight: 1,000kg
hits: 7/5
terrain: ocean

A blue, whale-like beast with a perpetually open mouth. It uses powerful suction to draw in fish, then strains out the water.

A Swallowfish often parks just off shore, and may be activated by splashes nearby.

TANTA

size: 7.5m
speed: 22
planet: V, T
weight: 2,750kg
hits: 8/3
terrain: jungle, plains

A hairy, green and brown creature resembling an elephant with six legs. It has four triangular tusks in its mouth, and two tendrils below the jaw, with which it picks up animals to skewer on its tusks.

Tanta travel in nomadic herds of 10-30. They are very protective of their young.

TARGET LIZARD

size: 2.3m
speed: 48
planet: all
weight: 150kg
hits: 6/5
terrain: all

Similar to an iguana, but purple in color, with a yellow underside. It has two brains, and so is quite hard to kill. It can regenerate organs and limbs, up to four times its body weight.

Target Lizards are carnivorous, and occur in packs of 4-40.

TINIMOCKER

size: 15cm
speed: 63
planet: all
weight: 1kg
hits: 1/0
terrain: all

An animal of amorphous shape. It draws off and feeds on the body heat of animals within 1m. It can assume the shape of any convenient object, natural or artificial, near its victim.

Tinimockers are solitary, but common. If one finds a good place to feed, others will soon begin to appear.

TLAFAR

size: 3.6m
speed: 32
planet: V, J
weight: 360kg
hits: 5/2
terrain: swamp, jungle

An annelid resembling a giant earthworm, covered with short quills. The quills grow in a pattern that mimics huge eyes and a set of fangs. It has a stinger at the tail which injects a usually fatal nerve poison.

Tlafaru are herbivorous, and solitary.

TLEAZE

size: 4.5m
speed: 30
planet: T, S, J
weight: 280kg
hits: 5/4
terrain: forest

Roughly bear-shaped animal, with four legs and four arms. Its paws have long claws. Its hair is long, and blue.

Tleaze are nocturnal, and are found in packs of up to 30. For some reason, they hate powered vehicles, and always attack them.

Spacefarer's Guide to Alien Monsters — Trap Turtle to Uele

TOYFOX

size: 30cm
speed: 62
planet: V, T, S

weight: 7kg
hits: 1/2
terrain: plains

A variant fox, colored tan/brown/white, with a long tail. It has a partial shell down its spine for protection. It stuns prey by ultrasonic projections.

Toyfoxes usually hide from larger creatures, but if surprised or frightened they will defend themselves. They usually occur in groups of 8-12.



TRAP TURTLE

size: 2.5m
speed: 49
planet: all

weight: 200kg
hits: 6/4
terrain: desert, beach

This turtle's shell is covered with growing plants. It sends out a net of 2m tentacles. If touched, a tentacle will attack; tentacles are very strong, with calws on the end.

Trap Turtles always occur in groups of three.

TRICERATOPS

size: 2.5m
speed: 46
planet: V, T, J, P

weight: 3,000kg
hits: 8/5
terrain: all

A four-footed dinosaur, herbivorous. It has an armored shield around its neck, and three long, forward-pointing horns about 5m long.

Triceratops occur in herds of 10-100. The males will aggressively defend their territory and their females.

TREE LIZARD

size: 2m
speed: 64
planet: V, T, S, J

weight: 150kg
hits: 5/3
terrain: forest

A scarlet lizard. Its eight legs are equipped with powerful sucker pads. It has a long neck, and sharp teeth, which inject a slow-acting sleepdrug-venom.

Tree Lizards are solitary, but quite common.

TYRANNOSAURUS

size: 4.8m
speed: 73
planet: V, T, J

weight: 8,500kg
hits: 9/5
terrain: all

A ferocious dinosaur about 15m long, with small, almost useless front limbs. Its teeth are long and sharp, and its jaws extremely powerful.

Tyrannosauri are solitary, and hunt by day. They will automatically attack any large moving object in their hunting domains.

TREESUCKER

size: 1m
speed: 40
planet: all

weight: 50kg
hits: 4/2
terrain: forest

A long stick-like body with twelve legs. Its color is that of the bark of local trees—usually brown. It feeds by hanging on a tree and sucking the sap, but it will also use its drill on anything that disturbs it.

As many as 10 Treesuckers can be found on a single large tree.

