

BROKEN WRTHE



WORLD GUIDE

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Chapter 1 - The 45th Century

Introduction

This is a simple world in which to use for your Broken Urthe setting. This supplement has very brief information about Urthe, allowing the Storyteller to shape the world as they see fit. The included map is meant to provide a basic framework in which to host your adventures. This supplement will not force any specifics on this setting. You may want the characters to start in a small settlement next to the Mishgan Mountains. If this is the case, don't concern yourself with the eastern half of the world. Their first adventure may require them to visit the Detrut Ruins. Then you can decide what these ruins are in your world. Are they void of life? Does some chaotic race of mutants live there? Feel free to do what you want with it. The world only unfolds as the characters move on. There is no need to create an entire story about the Angel Ruins if the characters are never going to visit them.

Create your own interesting story about why the craters exist or why Las Vegas is now a dead land of radiation. What is the Glowing Lake and why does it glow? Part of the point is to change things for the next group of characters if you want. Maybe for one group, the Dunvar Ruins are overrun with flesh eating zombies. If you have adventures for another set of characters, then maybe their Dunvar Ruins are actually settled by a peaceful race of humanoids. Get inspired by films...such as Thundarr, Herculoids, Omega Man or Planet of the Apes. Think of games you may have played...like Fallout or Wasteland. If you are wondering about the areas of this map, I want you to know that there is a rich story behind it all...you just haven't written it yet.

So how does this supplement help you then? First of all, you get an entire map of Urthe. This is not just a simple map of the United States, but a map that has been greatly altered by all of these unknown events and centuries of change. Some familiar locales can be seen as well as areas with vastly different climates than we are used to. Florida has snow, while Oregon is a desert. There are ruined cities of Chicago, New York, and Las Vegas. What was once Little Rock, Arkansas...is now a smoldering crater.

There are guides to help you create non-human characters to play. Most will focus on a humanoid-animal variant, but there will also be humanoid insects to choose. There will be tables to help add flavor to a character species. Do you want a humanoid bear with 3 eyes and covered in blue scales instead of fur? You can! Do you want a human with green hair and black skin? You can do that too!

Broken Urthe has given guidelines for creating robots. This supplement will give you many different robots that you can use right away. Artifacts and relics will also be included to use in your games...both ancient, mundane, and high tech. Lastly, this supplement includes many new vehicles to use in your game.

All of this information is contained in this supplement for a very simple reason...none of it is necessary to play Broken Urthe. That is why it was not included in the main rule book. It is all optional material and you may decide to use none of this material and create something 100% all your own. So if you need a little help or inspiration, then read on and prepare for my vision of Broken Urthe.



Broken Urthe

Broken Urthe takes place in the 45th century; 2,000 years after a great cataclysm had decimated the entire planet. No one knows what this event was as there are signs of war and meteor bombardment. The moon is gone and the world is surrounded by a ring of asteroids that can be seen during clear nights. Ancient texts speak of natural disasters and alien invasions. The axis of the planet has been completely reversed where Texas is covered in snow and lies near the now northern pole of the planet. The American landscape has been altered much since the event. Cities have been destroyed and oceans have swallowed much of the coast. New species roam the planet and civilizations have begun anew. Some sciences have been newly discovered, only to remain buried deep under the ground or in ancient ruins. Areas that were once deserts are now flourishing with plant life, while others that were once forests are now barren and empty. Some civilizations are primitive in technology, with simple guns and clubs. Other areas may be more technologically advanced, with robots and laser rifles.

The known world is what North America once was. The areas around the old state of Michigan are now lush with thick jungle trees. The Texas and Mexico regions are cold, covered in thick layers of snow and ice. Florida has mostly sunk into the ocean with the Orlund Ruins still seen in the ice covered peninsula that remains. The area around Maine is a dead wasteland that most fear to travel. Radiation levels are high in this area and there is no vegetation. The Oregon and Washington area is now a barren desert, with pockets of slightly irradiated areas. The rest of the continent is pretty much thick with dense forests.

There have been five major craters found on Urthe. These craters are miles wide and void of any life. The radiation in these craters is very high. The entire area of the craters is blackened soil that is heavily irradiated. It is hard to tell if these are craters from meteors or from a powerful weapon. During some parts of the year, the craters are simply gigantic holes in the ground. At other times, a luminous green liquid pools in the center, sending dark green columns of smoke into the air. The pool of liquid can reach miles wide in diameter. The only crater that does not share this behavior is the Icecap Crater. This crater is still heavy in radiation, but the black soil is covered with a thin layer of ice and snow. No matter where the craters came from, all living creatures avoid these areas.

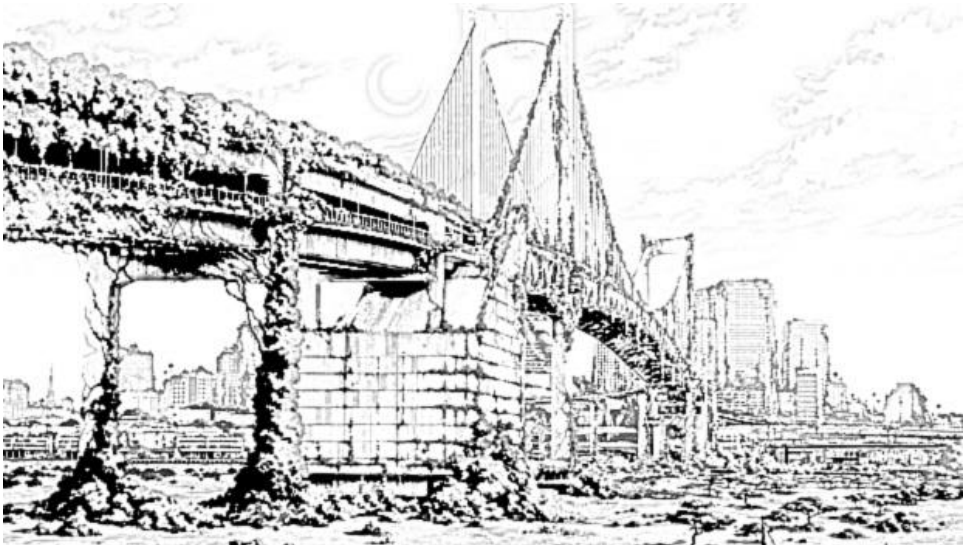
Most of civilization has been obliterated or reclaimed by the passing of time. Some have been consumed by new plant life, showing no obvious trace that towns or cities even existed. Some of the major cities are still standing somewhat. Some of these cities are inhabited and others may be deserted, lying in ruins waiting for someone to explore.



All Is Forgotten...

This is not a world where everything was “recently” destroyed. This is a world over 2,000 years in the making. Some areas can be seen as ancient ruins. Most of the world has been swallowed out of existence. Erosion, thick vines, mud slides, blowing sands, shifting mountain ranges...all of these things contributed to America becoming a forgotten piece of history. You could walk across the entire Amurca Forest and not find a single remain of ancient Earth. Civilizations have come and gone since those times. Some areas have primitive barbarians living in the hills. Others have a more advanced city where they travel in anti-grav cycles and are armed with laser pistols. You might have a tribe of humanoid lizard men that wear ancient riot gear and ride around in old army jeeps they found at an abandoned military base.

There may be ruined science laboratories, covered in thick mud and tall vines. Anyone that can get inside might find a long forgotten piece of technology. They may also find a terror hidden within. A civilization may exist that is more highly developed than the characters have encountered. There may be large metal domes where the ruler is a highly intelligent plant. They might control an army of robots and capture slaves to work the garden within the dome. Although Chicago lies in ruins, it could be infested with giant spiders. They could simply string webs from building to building and capture passersby. Maybe races of humanoid wolves have made it a crude home for themselves.



Characters can be stumbling through the jungle to find a hatchway in the ground. They may explore what is below, never fully understanding that they were on the roof of a tall office building...slowly buried in the ground over thousands of years. What lies in this building? Odd machines that release cans of sugary liquid? A much needed stapling device for the village doctor? Giant snakes that have a nest at the bottom floor?

These are all things to consider when creating your own unique areas of Urthe. This is like a warrior and wizard exploring a dark dungeon in a fantasy world. Magic is now technology and dungeons are now airports, military bases, or buried cities. Ancient magic scrolls are now ancient robot blueprints, and creatures, well...are still creatures.

Chapter 2 - Species

There are many new intelligent species that roam Urthe. Humans still survived this many centuries, but are no longer the dominant race. Most have also mutated somewhat over thousands of years. Below are the different types of species one may create a character from. Almost all of them are of a humanoid animal. For the sake of commonality all species have two legs, two arms, and a single torso with a head. They stand upright, or mostly upright for some, and range from 4 to 8 feet in height. Some may have a tail. Some may have scales or fur. Enforcing the same “humanoid” structure simply allows for gear to be shared, vehicles to be operated, etc.



Table 3 lists the animals and insects that can be a humanoid species to play. Each one has characteristics where you can only choose 2. You can also choose less or none if you want. You could simply be a humanoid alligator with no special characteristics, other than you look like a humanoid alligator. For every positive characteristic you choose, you must also select one of the negative characteristics from **Table 2**.

There are some positive characteristics that may be chosen by anyone, even humans. These are the 10 italicized characteristics at the end of **Table 1**. As stated before, anyone choosing these must also take a negative characteristic. Also remember that you may choose “only” 2 of the positive characteristics. This means if you are a human with some slight mutations, you may only choose 2 of the italicized positive characteristics. Another example is a humanoid alligator may either choose 2 of bite, tail, swim, or italicized characteristics.

TABLE 1: POSITIVE CHARACTERISTICS

Characteristic	Positive Effect
Antlers/Bite/ Chomp/Horns/ Kick/Peck/ Quills/Stomp/ Tail/Tusks	An extra martial attack that does 1d6 damage.
Burrow	Can burrow through the ground at half the land travel speed.
Carry	Can carry twice as many items than the average person.
Claw/Pincers/ Punch/Talons	Provides triple damage when attacking with fists.
Climb	Can climb most surfaces at land travel speed.
Crafty	Provides a +10 to the security skill.
Electrocute	An extra martial attack that does 1d4 damage. If the target fails an energy defense, then there is an additional 1d4 damage. Electricity is only useable twice per day.
Fangs/Stinger	An extra martial attack that does 1d4 damage. If the target fails a toxin defense, then there is an additional 1d4 damage. Venom is only useable twice per day.
Fly	Can fly 10' per level, per day.
Gills	Can breathe underwater.
Ink	An extra ranged attack that can blind a target for 1d4 rounds. Only useable twice per day.
Jump	Can jump a 20' distance or 8' high.
Prehensile Feet	Can hold items with their feet, but cannot use weapons with it. Must not be wearing shoes or boots.
Prehensile Tail	Can hold items with their tail, but cannot use weapons with it.
Protection	Provides a +1 to one's protection score.
Rascal	Provides a +10 to the pilfering skill.
Run	Can run at twice the normal speed.
Sight	Can see in complete darkness.
Sonar	Can detect creatures behind 1' thick objects or in darkness.
Sonic	Can see in complete darkness with the use of low volume sound.
Spray	An extra ranged attack that does 1d4 damage and can blind a target for 1d4 rounds if they fail a toxin defense. Only useable twice per day.
Stealthy	Provides a +10 to the sneaking skill.
Swim	Can swim at land travel speed.
Tongue	Can quickly grab a small item 6 feet away.
Tracker	Provides a +10 to the Tracking skill.

Characteristic	Positive Effect
<i>Endurance</i>	<i>Provides a +1 to one's endurance score.</i>
<i>Intellect</i>	<i>Provides a +1 to one's intellect score.</i>
<i>Personality</i>	<i>Provides a +1 to one's personality score.</i>
<i>Reflex</i>	<i>Provides a +1 to one's reflex score.</i>
<i>Strength</i>	<i>Provides a +1 to one's strength score.</i>
<i>Energy</i>	<i>Provides a +1 to one's energy defense.</i>
<i>Mind</i>	<i>Provides a +1 to one's mind defense.</i>
<i>Radiation</i>	<i>Provides a +1 to one's radiation defense.</i>
<i>Shock</i>	<i>Provides a +1 to one's shock defense.</i>
<i>Toxins</i>	<i>Provides a +1 to one's toxins defense.</i>

Although you can *choose* from **Table 1**, you *must roll* a 1d10 against **Table 2** to determine any negative characteristics. If you have chosen a +1 strength, and roll a “5” on **Table 2**, then they will cancel each other out. If you have chosen 2 positive characteristics, and rolled twice for the same negative characteristic, you must reroll until you get 2 unique negative characteristics.

TABLE 2: NEGATIVE CHARACTERISTICS

Roll	Characteristic	Negative Effect
1	Lower Endurance	Provides a -1 to one's endurance score.
2	Lower Intellect	Provides a -1 to one's intellect score.
3	Lower Personality	Provides a -1 to one's personality score.
4	Lower Reflex	Provides a -1 to one's reflex score.
5	Lower Strength	Provides a -1 to one's strength score.
6	Energy Vulnerability	Provides a -1 to one's energy defense.
7	Mind Vulnerability	Provides a -1 to one's mind defense.
8	Radiation Vulnerability	Provides a -1 to one's radiation defense.
9	Shock Vulnerability	Provides a -1 to one's shock defense.
10	Toxins Vulnerability	Provides a -1 to one's toxins defense.

Table 3 has an extensive list of animals and insects to help make choosing simpler. Use **Table 1** to reference their options for characteristics.

TABLE 3: ANIMALS & INSECTS

Species	Characteristics
Aardvark	Bite
Alligator	Bite, Tail, Swim
Ant	Bite, Burrow, Carry
Anteater	Bite, Tracker
Antelope	Antlers, Reflex, Run
Ape	Carry, Claw, Climb, Prehensile Feet
Armadillo	Bite, Protection, Tracker
Baboon	Carry, Claw, Climb, Prehensile Feet
Badger	Bite, Claw
Bat	Bite, Fly, Sonic
Bear	Bite, Claw
Beaver	Swim, Tail
Bee	Fly, Stinger
Beetle	Bite, Fly, Protection
Boar	Tusks
Buffalo	Horns, Run
Bull	Horns
Camel	Endurance
Cat	Bite, Claw, Stealthy
Chameleon	Prehensile Tail, Tail, Stealthy
Cheetah	Bite, Claw, Run
Chicken	Peck
Chimpanzee	Carry, Claw, Climb
Chipmunk	Bite, Climb, Run
Cobra	Fangs
Cockroach	Bite, Radiation
Cougar	Bite, Claw
Cow	Horns
Coyote	Bite, Claw
Crab	Gills, Pincers, Protection
Crane	Fly
Cricket	Jump
Crocodile	Bite, Swim, Tail
Crow	Fly, Peck
Deer	Antlers, Run
Dog	Bite, Tracker
Dolphin	Sonar, Swim
Donkey	Carry, Kick
Dragonfly	Bite, Fly

Species	Characteristics
Duck	Fly, Peck, Swim
Eagle	Fly, Peck, Talons
Eel	Electrocute, Gills, Swim
Elephant	Stomp, Tusks
Elk	Antlers
Falcon	Fly, Peck, Talons
Ferret	Bite, Rascal
Fish	Gills, Swim
Fly	Bite, Fly, Reflex
Fox	Bite, Claw
Frog	Jump, Swim, Tongue
Gerbil	Bite
Goat	Horns
Gopher	Burrow
Gorilla	Carry, Claw, Climb, Prehensile Feet
Hare	Bite, Jump, Run
Hawk	Fly, Peck, Talons
Hippopotamus	Chomp, Punch
Hornet	Fly, Stinger
Horse	Run
Hyena	Bite, Claw
Iguana	Bite, Prehensile Tail, Tail
Jackal	Bite, Claw
Jaguar	Bite, Claw, Tracker
Kangaroo	Jump
Koala	Bite, Climb
Leopard	Bite, Claw, Tracker
Lion	Bite, Claw, Run
Lizard	Bite, Prehensile Tail, Tail
Lobster	Gills, Pincers, Protection
Locust	Bite, Fly
Mantis	Bite, Stealthy
Mink	Bite, Claw
Mole	Burrow, Sight
Monkey	Climb, Rascal, Tail
Moose	Antlers
Mosquito	Bite or Stinger, Fly
Mouse	Bite
Mule	Carry, Kick

Species	Characteristics
Muskrat	Bite, Claw, Swim
Opossum	Bite, Claw, Toxin
Ostrich	Peck, Run
Otter	Bite, Swim
Owl	Fly, Peck, Talons
Ox	Horns
Panda	Bite, Claw
Panther	Bite, Claw, Tracker
Parrot	Fly, Peck
Pelican	Fly
Penguin	Peck, Swim
Platypus	Swim, Tail
Porcupine	Climb, Quills
Puma	Bite, Claw, Tracker
Rabbit	Bite, Jump, Run
Raccoon	Bite, Claw
Ram	Horns
Rat	Bite, Claw
Raven	Peck, Fly
Rhinoceros	Horn
Salamander	Prehensile Tail, Tail

Species	Characteristics
Scorpion	Pincers, Stinger
Seahorse	Swim, Prehensile Tail, Tail
Seal	Swim
Shark	Bite, Gills, Swim
Skunk	Spray
Snake	Fangs
Squid	Gills, Ink, Swim
Squirrel	Bite, Climb, Crafty
Tick	Bite
Tiger	Bite, Claw, Tracker
Toad	Jump, Tongue
Turkey	Peck
Turtle	Bite, Protection
Walrus	Tusks
Wasp	Fly, Stinger
Weasel	Bite, Claw
Wolf	Bite, Claw, Tracker
Wolverine	Bite, Claw
Woodchuck	Bite, Burrow
Worm	Bite, Burrow
Zebra	Run

You don't have to settle for just a plain human or average looking humanoid bear (well...average looking on Urthe). You may want a human with blue skin and gold hair. You may want a humanoid penguin that has 4 eyes. How about a humanoid crocodile that is covered in fur instead of scales?

Tables 4 through **11** provide you with a way to make your own custom species for Urthe. If you have taken the "fly" characteristic, you can determine what type of wings you have. You can choose what type of skin covers your species. **Table 6** & **7** can be used for many aspects of your species. You may want different colors for fur, scales, wings, or eyes. **Table 7** gives options from having merely "blue" to having "dark blue" or "bright blue". You can determine how many eyes, and size of your eyes, for your species. To give your arms and legs some more definition, choose something from **Table 11**. These tables have a column to be used for rolling against, to give you some randomness if you so choose. It is not a requirement, but helps those who can't make up their

mind...or want fate to decide how their character was born. Have fun with these tables and make something completely your own.