UELE

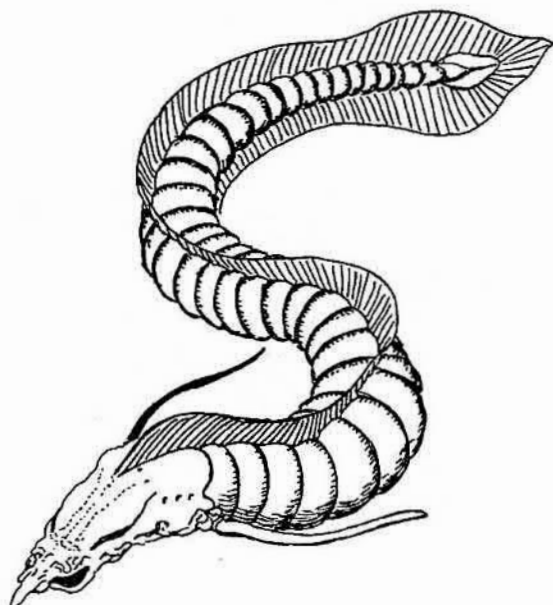
size: 2m
speed: 50
planet: V, T, S, J

weight: 500kg
hits: 6/4
terrain: forest

A four-footed bovine animal, its coat black with red spots. Its tail bears a heavy bone mace, and its head three forward-pointing 1m horns.

A Vele will attack anything it thinks is threatening its mate or young. Vele herds number up to 500.

Spacefarer's Guide to Alien Monsters — Udwan to Venus Fly Trap



UDWAN

size: 40cm
speed: 30
planet: all

weight: 1kg
hits: 1/0
terrain: all water

A leech, usually yellow and white. It attaches to any living thing, and steadily draws off its life-force. It cannot be felt, due to the injection of a local anesthetic.

Udwan are solitary, and common.

UGSLUG

size: 90cm
speed: 27
planet: all

weight: 55kg
hits: 5/4
terrain: jungle, coast

A limbless lizard, grey-green in color, and covered with brown slime. It moves like a slug, leaving a trail. Its tongue is 2m long and bears a strong nerve poison.

Ugslugs are nocturnal. During the day, they sleep in the shade, in groups of 3-10.

UHYM

size: 2cm
speed: 15
planet: V, T, S, J

weight: —
hits: 1 hit
terrain: all

A small red worm which lives in the ground. It will bore into any flesh that touches it. If allowed to, it will remain in the organism, emerging as a beetle 40cm long.

Uhyms are quite common on many worlds.

VA

size: 30cm
speed: 62
planet: T, S

weight: 3kg
hits: 1/1
terrain: all

A soft worm. Its entire body is covered with strong acid secretions. Cutting it into as many as five pieces will generate that many new worms. VAs often hang from trees on webs, while spinning cocoons.

VAs are solitary, and common.

VAMPIRE

size: 4m
speed: 98
planet: all

weight: —
hits: 12/0
terrain: all

A ball of pink gas, which drifts on winds currents, exercising some control. It absorbs blood from any animal; when fed, it will turn redder in color. It can seep through cracks, but not through solid material.

Vampires are solitary. They are sensitive only to energy weapons.

VEEMISH

size: 5cm
speed: 50
planet: all

weight: 500gm
hits: 1/0
terrain: coastal water

A small, slug-shaped organism. It will attach itself to any living thing and proceed to suck it dry of fluids. If touched, it will deliver a massive electrical shock.

Veemish are found in colonies of up to 1,000.

VENUS FLY TRAP

size: 40m
speed: 55
planet: M, V, T

weight: —
hits: 8/2
terrain: all

A monstrous variant of the well-known carnivorous plant of Earth. The trap portion of the plant is 2.5m wide, and its inside resembles the forest floor.

These plants are usually found growing in patches. Their reflexes are quite sharp.