TABLE 4: WINGS

Roll 1d6	Wing Type
1-2	Bat
3-4	Bird
5-6	Insect

TABLE 6: COLORS

Roll 2d12	Color
2	Black
3-4	Blue
5	Blue-Green
6-7	Brown
8	Forest-Green
9	Gold
10	Gray
11-12	Green
13-14	Orange
15	Purple
16-17	Red
18	Silver
19	Tan
20	Violet
21	White
22-23	Yellow
24	Yellow-Green

TABLE 9: HEIGHT

Roll 1d20	Height
1	4’
2	4’, 6”
3-5	5’
6-9	5’, 6”
10-13	6’
14-16	6’, 6”
17-18	7’
19	7’, 6”
20	8’

These tools should help you stray away from the common “human” and create a species that will be fun and unique to play.

TABLE 5: SKIN

Roll 1d4	Skin Type
1	Feathers
2	Fur
3	Scales
4	Skin

TABLE 7: COLOR VARIATION

Roll 1d8	Color Variation
1	Bright
2	Dark
3	Deep
4	Dirty
5	Dull
6	Light
7	Shiny
8	Vibrant

TABLE 8: EYES

Roll 1d8	Number of Eyes
1	1 eye
2-4	2 eyes
5	3 eyes
6	4 eyes
7	5 eyes
8	6 eyes

TABLE 10: EYE SIZE

Roll 1d6	Eye Size
1-3	Average
4	Small
5	Large
6	Bulbous

TABLE 11: LIMBS

Roll 1d6	Skin Type
1	Large
2	Long
3	Muscular
4	Short
5	Small
6	Thin

Chapter 3 - Vehicles

There are some vehicles listed in the Broken Urthe rules, but this section adds more options to travel the world. Some of these are more futuristic vehicles while others may simply be found buried in ruins.

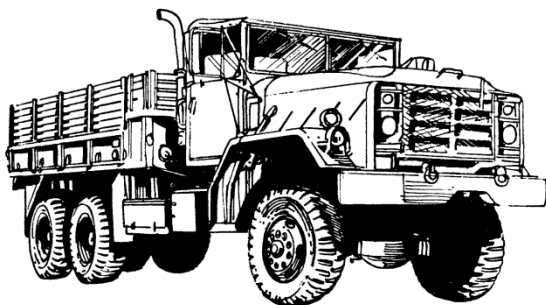


TABLE 12: VEHICLES

Vehicle	Cost	Fuel	Size	Crew	Cargo	Hull	Pilot	Move
Airship (Blimp)	4,000	30	M	10	4	100	-	50
ATV	2,400	10	T	2	1	40	+5	60
Bus	3,800	35	L	12	9	200	-	80
Bus, Mini	2,900	30	M	8	6	150	-	80
Car	2,000	30	M	4	4	100	+5	80
Dune Buggy	3,000	20	S	4	2	50	+5	60
Hovercraft	3,200	20	S	3	1	50	-	60
Jet Ski	2,500	10	T	2	1	40	+10	60
Moped	1,900	10	T	2	1	40	+5	50
Plane, Cargo	32,000	45	G	20	40	600	+5	500
Plane, Propeller	8,000	30	S	4	3	300	+10	200
Robotic Tank¥	7,000	50	L	3	2	700	+5	70
Sailboat	5,000	-	S	4	3	100	-	30
Submarine	14,000	40	L	8	10	500	-	50
Tank*	7,500	40	L	4	3	700	+5	80
Tank, Anti-Grav*	9,500	40	L	4	3	800	+10	90
Train, Car†	5,000	-	L	8	14	500	-	100
Train, Engine	11,000	35	M	4	4	500	-	100
Truck, Cargo	14,500	40	L	10	20	400	-	60
Truck, Pickup	5,000	30	M	5	7	150	+5	80
Van	5,300	30	M	6	8	150	+5	80
Yacht	9,000	30	M	8	8	200	+5	40

¥ This is a 50' tall, humanoid shaped, walking tank. It has two working arms/hands.

* Comes equipped with a projectile cannon that can be replaced with a better one.

† Requires a train engine to pull it (an engine can pull a total of 10 cars).

The vehicles purchased are usually converted to a xormite fuel system. Some may be still petroleum liquid based. The Storyteller will decide which they may be. There are also some additional outfits for vehicles in **Table 13**.

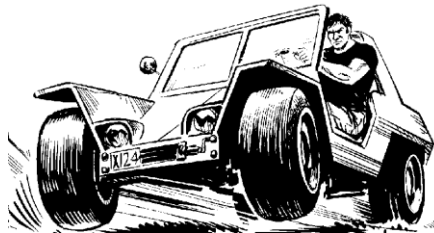


TABLE 13: VEHICLE OUTFITS

Outfit	Cost	Description
Drill - S/M/L	5,000	This drill is placed on the front of land vehicles and can drill a hole, large enough for the vehicle, for about 1 foot (per second) for every 1 xormite of fuel. Only stone, or softer material, can be drilled through.
Folding Glider - T	600	This can unfold when a small land vehicle drives off the edge of a high object. It will allow the vehicle to glide up to a mile away and land safely on the ground.
Force Shield - T/S/M/L/G	4,000	This device can generate a force shield around a vehicle for 10 minutes, giving it a temporary 100 hull points. It requires 20 xormite to run and can only be activated twice a day.
Light Bender - T/S/M	10,000	This device requires 50 xormite to function for 15 minutes. It will bend light around the vehicle making it appear invisible to normal sight.
Parachute - S/M	400	This can be released when a land vehicle is falling. It will allow the vehicle to land safely on the ground.
Projectile Cannon - L/G	300	This cannon requires a light shell* to fire a single shot. The impact inflicts is 3d6 damage.
Projectile Cannon, Heavy - G	800	This cannon requires a heavy shell† to fire a single shot. The impact inflicts is 3d8 damage.
Radar/Sonar - T/S/M/L/G	800	This device can scan a 50 mile radius to detect other vehicles, robots, or creatures. One cannot decipher what type, only that it is there.
Rocket Boosters - T/S/M/L/G	600	This pair of rockets can be added to a vehicle to double the move for about 10 minutes for each 10 xormite added as fuel. They can hold up to 100 xormite.
Trailer - S/M/L	300	This wheeled trailer can be pulled behind land vehicles to give an additional 2 crew members and 4 cargo.
Trailer, Anti-Grav - S/M/L	500	This hovering trailer can be pulled behind land vehicles to give an additional 3 crew members and 6 cargo.

* A light shell requires ½ pound of explosive powder and 30 pounds of molded metal.

† A heavy shell requires 1 pound of explosive powder and 40 pounds of molded metal.

Chapter 4 - Relics

There is much potential in finding many useful items from the ancient past. Many of these items are still useful today, while others merely have value for their historical significance. A raft for example is cheaper for a “modern” one, but one from centuries ago is not only functional...but also worth much more to museums and historians. **Table 14** has an extensive list of these “relics” and their estimated value in xormite.

TABLE 14: RELICS

d00	Junk I	xm	Junk II	xm	Junk III	xm
1	action figure	6	fax machine	40	penlight	24
2	address book, leather	12	fire escape ladder, portable	75	pet crate/cage	48
3	adhesive bandages, fabric, box of 30	1	fire extinguisher	36	phone, wired	10
4	air compressor, electric, portable	25	first aid kit	35	phone, wireless	20
5	air mattress	38	first aid tape, 20 feet	3	picture frame	5
6	air pump, manual	12	fish bowl	11	pill organizer, plastic	3
7	air purifier	44	fish finder, electric	450	pipe thread tape, 100 feet	8
8	answering machine	30	fishing hooks, box of 20	3	pizza pan, metal	10
9	antiseptic, bottle, 16 ounces	26	fishing pole	21	plastic bowl, with lid	1
10	audio cassette	10	flashlight	11	plastic jug, 1 gallon	2
11	audio cd	20	floss, 20 foot roll	4	plastic recycle bin	45
12	baby bottle	4	flute	6	pliers	16
13	baby monitor and receiver	40	flying disc, toy, plastic	18	plunger, toilet	10
14	baking pan	8	folding shovel	10	pool cue	13
15	bandage, large	6	food blender	70	popcorn maker, hot air	20
16	baseball	3	frying pan	16	portable heater	486
17	baseball glove	45	funnel, metal	13	power sprayer, 1 gallon	42
18	basketball	27	garden hoe	28	printer, uses ink	160
19	bathroom scale	30	garden hose, 100 feet	25	pump oiler, 1/4 pint	4
20	battery	12	gas can, 1 gallon	15	raft, inflatable	197
21	battery charger, solar powered	30	glasses	17	ratchet/socket set	36
22	bb gun	30	globe	45	refrigerator/freezer, small	70
23	bb gun ammo, 1,000 in a carton	6	golf ball	1	revolving warning light, red	18
24	bed sheet	15	golf club	25	roller skates	17
25	bell, small, metal	2	golf tees, bag of 400	10	sander, electric	22
26	bicycle	90	GPS navigator, handheld	508	sandals	9
27	bicycle basket	35	grill, portable	130	saw blade, circular	40

d00	Junk I	xm	Junk II	xm	Junk III	xm
28	bicycle bell	10	grout, 1 gallon	80	scale (10 lbs.)	15
29	bicycle helmet	20	guitar, wooden	60	scissor jack	22
30	binoculars	35	gym bag	34	scissors	9
31	blood pressure cuff	16	hair brush	7	scope, rifle	200
32	board game	16	hair curler	16	sewing machine	200
33	book	10	hair dryer	29	sewing needle	1
34	bowling ball	60	hair trimmer	25	shock collar with remote	100
35	bowling pin	5	hammock	25	shower curtain	16
36	box cutter, folding	29	hand mirror	10	skis, snow	280
37	box, fire/water proof, with key	35	hand saw	14	sleeping bag	10
38	boxing gloves	21	hand torch	77	slow cooker	70
39	broom	8	hard drive 500GB, external, with cable	70	smoke detector	21
40	bug zapper	45	head phones	17	sneakers	15
41	cable cutting pliers	8	headlight, LED	20	snow board	20
42	cable ties, bag of 100	10	hedge shears	26	socket set	18
43	calculator, solar	22	hedge trimmer, electric	90	spark plug	6
44	camera, digital	500	hockey stick	50	spotlight, handheld	30
45	camera, IR, wireless	200	holiday lights, 50 feet	10	spray cleaner	7
46	camping tent, 8 person	100	home stereo receiver	178	spray paint	4
47	can opener, electric	16	humidifier, 1 gallon	40	sprayer, 1 gallon	13
48	can opener, hand operated	10	ice cream maker, 1.5 quart	25	spring clamp, metal	42
49	candle	8	indoor grill	64	staple gun	15
50	cane	9	inflatable tube, riding	18	staples, box, 5,000	5
51	carbon monoxide detector	40	juice maker, 1 quart	20	stethoscope	10
52	cart, dolly	125	jump starter, portable	90	stop watch, digital	15
53	cash box, metal, with key	20	kayak with paddle	550	storage chest	25
54	caution tape, 500 feet	8	keyboard, wired	25	stove, portable, gas	19
55	c-clamp	3	keyboard, wireless	70	strainer, metal	35
56	cellular phone	170	kick scooter	27	strap, ratchet, 30 feet	20
57	ceramic bowl	25	kitchen utensil	2	surge protector, 8 outlets	35
58	chemical suit, encapsulated	1,021	lantern, electric	35	surgical gloves	1
59	chisel	8	lantern, propane	25	surgical mask	63
60	circular saw	50	laptop bag, nylon	40	swimming goggles	12
61	claw hammer	8	laptop computer	200	syringe with needle	6
62	clip lamp	10	laser pointer	4	tackle box	15
63	clock, digital, radio	27	laundry soap (liquid, bottle)	11	tape measure, 25 feet	12
64	clothes iron, electric	25	laundry soap (powder, box)	9	tea kettle	15
65	coffee maker, 1 cup, electric	18	leaf blower, electric	70	television/monitor flat screen, 20 inch	400

d00	Junk I	xm	Junk II	xm	Junk III	xm
66	comforter	40	leaf blower, gasoline	77	tennis ball	1
67	comic book	2	level, i-beam, 48 inches	24	tennis racket	25
68	computer mouse, wired	14	light bulb	5	thermometer, oral	5
69	computer mouse, wireless	32	lip stick	13	thermometer, outdoor	18
70	computer speakers	13	luggage, wheeled with handle	28	tin snips	15
71	controller, video game	20	lunchbox	18	tire, 10x3 inches	58
72	cooler, wheeled, 50 quart	46	magazine	5	toaster	29
73	crayons, 15 colors	3	mallet, rubber	25	toaster oven	40
74	crescent wrench	14	map	23	tool belt, leather	70
75	crimping tool	15	marker, permanent	2	tool box, metal, empty	50
76	crowbar	13	mason chisel	15	toothbrush	2
77	crutch, aluminum	30	mason trowel	30	toothbrush, electric	20
78	cuckoo clock	277	meatloaf pan, metal	6	towel	4
79	cup cake pan, metal	11	metal detector	88	toy car, remote control, 50mph	300
80	desk lamp	17	metal hangar	1	toy train	19
81	desk stapler	6	metal pot with lid, 6 quart	30	trash can, stainless steel, 1.3 gallon	10
82	digital music player (8GB with cable)	205	microwave bowl with lid	6	turpentine, 1 gallon	20
83	digital thermometer, cooking	18	microwave oven	70	umbrella	19
84	dog bowl	10	model airplane	22	universal remote	8
85	dog collar, nylon	7	model car	20	vacuum cleaner, small	23
86	dog collar, spiked	29	motion sensor, wall mounted	18	valve, plumbing	13
87	drill bits, 20 bits	54	multi-tool	20	video game system	280
88	drill, electric	140	nail polish	7	video game disc/cartridge	25
89	drill, hand crank	10	nails, box of 2,000	21	vise-grip	17
90	duct tape, 100 feet	10	nylon leash	7	wall clock, round	16
91	dust pan	4	office chair	36	welder, portable, electric	832
92	DVD blank	1	padlock, combination	14	welding mask	230
93	DVD movie	25	paint brush	11	wet/dry vacuum	25
94	electric kettle	17	paint scraper	11	wheel chair	100
95	electric sander	25	paper towel	2	wheel, 10x2 inches	32
96	electrical extension cord, 10 feet	1	paper, pad, adhesive, 3x3 inch, 100 sheets	16	wood chisel	17
97	electrical tape, 100 feet	14	pedometer, digital	17	wooden toy	5
98	electronics cable, 5 feet	5	pen, ink	2	wrench, pipe	5
99	etch-a-sketch	15	pencil sharpener, electric	10	wrist watch	25
100	fan, 18 inch	53	pencil sharpener, plastic	2	yarn, 3,000 feet	9

Chapter 5 - Artifacts

Since the fall of Earth, there have been many different civilizations that came and went since. Most were primitive, but there were some that actually achieved a great level of technology that has been since lost. These civilizations were often survivors that rebuilt anew, advancing their current technology into something better. There have also been rumors of alien invasions, which lead to tales of crashed space ships with items beyond imagination. Even before the fall of Earth, scientists had made some great discoveries that were not publicly announced during that time period. On rare occasions, these ancient laboratories are uncovered by adventurers. These types of situations can bring many great items into the world of Urthe. Table 15 has a listing of items for characters to discover.



TABLE 15: ARTIFACTS

Artifact	Value	Description
Armor, Plastoid	1,100	This is a light armor that provides +10 protection. It is made from a plastic type material from long ago.
Armor, Silicoid	1,350	This is a light armor that provides +6 protection. When it is worn underwater, it provides up to +10 protection. It allows one to maneuver better in water and swim at land travel speed.

Artifact	Value	Description
Axe, Plasma (Melee)	20	This axe uses a powerful green-colored plasma as its form of damage. This weapon looks like a very dull axe with a button on the handle. Once pressed, it will ignite plasma out the dull end of the axe. It cuts much more efficiently than standard axes, doing 1d8 damage.
Axe, Pulse (Melee)	38	This axe requires a xormite a day to function. It has a very slight vibration that allows it to be more effective at cutting, causing 1d10 damage.
Battery Casing, Xormite	920	This cylinder is about 6" tall and 3" in diameter. When one puts 10 xormite inside, it will behave as an electrical battery. The power will last for a day and has a dial that can control the output. This allows for many ancient electrical devices to be powered by this battery. During that day, it can power about 5 different electrical devices, but it only has one primary outlet plug. One would need an extension cord and/or surge protector to expand it.
Battery, Solar	430	This cylinder is about 6" tall and 3" in diameter. When placed in direct sunlight, it will behave as an electrical battery. This allows for many ancient electrical devices to be powered by this battery. When it is powered, it can power about 5 different electrical devices, but it only has one primary outlet plug. One would need an extension cord and/or surge protector to expand it. It stops functioning as soon as it is removed from sunlight.
Battle Axe, Plasma (Melee)	25	This two-handed battle axe uses a powerful green-colored plasma as its form of damage. This weapon looks like a very dull axe with a button on the handle. Once pressed, it will ignite plasma out the dull ends of the axe. It cuts much more efficiently than standard axes, doing 1d10 damage.
Battle Axe, Pulse (Melee)	45	This two-handed battle axe requires a xormite a day to function. It has a very slight vibration that allows it to be more effective at cutting, causing 1d12 damage.
Belt, Anti-Grav	300	This belt requires a xormite to release a charge of energy that will detect if the wearer is falling. It also detects the proximity from the ground. Once the wearer is about 20' from the ground, the energy will slow the descent to give a soft landing.
Belt, Stasis (Medicine)	3,200	If one is killed, but makes a successful endurance test, they can be equipped with this belt. Once the buckle button is pressed, the body goes into a form of stasis. Only one that can make a successful medicine check can bring someone out of stasis where they can then be healed. It requires 800 xormite to function for a day.

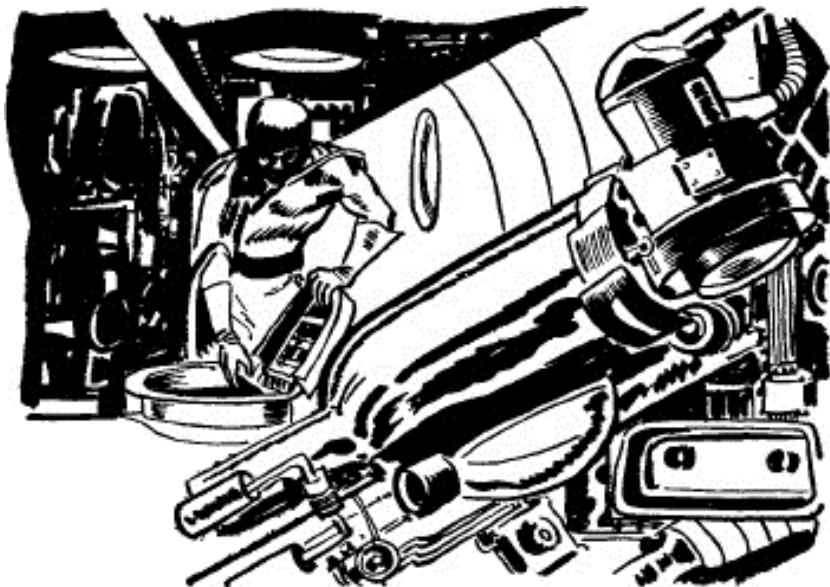
Artifact	Value	Description
Blast Discs (Explosives)	80	Similar to a grenade, these 1" thick discs can be slid across floors to detonate. The blast consumes a 30' area and causes 3d6 damage.
Boots, Jump	560	These boots require a xormite every time they are launched. Small rockets on the bottom will propel the wearer either 50' across or 20' high.
Broadsword, Pulse (Melee)	45	This two-handed broadsword requires a xormite a day to function. It has a very slight vibration that allows it to be more effective at cutting, causing 1d12 damage.
Camo Screen	2,300	This device requires 100 xormite a day to function. The device is worn like a loose fitting vest. When activated, it will consume the wearer in total light-bending energy. They can move around as though they have a sneak skill of 80, but can still be seen by creatures with heat vision.
Cart, Folding, Anti-Grav	1,600	This cart is a 8" square item about an inch thick. It can be unfolded 6' long, 3' wide cart that requires 10 xormite a day to function. It can hover about 3' off of the ground.
Chronometer, Wrist	60	This device is worn on the wrist and will give the date and time. They are often found with the old Earth standard of a 24 hour day, but can be easily changed to the now common 26 hour day.
Crash Foamer	160	This device is a 6" cube that can be installed in most enclosed vehicles of medium or smaller. When a vehicle is about to roll or crash, the foam is released where it encased everyone inside in a cushion of safety. This increases the survival rate of crashes by about 80%.
Crossbow, Fusion (Ranged)	130	This crossbow requires a xormite per day of use. It does not shoot arrows, but instead fires a short beam of fusion energy that can cause about 2d10+2 damage.
Force Collar	3,000	This collar requires 5 xormite a day to function properly. When this is put around another creature's neck, one may control them with the use of a wrist worn remote control.
Force Cuffs	800	These appear to be normal handcuffs but require a 2 xormite a day to function. When activated by a separate wrist worn device, the cuffs will become magnetized and attach to a nearby metal wall, ceiling, etc. The wrist device also locks/unlocks the cuffs.
Gloves, Shock (Martial)	115	When these gloves are worn and used in martial combat, they will cause fists to do an additional 2d8 damage. They require a xormite a day to stay charged.
Goggles, Solar	90	These goggles can protect the eyes from very bright lights.

Artifact	Value	Description
Gravitube (Ranged)	120	This is a 4' long tube with a 6" box at the back end of it. There is a handle on the box and further down the tube. The tube itself is about 4" in diameter with a trigger on the back handle. You can put almost anything in the end of the tube and fire it about 50' away. Generally the impact causes about 2d6 damage. It requires a xormite for a day of use.
Grenade, EMP	78	This grenade will disable any electrical device within the 30' blast radius. Any robots can make an energy defense test to determine if they are unaffected.
Grenade, Flash	64	This grenade will create a very bright flash within the 30' blast radius, blinding anyone within for 1d4 rounds.
Helmet, Metal	50	If worn on one's head, it provides +2 protection. It can usually be found in the form of military or police helmets.
Helmet, Plastic	20	If worn on one's head, it provides +1 protection. It can usually be found in the form of football, baseball, or fireman helmets.
Helmet, Plastoid	80	If worn on one's head, it provides +3 protection.
Knife, Pulse (Melee)	30	This knife requires a xormite a day to function. It has a very slight vibration that allows it to be more effective at cutting, causing 1d8 damage.
Mine, Magnetic (Explosives)	160	When something metallic comes within 10' of this mine, it will spring up and attach to it. It then explodes with 3d10 damage. It can also be thrown at metallic objects with the same effect.
Mine, Netted	120	When one comes within 10' of this mine, it release a fiberux net around the target.
Mine, Proximity (Explosives)	100	When one comes within 10' of this mine, it will explode with 3d6 damage.
Pack, Anti-Grav	500	This is the size of a regular backpack, but any items placed in it will feel weightless. It requires 3 xormite a day to function with the anti-gravity.
Pistol, Electrical (Ranged)	40	This gun requires a xormite a day to function. It can do 1d8 damage with a wave of electricity, potentially affecting up to 2 targets.
Pistol, Freeze (Ranged)	500	This gun fires a beam of icy energy that requires the target to make a defense test for energy. If they fail, they will be frozen for 1 turn. It requires 100 xormite every time it is fired.
Pistol, Fusion (Ranged)	120	This gun requires a xormite per day of use. It fires a short beam of fusion energy that can cause about 2d8+2 damage.

Artifact	Value	Description
Pistol, Gyrojet (Ranged)	96	A pistol that fires small rockets causing 2d10 damage. It uses gyrojet ammunition so it either has to be found or made with a swaging kit.
Pistol, Heavy (Ranged)	25	This gun requires ammunition either found or made with a swaging kit. It can do 1d12 damage.
Pistol, Machine (Ranged)	75	This gun requires ammunition either found or made with a swaging kit. It can do 1d10 damage and allows the attacker to attack twice per round.
Pistol, Medium (Ranged)	20	This gun requires ammunition either found or made with a swaging kit. It can do 1d10 damage.
Pistol, Small (Ranged)	15	This gun requires ammunition either found or made with a swaging kit. It can do 1d8 damage.
Pistol, Stun (Ranged)	135	This gun fires a ball of energy that requires the target to make a defense test for shock. If they fail, they will be stunned for 1d4 rounds. It requires 1 xormite every time it is fired.
Pod, Anti-Grav	480	This device can replace any wheel on a vehicle to make it a hover vehicle using anti-gravity technology. Every wheel needs to be replaced to make the vehicle function in this manner.
Rad Reader	210	This is the size of a calculator and requires a xormite a day to function. It can detect radiation levels in a 500' area from the unit.
Razor Disc	380	When thrown, these 9" razor sharp discs can cause 1d12 damage. If one rolls a 12 for damage, any medium sized creature/robot with a head will have it decapitated. If one rolls a 1 for damage, the disc does the damage and then breaks beyond repair.
Rifle, Electrical (Ranged)	70	This two-handed gun requires a xormite a day to function. It can do 1d10 damage with a wave of electricity, potentially affecting up to 2 targets.
Rifle, Frag Gun (Ranged)	85	This two-handed gun requires ammunition either found or made with a swaging kit. It fires shrapnel that can do 2d8 damage, but 2d12 damage at very close range.
Rifle, Freeze (Ranged)	1,100	This two-handed gun fires a beam of icy energy that requires the target to make a defense test for energy. If they fail, they will be frozen for 1d4 turns. It requires 200 xormite every time it is fired.
Rifle, Fusion, (Ranged)	230	This two-handed gun requires a xormite per day of use. It fires a short beam of fusion energy that can cause about 2d10+2 damage.
Rifle, Gyrojet (Ranged)	125	A rifle that fires small rockets causing 2d12 damage. It uses gyrojet ammunition so it either has to be found or made with a swaging kit.

Artifact	Value	Description
Rifle, Heavy (Ranged)	35	This two-handed gun requires ammunition either found or made with a swaging kit. It can do 1d12+2 damage.
Rifle, Machine (Ranged)	100	This gun requires ammunition either found or made with a swaging kit. It can do 1d12 damage and allows the attacker to attack twice per round.
Rifle, Medium (Ranged)	30	This two-handed gun requires ammunition either found or made with a swaging kit. It can do 1d12 damage.
Rifle, Small (Ranged)	25	This two-handed gun requires ammunition either found or made with a swaging kit. It can do 1d10 damage.
Scope, Computerized	340	When attached to a gun, this device will give a +2 for the attack. It requires a xormite per day of use.
Scope, Laser Sight	285	When attached to a gun, this device will give a +1 for the attack. It requires a xormite per day of use.
Shield, Energy	250	If nothing is in one's off-hand, they may hold this 8" rod. When the button on it is pressed, a shield of invisible energy will be created that is about 3' in diameter. This energy field provides +6 protection. It requires 10 xormite to function for the day.
Shield, Plastoid	120	If nothing is in one's off-hand, they may hold this shield which provides +5 protection.
Shield, Strong	60	If nothing is in one's off-hand, they may hold this shield which provides +3 protection. It can usually be found in the form of riot shields, man-hole covers, or even forged metal.
Shield, Weak	10	If nothing is in one's off-hand, they may hold this shield which provides +1 protection. It can usually be found in the form of street signs, garbage can lids or even saucer shaped sleds.
Shot, Adrenaline (Medicine)	800	Taking this will give one a +1 (+2 if one makes a successful medicine test) to strength for the day. If they take more than one of these in a day, they will die from it.
Shot, Mutagen (Medicine)	1,530	Taking this will cause one to mutate into a completely different species. If they fail a shock defense, they will die from it (unless the one administering it makes a successful medicine test). If they survive they must create a new species for the character infected, losing all characteristics of the previous species.
Shot, Steroid (Medicine)	800	Taking this will give one a +1 (+2 if one makes a successful medicine test) to endurance for the day. If they take more than one of these in a day, they will die from it.
Shotgun (Ranged)	50	This two-handed gun requires ammunition either found or made with a swaging kit. It can do 1d12 damage, but 1d20 damage at very close range.

Artifact	Value	Description
Sonix Headset	350	When this headset is worn, it will focus on a location where the wearer faces. The wearer can hear almost anything in that direction up to about 500' away. Each wall in between will decrease the range by 20'. It requires a xormite for 20 minutes of listening.
Spear, Searing (Melee)	240	This spear behaves like a normal spear that does 1d6 damage. If the button on the handle is pressed, the tip will become extremely hot. It will glow with a bright white light when turned on. The heated tip can penetrate almost any material, causing 2d12 damage instead of the normal 1d6. It requires a xormite a day to function in this mode.
Spy Glide	320	This 1' wide plastic glider has a camera built into the bottom. It comes with a remote control that one can view through the camera on it and also pilot it. It requires a xormite for every mile it glides.
Staff, Electrical (Melee)	165	This staff behaves like a normal staff that does 1d6 damage. If the button on the handle is pressed, the ends will become electrified. Anyone hit with this staff will then need to make a shock defense test or be stunned for 1d4 rounds, along with the 1d6 damage. It requires a xormite a day to function in this mode.
Sword, Pulse (Melee)	38	This sword requires a xormite a day to function. It has a very slight vibration that allows it to be more effective at cutting, causing 1d10 damage.
Whip, Electrical (Melee)	50	This whip requires a xormite a day to function. It is electrified, thus doing 1d8 damage. If an 8 is rolled for damage, the victim is knocked off their feet.



Chapter 6 - Robots

The Broken Urthe rules covers all you need to create your own robots for characters to encounter. This is encouraged for you as a Storyteller, to make some of these on your own. Make your Urthe unique and players guessing at what type of droid they may be facing. This section does provide quite a few robots that you may use right away. Maybe these robots are all you need, or they may help spark some creativity for your own creations. Robot condition is showing the maximum at normal difficulty (using $1d8 \times \text{Level}$).

Some things to note about the robot list below. The level is indicating the level of difficulty for adventure design, and not actual robot level. As the rules indicate, a player owned robot is a level equal to their highest software level. There is software indicated for any captured robots. This is used for the player to choose which skills the robot has installed. The value indicates how much xormite the robot costs if sold. If the Storyteller chooses, they may reduce this in half to sell a damaged robot. Most robots are encountered almost anywhere. Most robots cannot survive in water, unless specified they are encountered in water. Some flying robots will not be encountered indoors.

As an optional rule, there is a percent chance of salvaging a robot. This rule is used in conjunction with the subduing rules. If characters are attempting to subdue a robot, then percentile dice are rolled after the robot has reached 0 condition. If the roll is equal or lower, then the robot is in fact captured by the character to use.

Some of these robots have been long since left on Urthe during an alien invasion or visit. Many of the origins can be created by the Storyteller and even spark adventure ideas. Did a mad scientist create them? Is someone building a robot army?

0093-A Cyborg

Condition:	56	Speed:	150"
Protection:	5	Stage:	Modern
Hit:	9	Size:	4' tall
Attacks:	1 jaw	Defenses:	E:10/R:10
Damage:	1d8 jaw	Level:	7
Software:	IV in 2 Skills	Value:	2,900
Salvage:	70%	Encountered:	Any but Water

The 0093-A Cyborg is a cybernetic machine with human-like intellect that runs on plutonium liquid and is made mostly of a dark, blue tinted, aluminum. It is built in the form of an eel and is about 4 feet in size. It can hover around with an installed propeller device.

049Y-4 Robot

Condition:	128	Speed:	80`
Protection:	11	Stage:	Modern
Hit:	1	Size:	5` tall
Attacks:	2 fists or 1 built-in missile launcher	Defenses:	E:13/R:16
Damage:	1d12 fist / 1d12 fist or 1d20+10 missile	Level:	16
Software:	VIII in 2 Skills	Value:	13,100
Salvage:	25%	Encountered:	Any but Water

The 049Y-4 Robot is a robot with advanced AI that runs on uranium cells and is made mostly of a shiny, white colored, plastoid. It is built in standard robotic form and is about 5 feet in size. It can move around on 2 legs.

05-H0 Scout Droid

Condition:	128	Speed:	30`
Protection:	11	Stage:	Modern
Hit:	4	Size:	7` tall
Attacks:	2 fists or 1 attached plasma battle axe	Defenses:	E:9/R:14
Damage:	1d6 fist / 1d6 fist or 1d10 axe	Level:	16
Software:	VIII in 2 Spying Skills	Value:	13,100
Salvage:	25%	Encountered:	Any but Water

The 05-H0 Scout Droid is a spy droid that runs on xormite generators and is made mostly of a metallic, red shaded, unobtainium. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs.

05SU2-D Military Droid

Condition:	80	Speed:	110`
Protection:	8	Stage:	Modern
Hit:	5	Size:	6` tall
Attacks:	1 pincer or 1 built-in gravitube	Defenses:	E:7/R:13
Damage:	1d8 pincer or 2d6 gun	Level:	10
Software:	V in 2 Military Skills	Value:	4,100
Salvage:	55%	Encountered:	Any but Water

The 05SU2-D Military Droid is a combat droid that runs on plutonium batteries and is made mostly of a smooth, gold colored, plastoid. It is built in standard robotic form and is about 6 feet in size. It can move around on 2 treads.

0603-1 Protection Mech

Condition:	8	Speed:	90`
Protection:	-2	Stage:	Modern
Hit:	8	Size:	9` tall
Attacks:	1 jaw or 1 built-in gravitube	Defenses:	E:5/R:7
Damage:	1d6 jaw or 2d6 gun	Level:	1
Software:	I in 2 Military Skills	Value:	900
Salvage:	100%	Encountered:	Any but Water

The 0603-1 Protection Mech is a guard mech that runs on xormite generators and is made mostly of a metallic, gold shaded, steel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

08622-9 Android

Condition:	72	Speed:	60`
Protection:	7	Stage:	Modern
Hit:	6	Size:	9` tall
Attacks:	2 claws or 1 built-in flamethrower	Defenses:	E:7/R:10
Damage:	1d10 claw / 1d10 claw or 1d20+5 gun	Level:	9
Software:	V in 2 Skills	Value:	4,100
Salvage:	60%	Encountered:	Any but Water

The 08622-9 Android is an android built with artificial intelligence that runs on uranium batteries and is made mostly of a dark, blue shaded, durasteel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

OU1F3-9 Robot

Condition:	8	Speed:	140`
Protection:	-2	Stage:	Modern
Hit:	8	Size:	10` tall
Attacks:	2 pincers	Defenses:	E:5/R:4
Damage:	1d6 pincer / 1d6 pincer	Level:	1
Software:	1 in 2 Skills	Value:	900
Salvage:	100%	Encountered:	Any but Water

The OU1F3-9 Robot is a robot with advanced AI that runs on electricity and is made mostly of a smooth, bronze looking, adamant. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 treads.

1-5016 Combat Droid

Condition:	144	Speed:	40`
Protection:	15	Stage:	Industrial
Hit:	3	Size:	5` tall
Attacks:	1 jaw or 1 built-in frag gun	Defenses:	E:11/R:15
Damage:	1d4 jaw or 2d8 gun	Level:	18
Software:	IX in 2 Military Skills	Value:	20,100
Salvage:	15%	Encountered:	Any but Water

The 1-5016 Combat Droid is a combat droid that runs on petroleum and is made mostly of a smooth, silver colored, plastoid. It is built in the form of a sea serpent and is about 5 feet in size. It can hover around with an installed propeller device.

14J0-7 Guardian Mech

Condition:	80	Speed:	100`
Protection:	5	Stage:	Industrial
Hit:	8	Size:	11` tall
Attacks:	1 jaw or 1 built-in razor disc launcher	Defenses:	E:11/R:11
Damage:	1d8 jaw or 1d12 disc	Level:	10
Software:	V in 2 Military Skills	Value:	4,100
Salvage:	55%	Encountered:	Water Only

The 14J0-7 Guardian Mech is a guard mech that runs on clockworks and is made mostly of a dark, gold looking, steel. It is built in the form of an eel and is about 11 feet in size. It moves only in water with an installed water propulsion device.

14P1-K Military Mech

Condition:	160	Speed:	40`
Protection:	15	Stage:	Modern
Hit:	-1	Size:	9` tall
Attacks:	2 claws or 1 built-in gravitube	Defenses:	E:13/R:15
Damage:	1d4 claw / 1d4 claw or 2d6 gun	Level:	20
Software:	X in 2 Military Skills	Value:	31,300
Salvage:	5%	Encountered:	Any but Water

The 14P1-K Military Mech is a combat mech that runs on nuclear clips and is made mostly of a metallic, orange colored, promethium. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

18H1-X Guardian Bot

Condition:	152	Speed:	130"
Protection:	17	Stage:	Industrial
Hit:	3	Size:	4' tall
Attacks:	1 jaw or 1 built-in frag gun	Defenses:	E:12/R:13
Damage:	1d10 jaw or 2d8 gun	Level:	19
Software:	X in 2 Military Skills	Value:	31,300
Salvage:	10%	Encountered:	Any but Water

The 18H1-X Guardian Bot is a guard bot that runs on petroleum and is made mostly of a dark, blue shaded, unknown metal. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 wheels.

1U7-8 Android

Condition:	120	Speed:	170"
Protection:	10	Stage:	Modern
Hit:	2	Size:	12' tall
Attacks:	1 pincer or 1 built-in razor disc launcher	Defenses:	E:13/R:13
Damage:	1d8 pincer or 1d12 disc	Level:	15
Software:	VIII in 2 Skills	Value:	13,100
Salvage:	30%	Encountered:	Any but Water

The 1U7-8 Android is an android built with artificial intelligence that runs on plutonium clips and is made mostly of a dark, green shaded, plastoid. It is built in standard robotic form and is about 12 feet in size. It can hover around with an installed hover device.