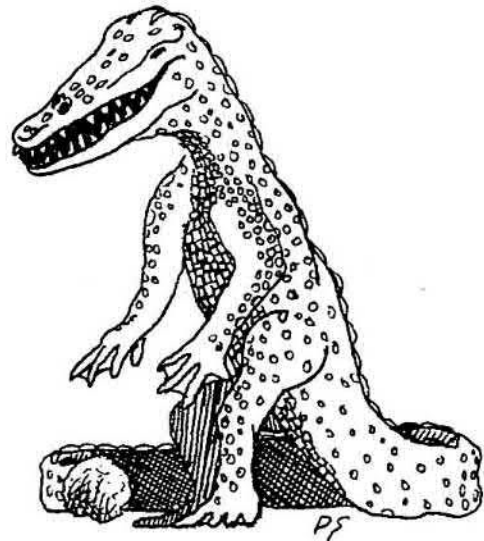
V-FROG

size: 25cm
speed: 43
planet: all

weight: 500gm
hits: 1hit
terrain: coastal, swamp

A green or blue frog, capable of jumping up to 2m. Its eight eyes give it 360° vision. It uses electric shock to stun its prey, then secretes an enzyme to liquify its proteins.

V-Frogs live in colonies of 30-400; often a large group will hunt in unison.



VITASLUG

size: 65mm
speed: —
planet: V, T, S

weight: 5gm
hits: —
terrain: all

A small, translucent white slug. It moves very slowly, and is sensitive to alcohol and to similar poisons. Vitaslugs occur as parasites in many animals.

A Vitaslug lengthens the lifespan of its host, but also causes it slowly increasing amounts of pain. the longer it is in its host, the harder it is to remove without damage. It may be transmitted by touch (absorbed through the skin).

VORYADRAY

size: 8m
speed: 58
planet: all

weight: 500kg
hits: 7/3
terrain: swamp

A crocodilian-type creature, but with longer legs. It is colored emerald and amber. Its long tail has a bony bludgeon on the end.

Voryadray packs number up to 20. They are active carnivores, and once they spot prey they do not give up.

VOLANE

size: 6m
speed: 53
planet: V, T, J, P

weight: 1,800kg
hits: 8/4
terrain: forest, tundra

A bear-like animal with eight long tentacles instead of upper limbs. It is very strong, but will usually only attack deer or similar animals.

During mating season, Volane are seen only in fours; at other times, they are solitary.

VYVA

size: 90cm
speed: 60
planet: all

weight: 55kg
hits: 4/3
terrain: all

A small canine creature, its fur white with blue stripes. It emits a nerve-retardant spray (3m range) to slow down its prey (causing it to move and react at 10% normal speed), then finishes it off with fangs and claws.

Vyva are nocturnal, and hunt in packs of 8-30.

VONDAM

size: 2m
speed: 62
planet: T, S

weight: 500kg
hits: 6/4
terrain: plains, woods

Similar to oxen, but with six legs, and fangs. The Vondam is generally lethargic, but if one is annoyed, it will not rest until either it or its enemy is dead.

Vondam are solitary. They are generally herbivorous, but enjoy an occasional meat snack. They attack by gathering speed and butting with full force.

WA'AMPA

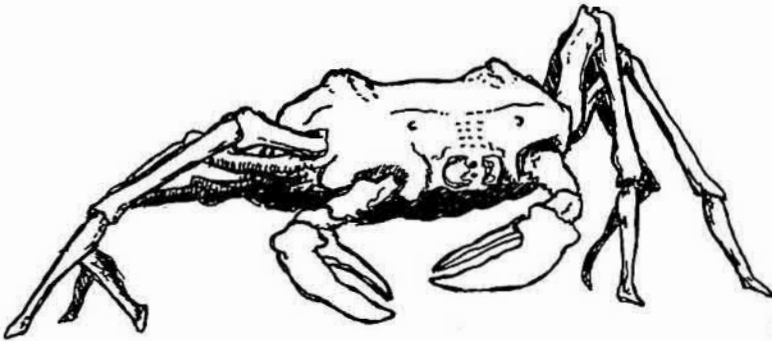
size: 1.8m
speed: 51
planet: all

weight: 115kg
hits: 5/4
terrain: swamp, river

A blue and green aquatic salamander, with long, very strong tentacles. Its eyes are on the ends of long stems.

The Wa'ampa detects its prey by sight and touch, then uses its tentacles to pull it to its jaws. Wa'ampa occur in groups of 2-10.

Spacefarer's Guide to Alien Monsters — Webcrab to Wooma



WEBCRAB

size: 1.9m
speed: 44
planet: all

weight: 170kg
hits: 5/4
terrain: inland water

A black-shelled crab with two large claws. Its eyes are sensitive only to motion. It shoots a glue-like substance (3m) at anything it sees moving, then walks over to cut it up and eat it.