21J-8 Defense Bot

Condition:	112	Speed:	150"
Protection:	12	Stage:	Modern
Hit:	2	Size:	12' tall
Attacks:	2 jaws or 1 attached plasma sword	Defenses:	E:9/R:16
Damage:	1d4 jaw / 1d4 jaw or 1d8 sword	Level:	14
Software:	VII in 2 Military Skills	Value:	8,700
Salvage:	35%	Encountered:	Water Only

The 21J-8 Defense Bot is a guard bot that runs on xormite clips and is made mostly of a metallic, orange shaded, crystal alloy. It is built in standard robotic form and is about 12 feet in size. It moves only in water with an installed water propulsion device.

236-F Robot

Condition:	16	Speed:	140"
Protection:	0	Stage:	Industrial
Hit:	8	Size:	10' tall
Attacks:	1 stinger	Defenses:	E:6/R:5
Damage:	1d4 stinger	Level:	2
Software:	I in 2 Skills	Value:	900
Salvage:	95%	Encountered:	Outdoors Only

The 236-F Robot is a robot with advanced AI that runs on clockworks and is made mostly of a metallic, black tinted, iron. It is built in the form of a wasp and is about 10 feet in size. It can fly around with a set of wings.

269J-41 Cyborg

Condition:	96	Speed:	180"
Protection:	7	Stage:	Modern
Hit:	3	Size:	8' tall
Attacks:	2 jaws or 1 built-in plasma grenade launcher	Defenses:	E:9/R:12
Damage:	1d10 jaw / 1d10 jaw or 3d8 grenade	Level:	12
Software:	VI in 2 Skills	Value:	5,900
Salvage:	45%	Encountered:	Any but Water

The 269J-41 Cyborg is a cybernetic machine with human-like intellect that runs on radiation cells and is made mostly of a metallic, rust tinted, durasteel. It is built in standard robotic form and is about 8 feet in size. It can move around on 2 legs.

281-84 Company Bot

Condition:	64	Speed:	70`
Protection:	5	Stage:	Modern
Hit:	7	Size:	5` tall
Attacks:	1 claw	Defenses:	E:9/R:13
Damage:	1d6 claw	Level:	8
Software:	IV in 1 Technical Skill and 1 Academic Skill	Value:	2,900
Salvage:	65%	Encountered:	Water Only

The 281-84 Company Bot is an escort bot that runs on xormite clips and is made mostly of a metallic, black hued, plastoid. It is built in standard robotic form and is about 5 feet in size. It moves only in water with an installed water propulsion device.

2B903-3 Fighting Bot

Condition:	112	Speed:	50`
Protection:	9	Stage:	Modern
Hit:	4	Size:	4` tall
Attacks:	1 claw / 1 jaw or 1 attached plasma broadsword	Defenses:	E:13/R:14
Damage:	1d8 claw / 1d4 jaw or 1d10 sword	Level:	14
Software:	VII in 2 Military Skills	Value:	8,700
Salvage:	35%	Encountered:	Any but Water

The 2B903-3 Fighting Bot is a combat bot that runs on uranium batteries and is made mostly of a metallic, green shaded, crystal alloy. It is built in the form of a tiger and is about 4 feet in size. It can move around on 4 legs.

2I-94 Robot

Condition:	16	Speed:	30`
Protection:	-3	Stage:	Modern
Hit:	8	Size:	7` tall
Attacks:	2 claws or 1 built-in plasma grenade launcher	Defenses:	E:4/R:8
Damage:	1d6 claw / 1d6 claw or 3d8 grenade	Level:	2
Software:	I in 2 Skills	Value:	900
Salvage:	95%	Encountered:	Any but Water

The 2I-94 Robot is a robot with advanced AI that runs on xormite batteries and is made mostly of a rough, black looking, adamant. It is built in standard robotic form and is about 7 feet in size. It can hover around with an installed propeller device.

2M5-VZE Search Bot

Condition:	104	Speed:	130`
Protection:	9	Stage:	Modern
Hit:	4	Size:	10` tall
Attacks:	1 fist	Defenses:	E:10/R:15
Damage:	1d4 fist	Level:	13
Software:	VII in 1 Technical Skill and 1 Military Skill	Value:	8,700
Salvage:	40%	Encountered:	Any but Water

The 2M5-VZE Search Bot is a retrieval bot that runs on nuclear liquid and is made mostly of a shiny, white colored, iron. It is built in standard robotic form and is about 10 feet in size. It can hover around with an installed hover device.

2P19-8 Android

Condition: 72
Protection: 7
Hit: 6
Attacks: 1 pincer
Damage: 1d8 pincer
Software: V in 2 Skills
Salvage: 60%

Speed: 180`
Stage: Modern
Size: 5` tall
Defenses: E:11/R:13
Level: 9
Value: 4,100
Encountered: Water Only

The 2P19-8 Android is an android built with artificial intelligence that runs on xormite generators and is made mostly of a rough, bronze painted, unknown metal. It is built in standard robotic form and is about 5 feet in size. It moves only in water with an installed rotor device.

2YB06-G Recovery Mech

Condition: 152
Protection: 16
Hit: 3
Attacks: 1 claw / 1 jaw
Damage: 1d4 claw / 1d8 jaw
Software: X in 1 Technical Skill and 1 Military Skill
Salvage: 10%

Speed: 40`
Stage: Modern
Size: 6` tall
Defenses: E:13/R:15
Level: 19
Value: 31,300
Encountered: Any but Water

The 2YB06-G Recovery Mech is a retrieval mech that runs on xormite cells and is made mostly of a light, bronze shaded, promethium. It is built in the form of a bear and is about 6 feet in size. It can move around on 4 legs.

3-319 Attack Bot

Condition: 144
Protection: 14
Hit: 4
Attacks: 2 fists or 1 built-in electrical pistol
Damage: 1d6 fist / 1d6 fist or 1d8 gun
Software: IX in 2 Military Skills
Salvage: 15%

Speed: 50`
Stage: Industrial
Size: 11` tall
Defenses: E:12/R:14
Level: 18
Value: 20,100
Encountered: Any but Water

The 3-319 Attack Bot is a combat bot that runs on petroleum and is made mostly of a metallic, red painted, unobtainium. It is built in standard robotic form and is about 11 feet in size. It can move around on 2 wheels.

375-UI Retrieval Droid

Condition: 24
Protection: -2
Hit: 7
Attacks: 2 claws or 1 attached battle axe
Damage: 1d4 claw / 1d4 claw or 1d8 axe
Software: II in 1 Technical Skill and 1 Military Skill
Salvage: 90%

Speed: 70`
Stage: Industrial
Size: 4` tall
Defenses: E:6/R:9
Level: 3
Value: 1,500
Encountered: Any but Water

The 375-UI Retrieval Droid is a retrieval droid that runs on steam and is made mostly of a light, red hued, aluminum. It is built in standard robotic form and is about 4 feet in size. It can hover around with an installed hover device.

380-97Y Assault Droid

Condition: 72
Protection: 6
Hit: 5
Attacks: 1 claw or 1 built-in gyrojet pistol
Damage: 1d6 claw or 2d10 gun
Software: V in 2 Military Skills
Salvage: 60%

Speed: 30`
Stage: Industrial
Size: 9` tall
Defenses: E:9/R:14
Level: 9
Value: 4,100
Encountered: Any but Water

The 380-97Y Assault Droid is a combat droid that runs on petroleum and is made mostly of a metallic, blue hued, aluminum. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

3K-86 Attack Bot

Condition:	128	Speed:	180"
Protection:	12	Stage:	Modern
Hit:	1	Size:	7" tall
Attacks:	1 pincer or 1 attached plasma rifle	Defenses:	E:13/R:12
Damage:	1d4 pincer or 2d10	Level:	16
Software:	VIII in 2 Military Skills	Value:	13,100
Salvage:	25%	Encountered:	Any but Water

The 3K-86 Attack Bot is a combat bot that runs on xormite batteries and is made mostly of a rough, red colored, unobtainium. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs.

3KU1-ES Android

Condition:	48	Speed:	180"
Protection:	1	Stage:	Modern
Hit:	9	Size:	7" tall
Attacks:	1 bite	Defenses:	E:10/R:11
Damage:	1d4 bite	Level:	6
Software:	III in 2 Skills	Value:	2,100
Salvage:	75%	Encountered:	Outdoors Only

The 3KU1-ES Android is an android built with artificial intelligence that runs on xormite batteries and is made mostly of a rough, red looking, unknown metal. It is built in the form of a bat and is about 7 feet in size. It can fly around with a set of wings.

3S3-7 Android

Condition:	24	Speed:	180"
Protection:	-2	Stage:	Modern
Hit:	8	Size:	10" tall
Attacks:	1 fist or 1 attached plasma pistol	Defenses:	E:5/R:5
Damage:	1d6 fist or 2d8 gun	Level:	3
Software:	II in 2 Skills	Value:	1,500
Salvage:	90%	Encountered:	Any but Water

The 3S3-7 Android is an android built with artificial intelligence that runs on radiation clips and is made mostly of a metallic, blue painted, iron. It is built in standard robotic form and is about 10 feet in size. It can hover around with an installed anti-gravity device.

3V6-D Android

Condition:	16	Speed:	160"
Protection:	1	Stage:	Modern
Hit:	8	Size:	11" tall
Attacks:	1 claw / 1 jaw	Defenses:	E:4/R:4
Damage:	1d8 claw / 1d8 jaw	Level:	2
Software:	I in 2 Skills	Value:	900
Salvage:	95%	Encountered:	Any but Water

The 3V6-D Android is an android built with artificial intelligence that runs on xormite liquid and is made mostly of a dull, silver looking, unknown metal. It is built in the form of a dragon and is about 11 feet in size. It can move around on 4 legs.

44T-L Cyborg

Condition:	144	Speed:	170`
Protection:	15	Stage:	Industrial
Hit:	1	Size:	5` tall
Attacks:	1 claw / 1 jaw or 1 built-in missile launcher	Defenses:	E:13/R:15
Damage:	1d4 claw / 1d4 jaw or 1d20+10 missile	Level:	18
Software:	IX in 2 Skills	Value:	20,100
Salvage:	15%	Encountered:	Any but Water

The 44T-L Cyborg is a cybernetic machine with human-like intellect that runs on petroleum and is made mostly of a light, red looking, unknown metal. It is built in the form of a tiger and is about 5 feet in size. It can move around on 4 legs.

47-OO Hunter Droid

Condition:	48	Speed:	90`
Protection:	4	Stage:	Industrial
Hit:	7	Size:	6` tall
Attacks:	1 claw or 1 built-in medium pistol	Defenses:	E:7/R:10
Damage:	1d4 claw or 1d10 gun	Level:	6
Software:	III in 2 Military Skills	Value:	2,100
Salvage:	75%	Encountered:	Any but Water

The 47-OO Hunter Droid is a combat droid that runs on steam and is made mostly of a dark, gray painted, iron. It is built in standard robotic form and is about 6 feet in size. It can move around on 2 rockets.

471-8 Recall Bot

Condition:	152	Speed:	50`
Protection:	17	Stage:	Industrial
Hit:	3	Size:	9` tall
Attacks:	2 pincers	Defenses:	E:12/R:15
Damage:	1d6 pincer / 1d6 pincer	Level:	19
Software:	X in 1 Technical Skill and 1 Military Skill	Value:	31,300
Salvage:	10%	Encountered:	Any but Water

The 471-8 Recall Bot is a retrieval bot that runs on clockworks and is made mostly of a rough, rust tinted, steel. It is built in standard robotic form and is about 9 feet in size. It can hover around with an installed anti-gravity device.

494UG-7 Attack Droid

Condition:	104	Speed:	80`
Protection:	11	Stage:	Modern
Hit:	6	Size:	7` tall
Attacks:	1 jaw or 1 attached plasma broadsword	Defenses:	E:11/R:14
Damage:	1d4 jaw or 1d10 sword	Level:	13
Software:	VII in 2 Military Skills	Value:	8,700
Salvage:	40%	Encountered:	Any but Water

The 494UG-7 Attack Droid is a combat droid that runs on xormite liquid and is made mostly of a rough, red hued, aluminum. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs.

4F-S3 Cyborg

Condition:	40	Speed:	130`
Protection:	0	Stage:	Modern
Hit:	10	Size:	5` tall
Attacks:	2 tentacles	Defenses:	E:5/R:11
Damage:	1d10 tentacles	Level:	5
Software:	III in 2 Skills	Value:	2,100
Salvage:	80%	Encountered:	Water Only

The 4F-S3 Cyborg is a cybernetic machine with human-like intellect that runs on xormite cells and is made mostly of a dark, rust tinted, adamant. It is built in the form of a squid and is about 5 feet in size. It moves only in water with an installed water propulsion device.

4LU0-7 Guard Mech

Condition:	80	Speed:	70`
Protection:	7	Stage:	Modern
Hit:	5	Size:	10` tall
Attacks:	1 bite or 1 attached plasma broadsword	Defenses:	E:8/R:10
Damage:	1d12 bite or 1d10 sword	Level:	10
Software:	V in 2 Military Skills	Value:	4,100
Salvage:	55%	Encountered:	Outdoors Only

The 4LU0-7 Guard Mech is a guard mech that runs on xormite liquid and is made mostly of a metallic, silver looking, steel. It is built in the form of a bat and is about 10 feet in size. It can fly around with a set of wings.

5555C-L Android

Condition:	24	Speed:	40`
Protection:	1	Stage:	Modern
Hit:	10	Size:	6` tall
Attacks:	2 pincers	Defenses:	E:7/R:7
Damage:	1d6 pincer / 1d6 pincer	Level:	3
Software:	II in 2 Skills	Value:	1,500
Salvage:	90%	Encountered:	Water Only

The 5555C-L Android is an android built with artificial intelligence that runs on xormite batteries and is made mostly of a smooth, blue hued, plastoid. It is built in standard robotic form and is about 6 feet in size. It moves only in water with an installed rotor device.

57-5X Battle Mech

Condition:	136	Speed:	60`
Protection:	15	Stage:	Modern
Hit:	1	Size:	6` tall
Attacks:	2 fists or 1 attached plasma rifle	Defenses:	E:13/R:17
Damage:	1d8 fist / 1d8 fist or 2d10	Level:	17
Software:	IX in 2 Military Skills	Value:	20,100
Salvage:	20%	Encountered:	Water Only

The 57-5X Battle Mech is a combat mech that runs on plutonium clips and is made mostly of a light, orange painted, steel. It is built in standard robotic form and is about 6 feet in size. It moves only in water with an installed water propulsion device.

628-80 Military Bot

Condition:	112	Speed:	100`
Protection:	12	Stage:	Modern
Hit:	5	Size:	9` tall
Attacks:	1 fist or 1 attached plasma knife	Defenses:	E:12/R:13
Damage:	1d8 fist or 1d6 knife	Level:	14
Software:	VII in 2 Military Skills	Value:	8,700
Salvage:	35%	Encountered:	Water Only

The 628-80 Military Bot is a combat bot that runs on xormite batteries and is made mostly of a dark, orange shaded, durasteel. It is built in standard robotic form and is about 9 feet in size. It moves only in water with an installed rotor device.

6NI-79 Combat Droid

Condition:	136	Speed:	130`
Protection:	14	Stage:	Industrial
Hit:	3	Size:	12` tall
Attacks:	1 bite or 1 built-in heavy pistol	Defenses:	E:11/R:17
Damage:	1d4 bite or 1d12 gun	Level:	17
Software:	IX in 2 Military Skills	Value:	20,100
Salvage:	20%	Encountered:	Any but Water

The 6NI-79 Combat Droid is a combat droid that runs on clockworks and is made mostly of a rough, gold hued, aluminum. It is built in the form of a spider and is about 12 feet in size. It can move around on 8 legs.

7133-2 Defender Mech

Condition:	152	Speed:	50`
Protection:	15	Stage:	Modern
Hit:	1	Size:	10` tall
Attacks:	2 jaws or 1 built-in laser rifle	Defenses:	E:13/R:16
Damage:	1d4 jaw / 1d4 jaw or 3d8 gun	Level:	19
Software:	X in 2 Military Skills	Value:	31,300
Salvage:	10%	Encountered:	Any but Water

The 7133-2 Defender Mech is a guard mech that runs on xormite batteries and is made mostly of a dark, blue colored, crystal alloy. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 legs.

728-5 Android

Condition:	48	Speed:	50`
Protection:	1	Stage:	Modern
Hit:	10	Size:	12` tall
Attacks:	2 pincers or 1 attached plasma axe	Defenses:	E:9/R:8
Damage:	1d6 pincer / 1d6 pincer or 1d8 axe	Level:	6
Software:	III in 2 Skills	Value:	2,100
Salvage:	75%	Encountered:	Any but Water

The 728-5 Android is an android built with artificial intelligence that runs on nuclear liquid and is made mostly of a rough, green painted, plastoid. It is built in standard robotic form and is about 12 feet in size. It can move around on 2 legs.

747-V9 Android

Condition:	64	Speed:	90`
Protection:	4	Stage:	Industrial
Hit:	6	Size:	4` tall
Attacks:	1 fist	Defenses:	E:7/R:12
Damage:	1d10 fist	Level:	8
Software:	IV in 2 Skills	Value:	2,900
Salvage:	65%	Encountered:	Any but Water

The 747-V9 Android is an android built with artificial intelligence that runs on clockworks and is made mostly of a smooth, orange painted, aluminum. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 legs.

75-79 Assault Bot

Condition:	120	Speed:	160`
Protection:	13	Stage:	Modern
Hit:	1	Size:	8` tall
Attacks:	1 bite or 1 built-in missile launcher	Defenses:	E:9/R:12
Damage:	1d4 bite or 1d20+10 missile	Level:	15
Software:	VIII in 2 Military Skills	Value:	13,100
Salvage:	30%	Encountered:	Outdoors Only

The 75-79 Assault Bot is a combat bot that runs on radiation liquid and is made mostly of a dull, blue tinted, crystal alloy. It is built in the form of a fly and is about 8 feet in size. It can fly around with a set of wings.

7854-D War Robot

Condition:	64	Speed:	70`
Protection:	3	Stage:	Modern
Hit:	5	Size:	7` tall
Attacks:	1 pincer or 1 attached plasma pistol	Defenses:	E:11/R:13
Damage:	1d4 pincer or 2d8 gun	Level:	8
Software:	IV in 2 Military Skills	Value:	2,900
Salvage:	65%	Encountered:	Water Only

The 7854-D War Robot is a combat robot that runs on xormite cells and is made mostly of a dull, gray hued, aluminum. It is built in the form of a beetle and is about 7 feet in size. It moves only in water with an installed rotor device.