Webcrabs hunt singly, but live in underwater colonies of 20-2,000. They can survive for eight hours out of water.

WEBERIEN

size: 2.4m
speed: 73
planet: V, T, S

weight: 8kg
hits: 1/2
terrain: desert oases

A snake with gills near the head, that lives in desert wells and springs. It is colored a mottled grey and tan. Its venom is a strong paralytic agent.

The Weberien uses telepathic projection to achieve a sort of invisibility.

WHALE

size: 300m
speed: 60
planet: all

weight: 120,000kg
hits: 25/12
terrain: ocean

A large, blue-grey, fish-shaped mammal with massive fins. It lives by sweeping up plankton and other small sea-life. Whales are generally phlegmatic, but can sink almost any boat by accident, or if sufficiently annoyed.

Whales travel in groups of up to 10.

WHALESHARK

size: 75m
speed: 38
planet: all

weight: 25,000kg
hits: 12/7
terrain: ocean

Basically whale-like mammals, but carnivorous, and with large, very sharp teeth. Each Whaleshark marks out a vast hunting area on the coastal shelf.

Whalesharks are very hard to damage, due to extensive vegetable and animals growths on their skins.

WOLF

size: 1m
speed: 60
planet: V, T, S, J

weight: 100kg
hits: 5/3
terrain: forest, tundra

Dog-like carnivores, usually black or grey. Their sense of smell is very sharp, and they exhibit a high degree of cooperation in hunting.

Wolves usually hunt by day, unless especially hungry. Packs number up to 30. Mated pairs will defend each other, usually with the help of the pack.

WOLVERINE

size: 2m
speed: 85
planet: V, T, S

weight: 300kg
hits: 6/3
terrain: woods

A four-footed bear-like carnivore, usually grey, with a long snout and very sharp teeth. It uses its claws for digging and fighting.

Wolverines are solitary. They are curious, and so may be found almost anywhere. They love salt.

WOOMA

size: 10m
speed: 53
planet: S, J, P

weight: 2,000kg
hits: 8/4
terrain: desert, plains

A reptile, similar to the iguana. It has razor-sharp plates down its spine, and its tail is a spiked flail.

Wooma are diurnal, a herd of up to 500 will stake out an area of terrain, totally strip it of life, and move on.

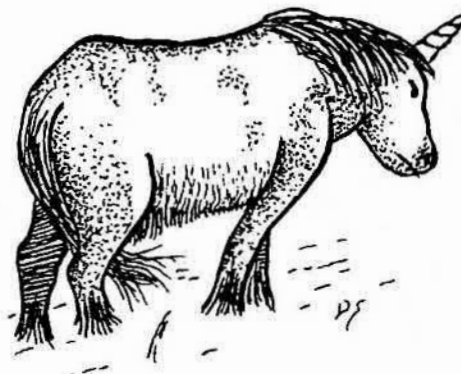
WRAPPER

size: 4.4m
speed: 82
planet: S, J, P

weight: 380kg
hits: 6/3
terrain: all

An immobile, stump-shaped plant that leaches proteins out of the soil. It has eyes, and uses them to detect animals, at which it shoots seeds. The seed sprouts to enclose the prey in a cocoon, and begins to break down its tissues.

Wrappers usually grow in vast groves.



WRAPPER BEAST

size: 3m
speed: 71
planet: V, T, S, J

weight: 350kg
hits: 6/3
terrain: swamp, river

This mutant alligator stalks its prey under water, then springs out, and uses a brilliant flash of light to stun and blind the prey. It then uses a stinger to put the prey to sleep, wraps it in a cocoon, and either eats it or injects its eggs into it.

Wrapper Beasts hunt singly, and only by day.

WYNTO

size: 2.5m
speed: 70
planet: V, T, S

weight: 500kg
hits: 6/4
terrain: plains, forest

A horse, colored blue or grey, with black trim. A long, single horn protrudes from its forehead.

Wynto are carnivorous, and herds number 5-20 animals. Herds will attack in unison. Male Wynto will fight to the death to defend their young.

WURT

size: 2m
speed: 44
planet: T, S

weight: 800kg
hits: 7/3
terrain: plains, desert

An extremely massive turtle. Its shell is whitish with large green splotches. It has long claws on its feet.

Wurts are solitary. They will often sit in a waterhole and attack the first animal that comes to drink.

XA'AL HORSE

size: 2.4m
speed: 65
planet: all

weight: 500kg
hits: 6/4
terrain: plains

A horse-like animal, usually blue in color with purple patches. The male has two long, slightly curved horns on its head.

The often gigantic herds of Xa'al Horses (50-10,000) will aggressively defend their females, their young and their pasture areas.

WYFFLE

size: 2cm
speed: 90
planet: all

weight: 10gm
hits: 1 hit
terrain: all

An orange bee with four 10cm wings. It uses a special catalyzer to chemically strip off long strips of steel, which it then uses to build nests.

Wyffle swarms may number up to 50,000. They never attack living creatures.

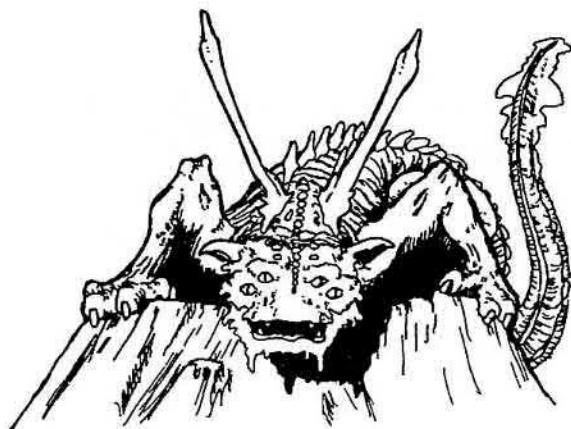
XALTER

size: 2cm
speed: 92
planet: M, V, T, S, P

weight: 10gm
hits: 1 hit
terrain: all

Similar to ants, but always found in groups of exactly 32. A group will surround prey, then herd it to its hive, by use of resonating telepathic force-fields.

Hives contain 5,000-50,000 Xaltera. Once at the hive, the prey is killed by a telepathic self-destruct command.



XAM'S DRAGON

size: 30m
speed: 73
planet: all

weight: 7,500kg
hits: 10/8
terrain: all

A quadrupedal reptile, with green or blue armored scales, and spines down its back. It shoots flaming methane/oxygen at its prey, and its claws and teeth are also formidable.

These dragons are solitary, carnivorous and always hungry. They can use the flame weapon five times in succession before exhausting it.

XARDER

size: 30cm
speed: 71
planet: V, T, S, J

weight: 6kg
hits: 1/2
terrain: near water

A frog, totally encased in a protective carapace, and usually yellow in color. It has small but sharp teeth and claws. The Xarder spits a small pellet of a magnesium compound at its prey, blinding it.

Colonies of Xarder always number about 200 animals. They often act in unison.

XINK

size: 1m
speed: 61
planet: all

weight: 800kg
hits: 7/3
terrain: all

A turtle with a dark blue shell. Its flesh is light blue. Xinks feed on plants, but if they have been in contact with technological civilization for any length of time, they will come to prefer all types of plastic over any other food.

Xinks are nocturnal, solitary and quite common.

XYMPLAST

size: 60cm
speed: 16
planet: all

weight: 70kg
hits: 4/4
terrain: all

The Xymplast looks like a large bush, but is actually an animal. Its tendrils carry a fast-acting contact paralysis poison, and will draw prey into the main body of the creature.

The ground near the Xymplast contains many semi-detached sensors for weight and vibration.

YALL

size: 2cm
speed: 78
planet: T, S, J, P

weight: 10gm
hits: 1 hit
terrain: all

A red spider which likes to snuggle up to heat sources at night.

Its bite causes loss of sensation in the bite area, which spreads 1cm per day and is very difficult to arrest. Yalla are solitary.

YELLERCRAB

size: 30cm
speed: 06
planet: all

weight: 8kg
hits: 1/4
terrain: coastal

A small land-dwelling lobster, colored red to brown, and very slow. Yellercrabs live in burrows in the sand.

If frightened or hurt, Yellercrabs will emit a scent that attracts all types of insects for kilometers around. Up to 2,000 Yellercrabs may inhabit an acre of beach.

YELLOWGATOR

size: 9m
speed: 21
planet: all

weight: 1,700kg
hits: 8/4
terrain: marsh, river

A large creature of the alligator family, grey in color. It secretes a drug which floats on the surface of the water; it causes convulsions, and sometimes death. Occasionally, one will have a precious gem or two in its gizzard.