7M71-T Guard Bot

Condition:	16	Speed:	130`
Protection:	-3	Stage:	Modern
Hit:	11	Size:	3` tall
Attacks:	2 pincers or 1 attached plasma sword	Defenses:	E:4/R:4
Damage:	1d8 pincer / 1d8 pincer or 1d8 sword	Level:	2
Software:	I in 2 Military Skills	Value:	900
Salvage:	95%	Encountered:	Any but Water

The 7M71-T Guard Bot is a guard bot that runs on xormite generators and is made mostly of a metallic, green coated, unknown metal. It is built in standard robotic form and is about 3 feet in size. It can hover around with an installed hover device.

7R-235 Attack Droid

Condition:	152	Speed:	170`
Protection:	16	Stage:	Modern
Hit:	-1	Size:	4` tall
Attacks:	2 claws or 1 attached plasma pistol	Defenses:	E:12/R:17
Damage:	1d6 claw / 1d6 claw or 2d8 gun	Level:	19
Software:	X in 2 Military Skills	Value:	31,300
Salvage:	10%	Encountered:	Any but Water

The 7R-235 Attack Droid is a combat droid that runs on xormite liquid and is made mostly of a shiny, white shaded, durasteel. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 legs.

7R-9T War Mech

Condition:	48	Speed:	70`
Protection:	4	Stage:	Industrial
Hit:	7	Size:	7` tall
Attacks:	2 fists or 1 built-in heavy pistol	Defenses:	E:7/R:10
Damage:	1d4 fist / 1d4 fist or 1d12 gun	Level:	6
Software:	III in 2 Military Skills	Value:	2,100
Salvage:	75%	Encountered:	Water Only

The 7R-9T War Mech is a combat mech that runs on steam and is made mostly of a metallic, blue tinted, aluminum. It is built in standard robotic form and is about 7 feet in size. It moves only in water with an installed rotor device.

7U-UD Inspection Mech

Condition: 88
Protection: 6
Hit: 6
Attacks: 1 pincer
Damage: 1d8 pincer
Software: VI in 2 Academic Skills
Salvage: 50%

Speed: 110`
Stage: Industrial
Size: 7` tall
Defenses: E:10/R:13
Level: 11
Value: 5,900
Encountered: Any but Water

The 7U-UD Inspection Mech is an exploration mech that runs on petroleum and is made mostly of a dark, gold painted, unknown metal. It is built in the form of a crab and is about 7 feet in size. It can move around on 10 legs.

7UDS-7E Capture Droid

Condition: 72
Protection: 5
Hit: 8
Attacks: 1 fist
Damage: 1d4 fist
Software: V in 1 Technical Skill and 1 Military Skill
Salvage: 60%

Speed: 70`
Stage: Industrial
Size: 11` tall
Defenses: E:9/R:14
Level: 9
Value: 4,100
Encountered: Any but Water

The 7UDS-7E Capture Droid is a retrieval droid that runs on petroleum and is made mostly of a dark, gold colored, iron. It is built in standard robotic form and is about 11 feet in size. It can move around on 2 rockets.

7XW-8 Android

Condition: 128
Protection: 13
Hit: 3
Attacks: 2 pincers or 1 attached plasma pistol
Damage: 1d6 pincer / 1d6 pincer or 2d8 gun
Software: VIII in 2 Skills
Salvage: 25%

Speed: None
Stage: Modern
Size: 3` tall
Defenses: E:11/R:15
Level: 16
Value: 13,100
Encountered: Any but Water

The 7XW-8 Android is an android built with artificial intelligence that runs on electricity and is made mostly of a dark, rust coated, crystal alloy. It is built in standard robotic form and is about 3 feet in size. It is stationary and cannot move around.

8482T-K Hunter Bot

Condition: 144
Protection: 13
Hit: 4
Attacks: 1 pincer or 1 attached plasma rifle
Damage: 1d4 pincer or 2d10
Software: IX in 2 Military Skills
Salvage: 15%

Speed: 160`
Stage: Modern
Size: 8` tall
Defenses: E:14/R:16
Level: 18
Value: 20,100
Encountered: Any but Water

The 8482T-K Hunter Bot is a combat bot that runs on electricity and is made mostly of a smooth, rust painted, steel. It is built in standard robotic form and is about 8 feet in size. It can move around on 2 wheels.

88R6-C Military Droid

Condition: 32
Protection: -1
Hit: 7
Attacks: 1 claw / 1 jaw or 1 attached plasma knife
Damage: 1d4 claw / 1d6 jaw or 1d6 knife
Software: II in 2 Military Skills
Salvage: 85%

Speed: 70`
Stage: Modern
Size: 3` tall
Defenses: E:7/R:10
Level: 4
Value: 1,500
Encountered: Any but Water

The 88R6-C Military Droid is a combat droid that runs on xormite generators and is made mostly of a light, white colored, durasteel. It is built in the form of a bear and is about 3 feet in size. It can move around on 4 legs.

898T-8 Exploration Robot

Condition:	160	Speed:	60`
Protection:	18	Stage:	Modern
Hit:	1	Size:	6` tall
Attacks:	2 pincers	Defenses:	E:14/R:17
Damage:	1d8 pincer / 1d8 pincer	Level:	20
Software:	X in 2 Academic Skills	Value:	31,300
Salvage:	5%	Encountered:	Water Only

The 898T-8 Exploration Robot is an exploration robot that runs on uranium cells and is made mostly of a dull, green tinted, iron. It is built in standard robotic form and is about 6 feet in size. It moves only in water with an installed water propulsion device.

8S8-D Cyborg

Condition:	8	Speed:	120`
Protection:	0	Stage:	Modern
Hit:	11	Size:	10` tall
Attacks:	2 fists	Defenses:	E:3/R:3
Damage:	1d4 fist / 1d4 fist	Level:	1
Software:	I in 2 Skills	Value:	900
Salvage:	100%	Encountered:	Any but Water

The 8S8-D Cyborg is a cybernetic machine with human-like intellect that runs on uranium generators and is made mostly of a shiny, black coated, iron. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 legs.

923-0 Android

Condition:	96	Speed:	180`
Protection:	8	Stage:	Modern
Hit:	6	Size:	12` tall
Attacks:	2 jaws or 1 built-in plasma grenade launcher	Defenses:	E:10/R:13
Damage:	1d4 jaw / 1d4 jaw or 3d8 grenade	Level:	12
Software:	VI in 2 Skills	Value:	5,900
Salvage:	45%	Encountered:	Any but Water

The 923-0 Android is an android built with artificial intelligence that runs on xormite liquid and is made mostly of a rough, orange colored, unobtainium. It is built in standard robotic form and is about 12 feet in size. It can move around on 2 legs.

949-SN Recon Robot

Condition:	136	Speed:	140`
Protection:	14	Stage:	Modern
Hit:	1	Size:	9` tall
Attacks:	1 fist or 1 built-in flamethrower	Defenses:	E:13/R:16
Damage:	1d6 fist or 1d20+5 gun	Level:	17
Software:	IX in 2 Spying Skills	Value:	20,100
Salvage:	20%	Encountered:	Any but Water

The 949-SN Recon Robot is a spy robot that runs on xormite liquid and is made mostly of a metallic, bronze hued, steel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 treads.

95Z2G-8 Assault Bot

Condition:	120	Speed:	80`
Protection:	12	Stage:	Modern
Hit:	4	Size:	5` tall
Attacks:	1 pincer or 1 built-in razor disc launcher	Defenses:	E:12/R:12
Damage:	1d8 pincer or 1d12 disc	Level:	15
Software:	VIII in 2 Military Skills	Value:	13,100
Salvage:	30%	Encountered:	Any but Water

The 95Z2G-8 Assault Bot is a combat bot that runs on electricity and is made mostly of a dull, bronze tinted, aluminum. It is built in standard robotic form and is about 5 feet in size. It can move around on 2 legs.

9639 Attack Droid

Condition:	136	Speed:	90`
Protection:	15	Stage:	Modern
Hit:	0	Size:	11` tall
Attacks:	2 fists or 1 attached plasma sword	Defenses:	E:14/R:15
Damage:	1d4 fist / 1d4 fist or 1d8 sword	Level:	17
Software:	IX in 2 Military Skills	Value:	20,100
Salvage:	20%	Encountered:	Any but Water

The 9639 Attack Droid is a combat droid that runs on xormite cells and is made mostly of a smooth, white tinted, durasteel. It is built in standard robotic form and is about 11 feet in size. It can move around on 2 legs.

9D-0V Scanner Mech

Condition:	160	Speed:	130`
Protection:	18	Stage:	Modern
Hit:	3	Size:	9` tall
Attacks:	1 claw or 1 built-in plasma grenade launcher	Defenses:	E:13/R:18
Damage:	1d10 claw or 3d8 grenade	Level:	20
Software:	X in 2 Spying Skills	Value:	31,300
Salvage:	5%	Encountered:	Any but Water

The 9D-0V Scanner Mech is a spy mech that runs on radiation cells and is made mostly of a metallic, gold colored, steel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 rockets.

Alozom Exploration Mech

Condition:	136	Speed:	30`
Protection:	13	Stage:	Advanced
Hit:	1	Size:	7` tall
Attacks:	2 pincers	Defenses:	E:13/R:13
Damage:	1d8 pincer / 1d8 pincer	Level:	17
Software:	IX in 2 Academic Skills	Value:	20,100
Salvage:	20%	Encountered:	Any but Water

The Alozom Exploration Mech (left behind by race of aliens known as the Alozom) is an exploration mech that runs on alien technology and is made mostly of a smooth, blue hued, unobtainium. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 wheels.

BI-26 Assassin Droid

Condition:	72	Speed:	50`
Protection:	4	Stage:	Modern
Hit:	5	Size:	4` tall
Attacks:	1 pincer or 1 built-in flamethrower	Defenses:	E:9/R:10
Damage:	1d10 pincer or 1d20+5 gun	Level:	9
Software:	V in 2 Military Skills	Value:	4,100
Salvage:	60%	Encountered:	Any but Water

The BI-26 Assassin Droid is a combat droid that runs on xormite clips and is made mostly of a metallic, white hued, unobtainium. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 wheels.

C-11XN Observation Mech

Condition:	24	Speed:	70`
Protection:	1	Stage:	Modern
Hit:	7	Size:	10` tall
Attacks:	1 claw	Defenses:	E:5/R:9
Damage:	1d4 claw	Level:	3
Software:	II in 2 Spying Skills	Value:	1,500
Salvage:	90%	Encountered:	Any but Water

The C-11XN Observation Mech is a spy mech that runs on xormite clips and is made mostly of a dull, green looking, crystal alloy. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 wheels.

C2B4-N Research Bot

Condition:	32	Speed:	90`
Protection:	0	Stage:	Modern
Hit:	8	Size:	8` tall
Attacks:	1 jaw	Defenses:	E:7/R:8
Damage:	1d4 jaw	Level:	4
Software:	II in 2 Academic Skills	Value:	1,500
Salvage:	85%	Encountered:	Water Only

The C2B4-N Research Bot is an exploration bot that runs on uranium cells and is made mostly of a smooth, white looking, plastoid. It is built in the form of a fish and is about 8 feet in size. It moves only in water with an installed water propulsion device.

Chekiqthe Recall Mech

Condition:	8	Speed:	30`
Protection:	-3	Stage:	Advanced
Hit:	8	Size:	7` tall
Attacks:	1 talon / 1 beak or 1 built-in missile launcher	Defenses:	E:3/R:6
Damage:	1d8 talon / 1d4 beak or 1d20+10 missile	Level:	1
Software:	I in 1 Technical Skill and 1 Military Skill	Value:	900
Salvage:	100%	Encountered:	Outdoors Only

The Chekiqthe Recall Mech (used by a group of aliens known as the Chekiqthe) is a retrieval mech that runs on alien technology and is made mostly of a dull, white coated, promethium. It is built in the form of a bird and is about 7 feet in size. It can fly around with a set of wings.

CL6-88 Recall Bot

Condition:	80	Speed:	170`
Protection:	7	Stage:	Modern
Hit:	8	Size:	12` tall
Attacks:	2 claws	Defenses:	E:9/R:10
Damage:	1d6 claw / 1d6 claw	Level:	10
Software:	V in 1 Technical Skill and 1 Military Skill	Value:	4,100
Salvage:	55%	Encountered:	Any but Water

The CL6-88 Recall Bot is a retrieval bot that runs on uranium clips and is made mostly of a light, gold hued, iron. It is built in standard robotic form and is about 12 feet in size. It can move around on 2 legs.

CM11I-L Convoy Droid

Condition:	80	Speed:	150`
Protection:	6	Stage:	Modern
Hit:	5	Size:	8` tall
Attacks:	1 fist or 1 built-in flamethrower	Defenses:	E:9/R:10
Damage:	1d12 fist or 1d20+5 gun	Level:	10
Software:	V in 1 Technical Skill and 1 Academic Skill	Value:	4,100
Salvage:	55%	Encountered:	Water Only

The CM11I-L Convoy Droid is an escort droid that runs on xormite batteries and is made mostly of a dark, rust coated, steel. It is built in standard robotic form and is about 8 feet in size. It moves only in water with an installed water propulsion device.

D0S-36 Combat Robot

Condition:	96	Speed:	70`
Protection:	10	Stage:	Modern
Hit:	6	Size:	6` tall
Attacks:	1 jaw or 1 attached plasma pistol	Defenses:	E:9/R:12
Damage:	1d8 jaw or 2d8 gun	Level:	12
Software:	VI in 2 Military Skills	Value:	5,900
Salvage:	45%	Encountered:	Water Only

The D0S-36 Combat Robot is a combat robot that runs on nuclear cells and is made mostly of a rough, red looking, adamant. It is built in standard robotic form and is about 6 feet in size. It moves only in water with an installed water propulsion device.

Elheduox Android

Condition:	120	Speed:	180`
Protection:	12	Stage:	Advanced
Hit:	1	Size:	3` tall
Attacks:	1 claw or 1 built-in fusion pistol	Defenses:	E:9/R:14
Damage:	1d6 claw or 2d8+2 gun	Level:	15
Software:	VIII in 2 Skills	Value:	13,100
Salvage:	30%	Encountered:	Any but Water

The Elheduox Android (built by an ancient alien race known as the Elheduox) is an android built with artificial intelligence that runs on alien technology and is made mostly of a shiny, gold shaded, adamant. It is built in standard robotic form and is about 3 feet in size. It can move around on 2 wheels.

F757-3 Inspection Mech

Condition:	104	Speed:	40`
Protection:	9	Stage:	Modern
Hit:	6	Size:	5` tall
Attacks:	1 claw / 1 jaw or 1 attached plasma battle axe	Defenses:	E:12/R:11
Damage:	1d6 claw / 1d10 jaw or 1d10 axe	Level:	13
Software:	VII in 2 Academic Skills	Value:	8,700
Salvage:	40%	Encountered:	Any but Water

The F757-3 Inspection Mech is an exploration mech that runs on nuclear batteries and is made mostly of a shiny, rust painted, adamant. It is built in the form of a rat and is about 5 feet in size. It can move around on 4 legs.

G93W-J Defender Droid

Condition:	120	Speed:	110`
Protection:	10	Stage:	Modern
Hit:	1	Size:	8` tall
Attacks:	1 jaw or 1 attached plasma sword	Defenses:	E:11/R:16
Damage:	1d8 jaw or 1d8 sword	Level:	15
Software:	VIII in 2 Military Skills	Value:	13,100
Salvage:	30%	Encountered:	Water Only

The G93W-J Defender Droid is a guard droid that runs on uranium batteries and is made mostly of a smooth, orange looking, crystal alloy. It is built in the form of a shark and is about 8 feet in size. It moves only in water with an installed water propulsion device.

Geolhbab Hunter Droid

Condition:	96	Speed:	180`
Protection:	9	Stage:	Advanced
Hit:	4	Size:	12` tall
Attacks:	1 fist or 1 attached pulse knife	Defenses:	E:11/R:12
Damage:	1d6 fist or 1d8 knife	Level:	12
Software:	VI in 2 Military Skills	Value:	5,900
Salvage:	45%	Encountered:	Any but Water

The Geolhbab Hunter Droid (from an ancient war with aliens known as the Geolhbab) is a combat droid that runs on alien technology and is made mostly of a light, rust colored, adamant. It is built in standard robotic form and is about 12 feet in size. It can move around on 2 tracks.

GF0-FI Fighting Mech

Condition:	56	Speed:	170`
Protection:	3	Stage:	Modern
Hit:	8	Size:	7` tall
Attacks:	1 pincer or 1 attached plasma axe	Defenses:	E:8/R:13
Damage:	1d4 pincer or 1d8 axe	Level:	7
Software:	IV in 2 Military Skills	Value:	2,900
Salvage:	70%	Encountered:	Any but Water

The GF0-FI Fighting Mech is a combat mech that runs on nuclear cells and is made mostly of a dark, green tinted, crystal alloy. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs.

HZ681-U Robot

Condition:	56	Speed:	30`
Protection:	3	Stage:	Modern
Hit:	5	Size:	11` tall
Attacks:	1 jaw	Defenses:	E:8/R:13
Damage:	1d8 jaw	Level:	7
Software:	IV in 2 Skills	Value:	2,900
Salvage:	70%	Encountered:	Any but Water

The HZ681-U Robot is a robot with advanced AI that runs on electricity and is made mostly of a smooth, blue painted, adamant. It is built in standard robotic form and is about 11 feet in size. It can move around on 2 treads.

IO008-0 Investigation Robot

Condition:	56	Speed:	160`
Protection:	4	Stage:	Modern
Hit:	7	Size:	12` tall
Attacks:	2 claws	Defenses:	E:7/R:9
Damage:	1d8 claw / 1d8 claw	Level:	7
Software:	IV in 2 Academic Skills	Value:	2,900
Salvage:	70%	Encountered:	Any but Water

The IO008-0 Investigation Robot is an exploration robot that runs on xormite cells and is made mostly of a shiny, blue painted, plastoid. It is built in standard robotic form and is about 12 feet in size. It can hover around with an installed hover device.

J28-A1P Attendant Mech

Condition:	24	Speed:	40"
Protection:	0	Stage:	Industrial
Hit:	9	Size:	12' tall
Attacks:	1 claw or 1 attached laser sword	Defenses:	E:8/R:9
Damage:	1d8 claw or 1d6+1 sword	Level:	3
Software:	II in 1 Technical Skill and 1 Academic Skill	Value:	1,500
Salvage:	90%	Encountered:	Water Only

The J28-A1P Attendant Mech is an escort mech that runs on petroleum and is made mostly of a metallic, bronze hued, iron. It is built in standard robotic form and is about 12 feet in size. It moves only in water with an installed rotor device.