Yellowgators usually float in the water, waiting to consume at leisure the victims of their drug. They appear in groups of up to 10.

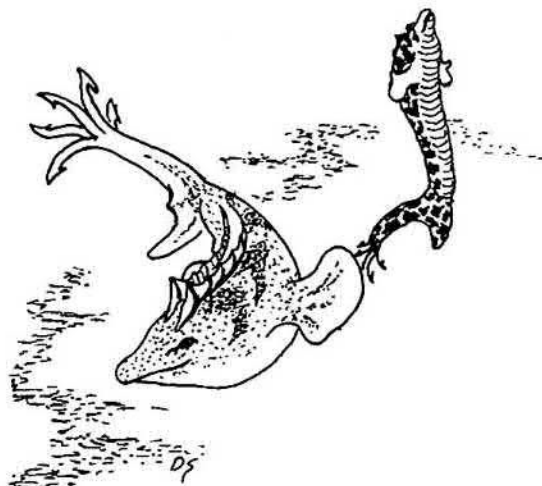
YINNER'S BEAR

size: 40cm
speed: 66
planet: M, V, T, S, J

weight: 10kg
hits: 1/2
terrain: all wooded

A small bear with large, rounded ears. Its fur is grey with black trim. It will sit high in a tree and drop onto its prey from above, then drive its single long claw into the victim's head.

Packs of Yinner's Bears may number 5-50.



YOROFFE

size: 6m
speed: 50
planet: all

weight: 680kg
hits: 6/4
terrain: plains

A very tall, long-necked, egg-laying quadruped. Its fur is gold with brown spots. The long spikes just under its jaw are used in defense.

Yoroffei are herbivorous, and herds can number 50-100. They lay their eggs in a protected area, and all adults protect this area aggressively.

ZIPFISH

size: 2.2m
speed: 96
planet: all

weight: 260kg
hits: 5/4
terrain: ocean

These sea-creatures look like dolphins, but are true fish. Their color is variable (like the chameleon). The tail is equipped with a heavy barbed flail.

Zipfish will hunt in packs of up to 50, often just off-shore. The females will fight fiercely to protect their young.

YORTGILN

size: 1.7m
speed: 66
planet: V, T, S, P

weight: 300kg
hits: 5/3
terrain: plains, forest

A big four-legged herbivore, white with random green stripes. The horns on the males are up to 1m long and slightly curved.

During mating season, Yortgiln will attack all animals larger than themselves that they see. They occur in herds of 10-100.

ZANTOR

size: 10cm
speed: 40
planet: M, V, T, J

weight: 100gm
hits: 1 hit
terrain: all

Silver or copper colored carnivorous ants. They use crude telepathy to coordinate group action. Each has an acid-bearing stinger that causes severe burning, and sometimes death. Their jaws are sharp and powerful.

Zantor nests contain thousands of individuals.

ZEBULON

size: 3m
speed: 73
planet: V, T, S, J, P

weight: 260kg
hits: 8/3
terrain: coastal

Large yellow and green lobsters. Their claws are sharp and they use them with considerable speed. They can survive out of water up to two hours without ill effects.

Zebulons are solitary. They often hunt on shore, or wait for prey in shallow water.

ZAPPER

size: 1.8m
speed: 82
planet: all

weight: 210kg
hits: 5/3
terrain: coast, plains

A massive lizard with armored plates on its back. It has a long tongue which it can uncoil very rapidly (note speed above). It transmits a high-voltage shock to stun prey. The Zapper itself is rather slow, both in and out of the water.

Entire coastal areas may be infested with hundreds of Zappers.

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Hi fellow sapients, I'm Professor Starymaple from the University of Zacania. I have compiled this little dissertation for your edification. Enclosed I have listed some of the more interesting faunae, that reside on Second Empire planets. It is hoped that this presentation will alert you to the various shapes and abilities nature has spawned to amuse, interest and frighten the sophont beings of the universe. It is hoped that you will walk, crawl, fly or swim with more care after reading this volume.



If you should come across a new species of fauna, or perhaps a heretofore unknown new ability of a known species, please write me care of the University of Zacania. May you learn something new every day.

—Professor Starymaple
University of Zacania
4221