J84E-3 Spy Droid

Condition:	48	Speed:	170"
Protection:	2	Stage:	Modern
Hit:	10	Size:	10' tall
Attacks:	1 pincer	Defenses:	E:9/R:9
Damage:	1d6 pincer	Level:	6
Software:	III in 2 Spying Skills	Value:	2,100
Salvage:	75%	Encountered:	Any but Water

The J84E-3 Spy Droid is a spy droid that runs on nuclear generators and is made mostly of a smooth, red coated, promethium. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 legs.

K42X-1 Tactical Surveillance Droid

Condition:	160	Speed:	160"
Protection:	17	Stage:	Modern
Hit:	2	Size:	4' tall
Attacks:	1 fist or 1 built-in gravitube	Defenses:	E:13/R:14
Damage:	1d4 fist or 2d6 gun	Level:	20
Software:	X in 2 Spying Skills	Value:	31,300
Salvage:	5%	Encountered:	Water Only

The K42X-1 Tactical Surveillance Droid is a spy droid that runs on xormite cells and is made mostly of a light, white hued, promethium. It is built in standard robotic form and is about 4 feet in size. It moves only in water with an installed water propulsion device.

Ked-neeep Recall Robot

Condition:	160	Speed:	130"
Protection:	16	Stage:	Advanced
Hit:	0	Size:	10' tall
Attacks:	1 claw or 1 attached pulse battle axe	Defenses:	E:15/R:16
Damage:	1d6 claw or 1d12 axe	Level:	20
Software:	X in 1 Technical Skill and 1 Military Skill	Value:	31,300
Salvage:	5%	Encountered:	Any but Water

The Ked-neeep Recall Robot (from an ancient war with aliens known as the Ked-neeep) is a retrieval robot that runs on alien technology and is made mostly of a shiny, red coated, crystal alloy. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 rockets.

KN-18 Cyborg

Condition:	32	Speed:	170"
Protection:	2	Stage:	Industrial
Hit:	7	Size:	11' tall
Attacks:	1 jaw	Defenses:	E:6/R:9
Damage:	1d4 jaw	Level:	4
Software:	II in 2 Skills	Value:	1,500
Salvage:	85%	Encountered:	Any but Water

The KN-18 Cyborg is a cybernetic machine with human-like intellect that runs on petroleum and is made mostly of a dark, bronze colored, adamant. It is built in the form of a worm and is about 11 feet in size. It has no legs so it mechanically slithers around.

L8610-S Battle Mech

Condition:	40	Speed:	180`
Protection:	3	Stage:	Modern
Hit:	6	Size:	8` tall
Attacks:	1 talon / 1 beak or 1 attached plasma knife	Defenses:	E:8/R:11
Damage:	1d6 talon / 1d4 beak or 1d6 knife	Level:	5
Software:	III in 2 Military Skills	Value:	2,100
Salvage:	80%	Encountered:	Outdoors Only

The L8610-S Battle Mech is a combat mech that runs on xormite cells and is made mostly of a light, white painted, adamant. It is built in the form of a bird and is about 8 feet in size. It can fly around with a set of wings.

Molipi Excavation Mech

Condition:	16	Speed:	30`
Protection:	-3	Stage:	Advanced
Hit:	10	Size:	10` tall
Attacks:	1 pincer	Defenses:	E:7/R:8
Damage:	1d4 pincer	Level:	2
Software:	I in 2 Academic Skills	Value:	900
Salvage:	95%	Encountered:	Any but Water

The Molipi Excavation Mech (constructed by an alien race known as the Molipi) is an exploration mech that runs on alien technology and is made mostly of a smooth, blue hued, unobtainium. It is built in the form of a lobster and is about 10 feet in size. It can hover around with an installed propeller device.

N597X-4 Military Bot

Condition:	128	Speed:	40`
Protection:	11	Stage:	Modern
Hit:	3	Size:	4` tall
Attacks:	1 claw / 1 jaw or 1 built-in razor disc launcher	Defenses:	E:11/R:14
Damage:	1d4 claw / 1d10 jaw or 1d12 disc	Level:	16
Software:	VIII in 2 Military Skills	Value:	13,100
Salvage:	25%	Encountered:	Any but Water

The N597X-4 Military Bot is a combat bot that runs on plutonium batteries and is made mostly of a smooth, blue looking, steel. It is built in the form of a bear and is about 4 feet in size. It can move around on 4 legs.

Nilhodli Robot

Condition:	40	Speed:	100`
Protection:	3	Stage:	Advanced
Hit:	10	Size:	9` tall
Attacks:	1 pincer / 1 tail	Defenses:	E:5/R:10
Damage:	1d4 pincer / 1d4 tail	Level:	5
Software:	III in 2 Skills	Value:	2,100
Salvage:	80%	Encountered:	Any but Water

The Nilhodli Robot (built by an ancient alien race known as the Nilhodli) is a robot with advanced AI that runs on alien technology and is made mostly of a rough, black shaded, promethium. It is built in the form of a scorpion and is about 9 feet in size. It can move around on 8 legs.

O2G-6 War Robot

Condition:	40	Speed:	140`
Protection:	0	Stage:	Modern
Hit:	6	Size:	6` tall
Attacks:	2 fists or 1 built-in missile launcher	Defenses:	E:9/R:10
Damage:	1d12 fist / 1d12 fist or 1d20+10 missile	Level:	5
Software:	III in 2 Military Skills	Value:	2,100
Salvage:	80%	Encountered:	Any but Water

The O2G-6 War Robot is a combat robot that runs on xormite clips and is made mostly of a shiny, rust colored, unobtainium. It is built in standard robotic form and is about 6 feet in size. It can hover around with an installed anti-gravity device.

O46R-11 Combat Robot

Condition:	104	Speed:	90`
Protection:	9	Stage:	Modern
Hit:	5	Size:	8` tall
Attacks:	1 stinger or 1 built-in plasma grenade launcher	Defenses:	E:8/R:11
Damage:	1d4 stinger or 3d8 grenade	Level:	13
Software:	VII in 2 Military Skills	Value:	8,700
Salvage:	40%	Encountered:	Outdoors Only

The O46R-11 Combat Robot is a combat robot that runs on nuclear clips and is made mostly of a metallic, orange looking, iron. It is built in the form of a wasp and is about 8 feet in size. It can fly around with a set of wings.

O97-0 Security Mech

Condition:	64	Speed:	90`
Protection:	6	Stage:	Modern
Hit:	9	Size:	6` tall
Attacks:	2 fists or 1 built-in laser rifle	Defenses:	E:11/R:13
Damage:	1d4 fist / 1d4 fist or 3d8 gun	Level:	8
Software:	IV in 2 Military Skills	Value:	2,900
Salvage:	65%	Encountered:	Any but Water

The O97-0 Security Mech is a guard mech that runs on radiation cells and is made mostly of a dull, red tinted, promethium. It is built in standard robotic form and is about 6 feet in size. It can move around on 2 tracks.

Obyuchoeth Survey Robot

Condition:	104	Speed:	50`
Protection:	9	Stage:	Advanced
Hit:	4	Size:	5` tall
Attacks:	1 fist	Defenses:	E:10/R:15
Damage:	1d8 fist	Level:	13
Software:	VII in 2 Academic Skills	Value:	8,700
Salvage:	40%	Encountered:	Any but Water

The Obyuchoeth Survey Robot (left behind by race of aliens known as the Obyuchoeth) is an exploration robot that runs on alien technology and is made mostly of a dull, blue coated, unobtainium. It is built in standard robotic form and is about 5 feet in size. It can move around on 2 treads.

Oljiodli Recovery Bot

Condition:	64	Speed:	160`
Protection:	5	Stage:	Advanced
Hit:	6	Size:	10` tall
Attacks:	1 fist	Defenses:	E:11/R:10
Damage:	1d4 fist	Level:	8
Software:	IV in 1 Technical Skill and 1 Military Skill	Value:	2,900
Salvage:	65%	Encountered:	Any but Water

The Oljiodli Recovery Bot (left behind by race of aliens known as the Oljiodli) is a retrieval bot that runs on alien technology and is made mostly of a dull, white coated, promethium. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 legs.

P829-C Android

Condition:	112	Speed:	150`
Protection:	9	Stage:	Industrial
Hit:	3	Size:	10` tall
Attacks:	1 fist or 1 built-in laser pistol	Defenses:	E:13/R:16
Damage:	1d4 fist or 2d6 gun	Level:	14
Software:	VII in 2 Skills	Value:	8,700
Salvage:	35%	Encountered:	Any but Water

The P829-C Android is an android built with artificial intelligence that runs on petroleum and is made mostly of a dark, green colored, unknown metal. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 tracks.

QF674-J Cyborg

Condition:	96	Speed:	130`
Protection:	10	Stage:	Modern
Hit:	5	Size:	9` tall
Attacks:	2 fists or 1 attached plasma axe	Defenses:	E:12/R:11
Damage:	1d6 fist / 1d6 fist or 1d8 axe	Level:	12
Software:	VI in 2 Skills	Value:	5,900
Salvage:	45%	Encountered:	Any but Water

The QF674-J Cyborg is a cybernetic machine with human-like intellect that runs on electricity and is made mostly of a metallic, white colored, durasteel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

RZU-P Scout Bot

Condition:	88	Speed:	100`
Protection:	7	Stage:	Modern
Hit:	5	Size:	10` tall
Attacks:	2 jaws	Defenses:	E:8/R:12
Damage:	1d10 jaw / 1d10 jaw	Level:	11
Software:	VI in 2 Spying Skills	Value:	5,900
Salvage:	50%	Encountered:	Any but Water

The RZU-P Scout Bot is a spy bot that runs on plutonium clips and is made mostly of a dull, white shaded, crystal alloy. It is built in standard robotic form and is about 10 feet in size. It can move around on 2 legs.

S-1623 Guardian Robot

Condition:	88	Speed:	None
Protection:	8	Stage:	Modern
Hit:	7	Size:	8` tall
Attacks:	2 claws or 1 built-in flamethrower	Defenses:	E:11/R:13
Damage:	1d6 claw / 1d6 claw or 1d20+5 gun	Level:	11
Software:	VI in 2 Military Skills	Value:	5,900
Salvage:	50%	Encountered:	Any but Water

The S-1623 Guardian Robot is a guard robot that runs on radiation cells and is made mostly of a metallic, orange shaded, steel. It is built in standard robotic form and is about 8 feet in size. It is stationary and cannot move around.

TTG-03 Robot

Condition: 32
Protection: 2
Hit: 7
Attacks: 1 jaw
Damage: 1d6 jaw
Software: II in 2 Skills
Salvage: 85%

Speed: 160`
Stage: Modern
Size: 9` tall
Defenses: E:9/R:8
Level: 4
Value: 1,500
Encountered: Any but Water

The TTG-03 Robot is a robot with advanced AI that runs on xormite liquid and is made mostly of a shiny, rust shaded, unobtainium. It is built in the form of a snake and is about 9 feet in size. It has no legs so it mechanically slithers around.

U8-2B3 Attack Droid

Condition: 112
Protection: 11
Hit: 4
Attacks: 1 jaw or 1 built-in laser rifle
Damage: 1d4 jaw or 3d8 gun
Software: VII in 2 Military Skills
Salvage: 35%

Speed: 120`
Stage: Modern
Size: 9` tall
Defenses: E:11/R:12
Level: 14
Value: 8,700
Encountered: Any but Water

The U8-2B3 Attack Droid is a combat droid that runs on radiation generators and is made mostly of a metallic, silver colored, durasteel. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 tracks.

UCN-08 Recovery Mech

Condition: 40
Protection: 1
Hit: 9
Attacks: 2 fists or 1 built-in machine pistol
Damage: 1d6 fist / 1d6 fist or 1d10 gun
Software: III in 1 Technical Skill and 1 Military Skill
Salvage: 80%

Speed: 170`
Stage: Industrial
Size: 11` tall
Defenses: E:5/R:10
Level: 5
Value: 2,100
Encountered: Any but Water

The UCN-08 Recovery Mech is a retrieval mech that runs on steam and is made mostly of a metallic, bronze looking, iron. It is built in standard robotic form and is about 11 feet in size. It can move around on 2 legs.

UO-10E1 Assassin Droid

Condition: 88
Protection: 8
Hit: 7
Attacks: 2 fists or 1 attached plasma sword
Damage: 1d8 fist / 1d8 fist or 1d8 sword
Software: VI in 2 Military Skills
Salvage: 50%

Speed: 180`
Stage: Modern
Size: 9` tall
Defenses: E:8/R:12
Level: 11
Value: 5,900
Encountered: Any but Water

The UO-10E1 Assassin Droid is a combat droid that runs on xormite batteries and is made mostly of a dark, silver hued, plastoid. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

WO2H Hunter Mech

Condition: 8
Protection: -1
Hit: 9
Attacks: 1 pincer or 1 built-in electrical pistol
Damage: 1d4 pincer or 1d8 gun
Software: I in 2 Military Skills
Salvage: 100%

Speed: 100`
Stage: Industrial
Size: 3` tall
Defenses: E:6/R:4
Level: 1
Value: 900
Encountered: Any but Water

The WO2H Hunter Mech is a combat mech that runs on petroleum and is made mostly of a smooth, gold looking, crystal alloy. It is built in standard robotic form and is about 3 feet in size. It can hover around with an installed hover device.

X768F-V Sentry Mech

Condition:	144	Speed:	100`
Protection:	14	Stage:	Industrial
Hit:	0	Size:	4` tall
Attacks:	1 pincer / 1 tail or 1 attached battle axe	Defenses:	E:11/R:17
Damage:	1d4 pincer / 1d10 tail or 1d8 axe	Level:	18
Software:	IX in 2 Military Skills	Value:	20,100
Salvage:	15%	Encountered:	Any but Water

The X768F-V Sentry Mech is a guard mech that runs on steam and is made mostly of a light, black colored, aluminum. It is built in the form of a scorpion and is about 4 feet in size. It can move around on 8 legs.

Y3-I46 Defender Mech

Condition:	56	Speed:	100`
Protection:	5	Stage:	Modern
Hit:	8	Size:	5` tall
Attacks:	2 fists or 1 built-in plasma grenade launcher	Defenses:	E:9/R:9
Damage:	1d6 fist / 1d6 fist or 3d8 grenade	Level:	7
Software:	IV in 2 Military Skills	Value:	2,900
Salvage:	70%	Encountered:	Any but Water

The Y3-I46 Defender Mech is a guard mech that runs on xormite cells and is made mostly of a light, bronze colored, adamant. It is built in standard robotic form and is about 5 feet in size. It can hover around with an installed anti-gravity device.

Y4YD-5 Search Bot

Condition:	32	Speed:	180`
Protection:	0	Stage:	Modern
Hit:	11	Size:	5` tall
Attacks:	1 claw / 1 jaw	Defenses:	E:9/R:9
Damage:	1d4 claw / 1d4 jaw	Level:	4
Software:	II in 1 Technical Skill and 1 Military Skill	Value:	1,500
Salvage:	85%	Encountered:	Any but Water

The Y4YD-5 Search Bot is a retrieval bot that runs on uranium generators and is made mostly of a smooth, blue tinted, durasteel. It is built in the form of a bear and is about 5 feet in size. It can move around on 4 legs.

YD8-6 Travel Bot

Condition:	88	Speed:	170`
Protection:	9	Stage:	Modern
Hit:	7	Size:	9` tall
Attacks:	2 pincers or 1 built-in flamethrower	Defenses:	E:10/R:13
Damage:	1d6 pincer / 1d6 pincer or 1d20+5 gun	Level:	11
Software:	VI in 1 Technical Skill and 1 Academic Skill	Value:	5,900
Salvage:	50%	Encountered:	Any but Water

The YD8-6 Travel Bot is an escort bot that runs on nuclear cells and is made mostly of a dark, orange shaded, crystal alloy. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs.

Chapter 7 - Encounter Design

This section provides you with tables to aid you in populating your world with various creatures. Get yourself a free copy of the [Broken Urthe – Creature Guide](#) to reference the creatures in these lists. Some creatures reference their mutant name as well. Roll against these tables or pick and choose results you need.

Traveling away from the safety of settlements is a dangerous proposition for sure. There are many crumbling cities, ancient sewer tunnels, irradiated wastelands, and underground bunkers that are potentially full of creatures that have now made it their home. The tables below have creature tables for indoor or underground areas. Each one is separated by suggested level of adventure.



INSIDE LEVEL 1 (1d20)

1	Cat (Categha)
2	Bat (Buzaoy)
3	Rat (Rusigh)
4	Unihare
5	Rat, Giant (Raghiuh)
6	Owl (Owlupoe)
7	Bat, Giant (Badap)
8	Raider/Bandit
9	Skunk (Skuwu)
10	Mold, Black
11	Centipede, Large (Cenughu)
12	Bat, Vampire (Batile)
13	Leech, Giant (Luce)
14	Frog, Giant (Frujogh)
15	Troll, Frost
16	Cave Man
17	Badger (Badgegaph)
18	Toad, Poisonous (Teshe)
19	Sturg Fly
20	Muck Man

INSIDE LEVEL 2 (1d20)

1	Mold, Black
2	Centipede, Large (Cenughu)
3	Bat, Vampire (Batile)
4	Leech, Giant (Luce)
5	Frog, Giant (Frujogh)
6	Troll, Frost
7	Cave Man
8	Badger (Badgegaph)
9	Toad, Poisonous (Teshe)
10	Sturg Fly
11	Muck Man
12	Spider, Large (Spicu)
13	Ooze, Symbiotic
14	Eye Crawler
15	Morlock
16	Battanor
17	Zombie
18	Ant, Giant (Antodya)
19	Ant, Giant, Fire (Anusek)
20	Cricket, Large (Crikku)

INSIDE LEVEL 3 (1d20)

1	Sturg Fly
2	Muck Man
3	Spider, Large (Spicu)
4	Ooze, Symbiotic
5	Eye Crawler
6	Morlock
7	Battanor
8	Zombie
9	Ant, Giant (Antodya)
10	Ant, Giant, Fire (Anusek)
11	Cricket, Large (Crikku)
12	Human, Infected
13	Fly, Giant (Flobde)
14	Tick, Giant (Tewme)
15	Toad, Giant (Towyu)
16	Centipede, Giant (Centuchup)
17	Crabman
18	Snake, Poisonous (Snagiugh)
19	Fungoid
20	Lizard Man, Desert

INSIDE LEVEL 5 (1d20)

1	Fungoid
2	Lizard Man, Desert
3	Lizard Man
4	Wolf (Wolfucir)
5	Wolverine (Woloya)
6	Gublyn
7	Spider, Amber
8	Snake, Constrictor (Snasfa)
9	Waste Hound
10	Worm, Glow
11	Attoid
12	Barvul
13	Worm, Carcass
14	Weasel, Giant (Wedieph)
15	Vambear
16	Slime, Giant
17	Lizard, Giant (Lilo)
18	Trapjaw
19	Snakemen
20	Lizard, Ice

INSIDE LEVEL 4 (1d20)

1	Ant, Giant, Fire (Anusek)
2	Cricket, Large (Crikku)
3	Human, Infected
4	Fly, Giant (Flobde)
5	Tick, Giant (Tewme)
6	Toad, Giant (Towyu)
7	Centipede, Giant (Centuchup)
8	Crabman
9	Snake, Poisonous (Snagiugh)
10	Fungoid
11	Lizard Man, Desert
12	Lizard Man
13	Wolf (Wolfucir)
14	Wolverine (Woloya)
15	Gublyn
16	Spider, Amber
17	Snake, Constrictor (Snasfa)
18	Waste Hound
19	Worm, Glow
20	Attoid

INSIDE LEVEL 6 (1d20)

1	Worm, Glow
2	Attoid
3	Barvul
4	Worm, Carcass
5	Weasel, Giant (Wedieph)
6	Vambear
7	Slime, Giant
8	Lizard, Giant (Lilo)
9	Trapjaw
10	Snakemen
11	Lizard, Ice
12	Sluskur
13	Intruder
14	Wulog
15	Cyclops
16	Ape, Infected
17	Skunk, Giant (Skunkachiel)
18	Coboar
19	Tusker
20	Gargoil

INSIDE LEVEL 7 (1d20)

1	Snakemen
2	Lizard, Ice
3	Sluskur
4	Intruder
5	Wulog
6	Cyclops
7	Ape, Infected
8	Skunk, Giant (Skunkachiel)
9	Coboar
10	Tusker
11	Gargoil
12	Wolverine, Giant (Wugha)
13	Spider, Giant (Spiduzun)
14	Cruler
15	Snake, Poisonous, Large (Snicfi)
16	Shellox
17	Ogre
18	Beetle, Giant (Beetuwid)
19	Rutan
20	Chikunz

INSIDE LEVEL 9 (1d20)

1	Rutan
2	Chikunz
3	Xorbucon
4	Zormites
5	Hornet, Giant (Horushiech)
6	Toad, Fire (Toawi)
7	Yeti
8	Sharz
9	Toad, Ice (Toaghaih)
10	Fly, Giant, Horsefly (Flyumaos)
11	Crox
12	Scorpion, Giant (Scobbe)
13	Wolf, Ice
14	Bird Beast
15	Lizard, Subterranean
16	Sulk
17	Insectoid
18	Eleczard
19	Troll
20	Bear, Cave (Bearuthet)

INSIDE LEVEL 8 (1d20)

1	Tusker
2	Gargoil
3	Wolverine, Giant (Wugha)
4	Spider, Giant (Spiduzun)
5	Cruler
6	Snake, Poisonous, Large (Snicfi)
7	Shellox
8	Ogre
9	Beetle, Giant (Beetuwid)
10	Rutan
11	Chikunz
12	Xorbucon
13	Zormites
14	Hornet, Giant (Horushiech)
15	Toad, Fire (Toawi)
16	Yeti
17	Sharz
18	Toad, Ice (Toaghaih)
19	Fly, Giant, Horsefly (Flyumaos)
20	Crox

INSIDE LEVEL 10 (1d20)

1	Fly, Giant, Horsefly (Flyumaos)
2	Crox
3	Scorpion, Giant (Scobbe)
4	Wolf, Ice
5	Bird Beast
6	Lizard, Subterranean
7	Sulk
8	Insectoid
9	Eleczard
10	Troll
11	Bear, Cave (Bearuthet)
12	Mantaur
13	Wolf, Spiked
14	Bumblebee, Giant (Behtho)
15	Lion, Spotted (Lionovyu)
16	Psych Serpent
17	Sundew, Giant (Sundutek)
18	Tiger, Magma
19	Drakorian
20	Bull, Slime

INSIDE LEVEL 11 (1d20)

1	Troll
2	Bear, Cave (Bearuthet)
3	Mantaur
4	Wolf, Spiked
5	Bumblebee, Giant (Behtho)
6	Lion, Spotted (Lionovyu)
7	Psych Serpent
8	Sundew, Giant (Sundutek)
9	Tiger, Magma
10	Drakorian
11	Bull, Slime
12	Troll, Giant
13	Man-Plant
14	Centidon
15	Giant
16	Vampire
17	Barbuga
18	Wisp
19	Hulking Beast
20	Lion, Fire

INSIDE LEVEL 13 (1d20)

1	Giant
2	Vampire
3	Barbuga
4	Wisp
5	Hulking Beast
6	Lion, Fire
7	Hydra
8	Eleczard, Greater
9	Lizard, Fire
10	Draygun
11	Gargul
12	Slime, Acid
13	Troll, Giant, Two-Headed
14	Mantis, Giant (Mantighegh)
15	Draygun, Ooze
16	Mirroco
17	Worm, Cave
18	Giant, Stone
19	Giant, Frost
20	Cave Tentacle

INSIDE LEVEL 12 (1d20)

1	Drakorian
2	Bull, Slime
3	Troll, Giant
4	Man-Plant
5	Centidon
6	Giant
7	Vampire
8	Barbuga
9	Wisp
10	Hulking Beast
11	Lion, Fire
12	Hydra
13	Eleczard, Greater
14	Lizard, Fire
15	Draygun
16	Gargul
17	Slime, Acid
18	Troll, Giant, Two-Headed
19	Mantis, Giant (Mantighegh)
20	Draygun, Ooze

INSIDE LEVEL 14+ (1d20)

1	Hulking Beast
2	Lion, Fire
3	Hydra
4	Eleczard, Greater
5	Lizard, Fire
6	Draygun
7	Gargul
8	Slime, Acid
9	Troll, Giant, Two-Headed
10	Mantis, Giant (Mantighegh)
11	Draygun, Ooze
12	Mirroco
13	Worm, Cave
14	Giant, Stone
15	Giant, Frost
16	Cave Tentacle
17	Worm, Frost
18	Giant, Fire
19	Slug, Giant (Slulhoc)
20	Worm, Giant



Don't limit yourself to the results from these tables. If you have an underground complex in the middle of a jungle swamp, mix in some creatures that dwell in the jungle swamp. Below are tables of creatures by habitat. Use these tables to fill your landscape with deadly creatures to encounter.

#	Forest Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Jackal (Jackaweoq)	1
12	Owl (Owlupoey)	1
13	Raider/Bandit	1
14	Rat, Giant (Raghiuh)	1
15	Skunk (Skuwu)	1
16	Squirrel (Squzoux)	1
17	Tinora	1
18	Unihare	1
19	Ant, Giant (Antodya)	2
20	Ant, Giant, Fire (Anusek)	2
21	Badger (Badgegaph)	2
22	Bat, Vampire (Batile)	2
23	Battanor	2
24	Cave Man	2
25	Eagle (Eaglexa)	2
26	Frog, Giant (Frujogh)	2
27	Horse (Horsanef)	2
28	Mysticul	2

#	Forest Creature	Lvl
29	Spider, Large (Spicu)	2
30	Squirrel, Giant (Sqitca)	2
31	Sturg Fly	2
32	Toad, Poisonous (Teshe)	2
33	Vulture (Vultuyeq)	2
34	Antlerg	3
35	Beetle, Giant, Acid	3
36	Camel (Cameleda)	3
37	Centipede, Giant (Centuchup)	3
38	Cheetah (Cheetaphvu)	3
39	Fly, Giant (Flobde)	3
40	Lokist	3
41	Mule (Mulethu)	3
42	Snake, Poisonous (Snagiugh)	3
43	Spider, Amber	3
44	Stag (Staguphich)	3
45	Tick, Giant (Tewme)	3
46	Toad, Giant (Towyu)	3
47	Wolf (Wolfucir)	3
48	Barvul	4
49	Bear, Black (Bahtho)	4
50	Beaver, Giant (Bealha)	4
51	Boar (Boabbe)	4
52	Bruk	4
53	Horsemen	4
54	Leopard (Leopovyu)	4
55	Lizard, Giant (Lilo)	4
56	Owl, Giant (Owaqoc)	4

#	Forest Creature	Lvl
57	Wasp, Giant (Wecha)	4
58	Wulog	4
59	Beetle, Giant (Beetuwid)	5
60	Buffalo (Bukith)	5
61	Chikunz	5
62	Coboar	5
63	Cruler	5
64	Draygur	5
65	Gargoil	5
66	Hoppler	5
67	Hornet, Giant (Horushiech)	5
68	Shellox	5
69	Skunk, Giant (Skunkachiel)	5
70	Snake, Poisonous, Large (Snicfi)	5
71	Spider, Giant (Spiduzun)	5
72	Unicorn	5
73	Vine Lasher	5
74	Algorum	6
75	Bear, Brown (Bebuoc)	6
76	Bird Beast	6
77	Fly, Giant, Horsefly (Flyumaos)	6
78	Frogigator	6
79	Glow Flower	6
80	Lion (Liodieph)	6
81	Porcupine, Giant (Petzho)	6
82	Radigator	6
83	Scorpion, Giant (Scobbe)	6
84	Tiger (Tigeziegh)	6
85	Bear, Cave (Bearuthet)	7
86	Boar, Giant (Boufghe)	7
87	Bumblebee, Giant (Behtho)	7
88	Elecward	7
89	Sludgow	7
90	Torus	7
91	Troll	7
92	Wolf, Spiked	7
93	Boargul	8
94	Bull, Slime	8
95	Drakorian	8
96	Sundew, Giant (Sundutek)	8
97	Troll, Giant	8
98	Vine, Hanging	8
99	Barbuga	9
100	Bear, Polar (Bezef)	9

#	Forest Creature	Lvl
101	Centidon	9
102	Giant	9
103	Hydra	9
104	Rhinoceros (Rhixit)	9
105	Shark, Land	9
106	Vampire	9
107	Draygun	10
108	Elecward, Greater	10
109	Gargul	10
110	Porcubus	10
111	Troll, Giant, Two-Headed	10
112	Giant, Frost	11
113	Aklasaurus	12
114	Giant, Fire	12
115	Mastodon (Mammodeuth)	12
116	Rhondaran	14
117	Ripper	16

#	Hill Creature	Lvl
1	Bat (Buzao)	0
2	Cat (Categha)	0
3	Rat (Rusigh)	0
4	Weasel (Wealhji)	0
5	Bat, Giant (Badap)	1
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Faco)	1
10	Jackal (Jackaweo)	1
11	Owl (Owlupo)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Squzoux)	1
16	Tinora	1
17	Ant, Giant (Antodya)	2
18	Ant, Giant, Fire (Anusek)	2
19	Badger (Badgegaph)	2
20	Battanon	2
21	Cave Man	2
22	Goat (Goalhoc)	2
23	Hawkan	2
24	Horse (Horsanef)	2

#	Hill Creature	Lvl
25	Human, Infected	2
26	Ram (Raqoc)	2
27	Spider, Large (Spicu)	2
28	Sturg Fly	2
29	Toad, Poisonous (Teshe)	2
30	Vulture (Vultuyeq)	2
31	Zombie	2
32	Antlerg	3
33	Beetle, Giant, Acid	3
34	Camel (Cameleda)	3
35	Cheetah (Cheetaphvu)	3
36	Fly, Giant (Flobde)	3
37	Lokist	3
38	Mule (Mulethu)	3
39	Snake, Poisonous (Snagiugh)	3
40	Spider, Amber	3
41	Stag (Staguphich)	3
42	Toad, Giant (Towyu)	3
43	Vulture, Giant (Vultughiuh)	3
44	Wolf (Wolfucir)	3
45	Barvul	4
46	Bear, Black (Bahtho)	4
47	Beaver, Giant (Bealha)	4
48	Boar (Boabbe)	4
49	Bruk	4
50	Goat, Giant (Goayuar)	4
51	Horsemen	4
52	Leopard (Leopovyu)	4
53	Lion, Mountain (Lionewla)	4
54	Owl, Giant (Owaqoc)	4
55	Ram, Giant (Raguix)	4
56	Sluskur	4
57	Wasp, Giant (Wecha)	4
58	Wulog	4
59	Beetle, Giant (Beetuwid)	5
60	Buffalo (Bukith)	5
61	Chikunz	5
62	Coboar	5
63	Cruler	5
64	Cyclops	5
65	Draygur	5
66	Hoppler	5
67	Hornet, Giant (Horushiech)	5
68	Shellox	5

#	Hill Creature	Lvl
69	Skunk, Giant (Skunkachiel)	5
70	Snake, Poisonous, Large (Snicfi)	5
71	Spider, Giant (Spiduzun)	5
72	Stag, Giant (Stugar)	5
73	Unicorn	5
74	Bear, Brown (Bebuoc)	6
75	Glow Flower	6
76	Lion (Liodieph)	6
77	Porcupine, Giant (Petzho)	6
78	Scorpion, Giant (Scobbe)	6
79	Sulk	6
80	Tiger (Tigeziegh)	6
81	Bear, Cave (Bearuthet)	7
82	Boar, Giant (Boufghe)	7
83	Bumblebee, Giant (Behtho)	7
84	Eleczard	7
85	Torus	7
86	Troll	7
87	Boargul	8
88	Bull, Slime	8
89	Sundew, Giant (Sundutek)	8
90	Troll, Giant	8
91	Vine, Hanging	8
92	Barbuga	9
93	Bear, Polar (Bezes)	9
94	Centidon	9
95	Giant	9
96	Rhinoceros (Rhixit)	9
97	Shark, Land	9
98	Vampere	9
99	Draygun	10
100	Eleczard, Greater	10
101	Gargul	10
102	Giant, Stone	10
103	Mantis, Giant (Mantighegh)	10
104	Porcubus	10
105	Troll, Giant, Two-Headed	10
106	Giant, Frost	11
107	Giant, Fire	12
108	Mastodon (Mammodeuth)	12
109	Worm, Giant	15

#	Mountain Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Owl (Owlupoe)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Squzoux)	1
16	Ant, Giant, Fire (Anusek)	2
17	Badger (Badgegraph)	2
18	Battamor	2
19	Cave Man	2
20	Eagle (Eaglexa)	2
21	Goat (Goalhoc)	2
22	Hawkan	2
23	Horse (Horsanef)	2
24	Human, Infected	2
25	Ram (Raqoc)	2
26	Spider, Large (Spicu)	2
27	Squirrel, Giant (Sqitca)	2
28	Toad, Poisonous (Teshe)	2
29	Vulture (Vultuyeq)	2
30	Zombie	2
31	Antlerg	3
32	Cheetah (Cheetaphvu)	3
33	Fly, Giant (Flobde)	3
34	Mule (Mulethu)	3
35	Snake, Poisonous (Snagiugh)	3
36	Spider, Amber	3
37	Toad, Giant (Towyu)	3
38	Vulture, Giant (Vultughiuh)	3
39	Wolf (Wolfucir)	3
40	Barvul	4
41	Bear, Black (Bahtho)	4
42	Goat, Giant (Goayuar)	4
43	Intruder	4
44	Leopard (Leopovyu)	4

#	Mountain Creature	Lvl
45	Lion, Mountain (Lionewla)	4
46	Owl, Giant (Owaqoc)	4
47	Ram, Giant (Raguix)	4
48	Sluskur	4
49	Wasp, Giant (Wecha)	4
50	Wulog	4
51	Beetle, Giant (Beetuwid)	5
52	Buffalo (Bukith)	5
53	Chikunz	5
54	Coboar	5
55	Cruler	5
56	Cyclops	5
57	Draygur	5
58	Gargoil	5
59	Hoppler	5
60	Hornet, Giant (Horushiech)	5
61	Shellox	5
62	Skunk, Giant (Skunkachiel)	5
63	Snake, Poisonous, Large (Snicfi)	5
64	Spider, Giant (Spiduzun)	5
65	Stag, Giant (Stugar)	5
66	Bear, Brown (Bebuoc)	6
67	Bird Beast	6
68	Fly, Giant, Horsefly (Flyumaos)	6
69	Lion (Liodieph)	6
70	Porcupine, Giant (Petzho)	6
71	Scorpion, Giant (Scobbe)	6
72	Sulk	6
73	Tiger (Tigeziegh)	6
74	Bear, Cave (Bearuthet)	7
75	Bumblebee, Giant (Behtho)	7
76	Elecward	7
77	Lion, Spotted (Lionovyu)	7
78	Torus	7
79	Wolf, Spiked	7
80	Boargul	8
81	Bull, Slime	8
82	Drakorian	8
83	Sundew, Giant (Sundutek)	8
84	Bear, Polar (Bezes)	9
85	Centidon	9
86	Giant	9
87	Hydra	9
88	Rhinoceros (Rhixit)	9

#	Mountain Creature	Lvl
89	Vampire	9
90	Wisp	9
91	Draygun	10
92	Eleczard, Greater	10
93	Gargul	10
94	Giant, Stone	10
95	Lizard, Fire	10
96	Mantis, Giant (Mantighegh)	10
97	Porcubus	10
98	Slime, Acid	10
99	Worm, Cave	10
100	Giant, Frost	11
101	Giant, Fire	12
102	Giant, Mountain	12
103	Mastodon (Mammodeuth)	12

#	Plains Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Jackal (Jackaweoq)	1
12	Owl (Owlupoey)	1
13	Raider/Bandit	1
14	Rat, Giant (Raghiuh)	1
15	Skunk (Skuwu)	1
16	Squirrel (Sqzoux)	1
17	Unihare	1
18	Ant, Giant (Antodya)	2
19	Badger (Badgegaph)	2
20	Battanor	2
21	Cave Man	2
22	Frog, Giant (Frujogh)	2
23	Goat (Goalhoc)	2
24	Horse (Horsanef)	2
25	Human, Infected	2
26	Ram (Raqoc)	2

#	Plains Creature	Lvl
27	Spider, Large (Spicu)	2
28	Sturg Fly	2
29	Toad, Poisonous (Teshe)	2
30	Vulture (Vultuyeq)	2
31	Camel (Cameleda)	3
32	Centipede, Giant (Centuchup)	3
33	Cheetah (Cheetaphvu)	3
34	Fly, Giant (Flobde)	3
35	Lokist	3
36	Mule (Mulethu)	3
37	Snake, Poisonous (Snagiugh)	3
38	Spider, Amber	3
39	Stag (Staguphich)	3
40	Toad, Giant (Towyu)	3
41	Vulture, Giant (Vultughiuh)	3
42	Wolf (Wolfucir)	3
43	Barvul	4
44	Boar (Boabbe)	4
45	Bruk	4
46	Goat, Giant (Goayuar)	4
47	Horsemen	4
48	Leopard (Leopovyu)	4
49	Lion, Mountain (Lionewla)	4
50	Lizard, Giant (Lilo)	4
51	Owl, Giant (Owaqoc)	4
52	Wasp, Giant (Wecha)	4
53	Weasel, Giant (Wedieph)	4
54	Wulog	4
55	Buffalo (Bukith)	5
56	Chikunz	5
57	Coboar	5
58	Hornet, Giant (Horushiech)	5
59	Skunk, Giant (Skunkachiel)	5
60	Snake, Poisonous, Large (Snicfi)	5
61	Unicorn	5
62	Vine Lasher	5
63	Algorum	6
64	Fly, Giant, Horsefly (Flyumaos)	6
65	Glow Flower	6
66	Lion (Liodieph)	6
67	Porcupine, Giant (Petzho)	6
68	Scorpion, Giant (Scobbe)	6
69	Tiger (Tigeziegh)	6
70	Bumblebee, Giant (Behtho)	7

#	Plains Creature	Lvl
71	Eleczard	7
72	Lion, Spotted (Lionovyu)	7
73	Torus	7
74	Troll	7
75	Bull, Slime	8
76	Drakorian	8
77	Sundew, Giant (Sundutek)	8
78	Barbuga	9
79	Bear, Polar (Bezes)	9
80	Centidon	9
81	Giant	9
82	Hydra	9
83	Rhinoceros (Rhixit)	9
84	Shark, Land	9
85	Vampere	9
86	Eleczard, Greater	10
87	Gargul	10
88	Mantis, Giant (Mantighegh)	10
89	Porcubus	10
90	Troll, Giant, Two-Headed	10
91	Aklasaurus	12
92	Giant, Fire	12
93	Mastodon (Mammodeuth)	12
94	Rhondaran	14
95	Worm, Giant	15
96	Ripper	16

#	Swamp Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Jackal (Jackaweq)	1
12	Owl (Owlupoe)	1
13	Raider/Bandit	1
14	Rat, Giant (Raghiuh)	1
15	Skunk (Skuwu)	1

#	Swamp Creature	Lvl
16	Squirrel (Squzoux)	1
17	Tinora	1
18	Ant, Giant, Fire (Anusek)	2
19	Badger (Badgegaph)	2
20	Battantor	2
21	Cave Man	2
22	Frog, Giant (Frujogh)	2
23	Horse (Horsanef)	2
24	Human, Infected	2
25	Leech, Giant (Luce)	2
26	Muck Man	2
27	Spider, Large (Spicu)	2
28	Sturg Fly	2
29	Toad, Poisonous (Teshe)	2
30	Vulture (Vultuyeq)	2
31	Zombie	2
32	Antlerg	3
33	Beetle, Giant, Acid	3
34	Camel (Cameleda)	3
35	Centipede, Giant (Centuchup)	3
36	Cheetah (Cheetaphvu)	3
37	Crab, Giant (Crabus)	3
38	Crabman	3
39	Crocodile (Crocokiq)	3
40	Dog (Doguyeor)	3
41	Fly, Giant (Flobde)	3
42	Lizard Man	3
43	Mule (Mulethu)	3
44	Snake, Poisonous (Snagiugh)	3
45	Spider, Amber	3
46	Tick, Giant (Tewme)	3
47	Toad, Giant (Towyu)	3
48	Vulture, Giant (Vultughiuh)	3
49	Wolf (Wolfucir)	3
50	Barvul	4
51	Bear, Black (Bahtho)	4
52	Boar (Boabbe)	4
53	Bruk	4
54	Intruder	4
55	Lamprey	4
56	Leopard (Leopovyu)	4
57	Lizard, Giant (Lilo)	4
58	Owl, Giant (Owaqoc)	4
59	Wasp, Giant (Wecha)	4

#	Swamp Creature	Lvl
60	Weasel, Giant (Wedieph)	4
61	Wulog	4
62	Beetle, Giant (Beetuwid)	5
63	Boghound	5
64	Buffalo (Bukith)	5
65	Chikunz	5
66	Coboar	5
67	Crayfish, Giant (Crayaguf)	5
68	Draygur	5
69	Fruglum	5
70	Gargoil	5
71	Hoppler	5
72	Hornet, Giant (Horushiech)	5
73	Shellox	5
74	Skunk, Giant (Skunkachiel)	5
75	Snake, Poisonous, Large (Snicfi)	5
76	Toad, Ice (Toaghaih)	5
77	Unicorn	5
78	Vine Lasher	5
79	Algorum	6
80	Bear, Brown (Bebuoc)	6
81	Bird Beast	6
82	Fly, Giant, Horsefly (Flyumaos)	6
83	Frogigator	6
84	Glow Flower	6
85	Lion (Liodieph)	6
86	Mucktupus	6
87	Porcupine, Giant (Petzho)	6
88	Radigator	6
89	Raxumar	6
90	Scorpion, Giant (Scobbe)	6
91	Tiger (Tigeziegh)	6
92	Boar, Giant (Boufghe)	7
93	Bumblebee, Giant (Behtho)	7
94	Crocodile, Giant (Crazoux)	7
95	Eleczard	7
96	Lion, Spotted (Lionovyu)	7
97	Marner	7
98	Torus	7
99	Troll	7
100	Wolf, Spiked	7
101	Boargul	8
102	Bull, Slime	8
103	Dragonfly, Giant (Drucev)	8

#	Swamp Creature	Lvl
104	Drakorion	8
105	Sundew, Giant (Sundutek)	8
106	Troll, Giant	8
107	Vine, Hanging	8
108	Centidon	9
109	Giant	9
110	Hydra	9
111	Man-Plant	9
112	Muskito	9
113	Rhinoceros (Rhixit)	9
114	Vampire	9
115	Wisp	9
116	Eleczard, Greater	10
117	Gargul	10
118	Mantis, Giant (Mantighegh)	10
119	Porcubus	10
120	Troll, Giant, Two-Headed	10
121	Aklasaurus	12
122	Mastodon (Mammodeuth)	12
123	Ripper	16

#	Desert Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Facoor)	1
10	Jackal (Jackaweoq)	1
11	Owl (Owlupoe)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Sqzoux)	1
16	Badger (Badgegaph)	2
17	Battamor	2
18	Cave Man	2
19	Goat (Goalhoc)	2
20	Horse (Horsanef)	2
21	Ram (Raqoc)	2

#	Desert Creature	Lvl
22	Spider, Large (Spicu)	2
23	Toad, Poisonous (Teshe)	2
24	Vulture (Vultuyeq)	2
25	Zombie	2
26	Camel (Cameleda)	3
27	Cheetah (Cheetaphvu)	3
28	Dog (Doguyear)	3
29	Fly, Giant (Flobde)	3
30	Lizard Man, Desert	3
31	Snake, Poisonous (Snagiugh)	3
32	Spider, Amber	3
33	Thorntus	3
34	Toad, Giant (Towyu)	3
35	Vulture, Giant (Vultughiuh)	3
36	Wolf (Wolfucir)	3
37	Armor Dilo	4
38	Attoid	4
39	Barvul	4
40	Boar (Boabbe)	4
41	Bruk	4
42	Goat, Giant (Goayuar)	4
43	Leopard (Leopovyu)	4
44	Lion, Mountain (Lionewla)	4
45	Owl, Giant (Owaqoc)	4
46	Trapjaw	4
47	Waste Hound	4
48	Worm, Glow	4
49	Wulog	4
50	Buffalo (Bukith)	5
51	Chikunz	5
52	Coboar	5
53	Hornet, Giant (Horushiech)	5
54	Rutan	5
55	Sharz	5
56	Skunk, Giant (Skunkachiel)	5
57	Snake, Poisonous, Large (Snicfi)	5
58	Toad, Fire (Toawi)	5
59	Canna	6
60	Crox	6
61	Fly, Giant, Horsefly (Flyumaos)	6
62	Lion (Liodieph)	6
63	Scorpion, Giant (Scobbe)	6
64	Sulk	6
65	Tiger (Tigeziegh)	6

#	Desert Creature	Lvl
66	Bumblebee, Giant (Behtho)	7
67	Lion, Spotted (Lionovyu)	7
68	Torus	7
69	Troll	7
70	Bull, Slime	8
71	Drakorian	8
72	Troll, Giant	8
73	Barbuga	9
74	Lion, Fire	9
75	Rhinoceros (Rhixit)	9
76	Shark, Land	9
77	Vampere	9
78	Gargul	10
79	Mantis, Giant (Mantighegh)	10
80	Troll, Giant, Two-Headed	10
81	Giant, Fire	12
82	Mastodon (Mammodeuth)	12
83	Worm, Frost	12
84	Worm, Giant	15

#	Jungle Forest Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Bat, Giant (Badap)	1
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Facoor)	1
10	Jackal (Jackaweoq)	1
11	Owl (Owlupoey)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Tinora	1
16	Ant, Giant (Antodya)	2
17	Ant, Giant, Fire (Anusek)	2
18	Babuman	2
19	Bat, Vampire (Batile)	2
20	Battamor	2
21	Cave Man	2
22	Frog, Giant (Frujogh)	2

#	Jungle Forest Creature	Lvl
23	Horse (Horsanef)	2
24	Ostradon	2
25	Spider, Large (Spicu)	2
26	Sturg Fly	2
27	Toad, Poisonous (Teshé)	2
28	Vulture (Vultuyeq)	2
29	Beetle, Giant, Acid	3
30	Camel (Cameleda)	3
31	Centipede, Giant (Centuchup)	3
32	Cheetah (Cheetaphvu)	3
33	Fly, Giant (Flobde)	3
34	Hyena (Hyenalhtha)	3
35	Lizard Man, Desert	3
36	Mule (Mulethu)	3
37	Snake, Poisonous (Snagiugh)	3
38	Spider, Amber	3
39	Tick, Giant (Tewme)	3
40	Toad, Giant (Towyu)	3
41	Wolf (Wolfucir)	3
42	Ape, Beast	4
43	Barvul	4
44	Boar (Boabbe)	4
45	Bruk	4
46	Leopard (Leopovyu)	4
47	Lion, Mountain (Lionewla)	4
48	Lizard, Giant (Lilo)	4
49	Owl, Giant (Owaqoc)	4
50	Snake, Constrictor (Snasfa)	4
51	Snakemen	4
52	Wasp, Giant (Wecha)	4
53	Wulog	4
54	Ape, Infected	5
55	Beetle, Giant (Beetuwid)	5
56	Buffalo (Bukith)	5
57	Chikunz	5
58	Coboar	5
59	Cruler	5
60	Draygur	5
61	Gargoil	5
62	Gorilla (Goriluneep)	5
63	Hoppler	5
64	Hornet, Giant (Horushiech)	5
65	Hyena, Giant (Hyefum)	5
66	Jaguar (Jaguahuij)	5

#	Jungle Forest Creature	Lvl
67	Shellox	5
68	Skunk, Giant (Skunkachiel)	5
69	Snake, Poisonous, Large (Snicfi)	5
70	Spider, Giant (Spiduzun)	5
71	Tusker	5
72	Vine Lasher	5
73	Algorum	6
74	Iguanadon (Igiyge)	6
75	Fly, Giant, Horsefly (Flyumaos)	6
76	Frogigator	6
77	Glow Flower	6
78	Lion (Liodieph)	6
79	Radigator	6
80	Scorpion, Giant (Scobbe)	6
81	Tiger (Tigeziegh)	6
82	Bumblebee, Giant (Behtho)	7
83	Eleczard	7
84	Gorilus	7
85	Sludgow	7
86	Torus	7
87	Troll	7
88	Wolf, Spiked	7
89	Bull, Slime	8
90	Ceratosaurus (Ceruphoix)	8
91	Monoclonius (Mitu)	8
92	Plateosaurus (Platuthueph)	8
93	Drakorian	8
94	Sabretooth Tiger (Timxe)	8
95	Sundew, Giant (Sundutek)	8
96	Troll, Giant	8
97	Vine, Hanging	8
98	Barbuga	9
99	Centidon	9
100	Ankylosaurus (Ankani)	9
101	Paleoscincus (Pakech)	9
102	Giant	9
103	Hydra	9
104	Vampere	9
105	Styracosaurus (Styrowu)	10
106	Teratosaurus (Tewot)	10
107	Draygun	10
108	Eleczard, Greater	10
109	Elephant (Elephubith)	10
110	Gargul	10

#	Jungle Forest Creature	Lvl
111	Mantis, Giant (Mantighegh)	10
112	Troll, Giant, Two-Headed	10
113	Aklasaurus	12
114	Anatosaurus (Anuzueh)	12
115	Lambeosaurus (Lamunilh)	12
116	Megalosaurus (Meguhiep)	12
117	Pentaceratops (Peshe)	12
118	Giant, Fire	12
119	Gorgosaurus (Goruchghi)	13
120	Rhondaran	14
121	Dredlasaur	15
122	Tricerotops (Tricezsa)	16
123	Stegosaurus (Stegibwi)	18
124	Tyrannosaurus Rex (Tyraggo)	18
125	Camarasaurus (Camarubej)	20
126	Cetiosaurus (Cetiupho)	24
127	Diplodocus (Diplaxphu)	24
128	Brontosaurus (Brozes)	30
129	Brachiosaurus (Brakued)	36

#	Jungle Hills Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Bat, Giant (Badap)	1
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Facoor)	1
10	Jackal (Jackaweq)	1
11	Owl (Owlupoe)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Tinora	1
16	Ant, Giant (Antodya)	2
17	Ant, Giant, Fire (Anusek)	2
18	Babuman	2
19	Battamor	2
20	Cave Man	2
21	Hawkan	2
22	Horse (Horsanef)	2

#	Jungle Hills Creature	Lvl
23	Human, Infected	2
24	Ostradon	2
25	Spider, Large (Spicu)	2
26	Sturg Fly	2
27	Toad, Poisonous (Teshe)	2
28	Vulture (Vultuyeq)	2
29	Zombie	2
30	Beetle, Giant, Acid	3
31	Camel (Cameleda)	3
32	Cheetah (Cheetaphvu)	3
33	Fly, Giant (Flobde)	3
34	Hyena (Hyenalhtha)	3
35	Lizard Man, Desert	3
36	Mule (Mulethu)	3
37	Spider, Amber	3
38	Toad, Giant (Towyu)	3
39	Vulture, Giant (Vultughieh)	3
40	Wolf (Wolfucir)	3
41	Barvul	4
42	Boar (Boabbe)	4
43	Bruk	4
44	Pteranodon (Ptufaup)	4
45	Leopard (Leopovyu)	4
46	Lion, Mountain (Lionewla)	4
47	Owl, Giant (Owaqoc)	4
48	Sluskur	4
49	Snake, Constrictor (Snasfa)	4
50	Wasp, Giant (Wecha)	4
51	Wulog	4
52	Ape, Infected	5
53	Beetle, Giant (Beetuwid)	5
54	Buffalo (Bukith)	5
55	Chikunz	5
56	Coboar	5
57	Cruler	5
58	Cyclops	5
59	Draygur	5
60	Gorilla (Goriluneep)	5
61	Hoppler	5
62	Hornet, Giant (Horushech)	5
63	Hyena, Giant (Hyefum)	5
64	Jaguar (Jaguahuij)	5
65	Shellox	5
66	Skunk, Giant (Skunkachiel)	5

#	Jungle Hills Creature	Lvl
67	Snake, Poisonous, Large (Snicfi)	5
68	Spider, Giant (Spiduzun)	5
69	Tusker	5
70	Iguanadon (Igiyge)	6
71	Glow Flower	6
72	Lion (Liodieph)	6
73	Scorpion, Giant (Scobbe)	6
74	Sulk	6
75	Tiger (Tigeziegh)	6
76	Boar, Giant (Boufghe)	7
77	Bumblebee, Giant (Behtho)	7
78	Elecward	7
79	Gorilus	7
80	Mantaur	7
81	Torus	7
82	Troll	7
83	Bull, Slime	8
84	Ceratosaurus (Ceruphoix)	8
85	Monoclonius (Mitu)	8
86	Plateosaurus (Platuthueph)	8
87	Psych Serpent	8
88	Sabretooth Tiger (Timxe)	8
89	Sundew, Giant (Sundutek)	8
90	Troll, Giant	8
91	Vine, Hanging	8
92	Barbuga	9
93	Centidon	9
94	Ankylosaurus (Ankani)	9
95	Paleoscincus (Pakech)	9
96	Giant	9
97	Rhinoceros (Rhixit)	9
98	Vampere	9
99	Styracosaurus (Styrowu)	10
100	Teratosaurus (Tewot)	10
101	Draygun	10
102	Elecward, Greater	10
103	Elephant (Elephubith)	10
104	Gargul	10
105	Giant, Stone	10
106	Mantis, Giant (Mantighegh)	10
107	Troll, Giant, Two-Headed	10
108	Megalosaurus (Meguhiep)	12
109	Giant, Fire	12
110	Gorgosaurus (Goruchghi)	13

#	Jungle Hills Creature	Lvl
111	Dredlasaur	15
112	Worm, Giant	15
113	Tricerotops (Tricezsa)	16
114	Stegosaurus (Stegibwi)	18
115	Tyrannosaurus Rex (Tyraggo)	18
#	Jungle Mountain Creature	Lvl
1	Bat (Buzayoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Bat, Giant (Badap)	1
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Facoor)	1
10	Owl (Owlupoey)	1
11	Raider/Bandit	1
12	Rat, Giant (Raghiuh)	1
13	Skunk (Skuwu)	1
14	Ant, Giant, Fire (Anusek)	2
15	Battamor	2
16	Cave Man	2
17	Hawkan	2
18	Horse (Horsanef)	2
19	Human, Infected	2
20	Spider, Large (Spicu)	2
21	Toad, Poisonous (Teshe)	2
22	Vulture (Vultuyeq)	2
23	Zombie	2
24	Cheetah (Cheetaphvu)	3
25	Fly, Giant (Flobde)	3
26	Lizard Man, Desert	3
27	Mule (Mulethu)	3
28	Snake, Poisonous (Snagiugh)	3
29	Spider, Amber	3
30	Toad, Giant (Towyu)	3
31	Vulture, Giant (Vultughiuh)	3
32	Wolf (Wolfucir)	3
33	Ape, Beast	4
34	Barvul	4
35	Pteranodon (Ptufaup)	4
36	Intruder	4

#	Jungle Mountain Creature	Lvl
37	Leopard (Leopovyu)	4
38	Lion, Mountain (Lionewla)	4
39	Owl, Giant (Owaqoc)	4
40	Sluskur	4
41	Snake, Constrictor (Snasfa)	4
42	Wasp, Giant (Wecha)	4
43	Wulog	4
44	Beetle, Giant (Beetuwid)	5
45	Buffalo (Bukith)	5
46	Chikunz	5
47	Coboar	5
48	Cruler	5
49	Cyclops	5
50	Draygur	5
51	Gargoil	5
52	Hoppler	5
53	Hornet, Giant (Horushiech)	5
54	Shellox	5
55	Skunk, Giant (Skunkachiel)	5
56	Snake, Poisonous, Large (Snicfi)	5
57	Spider, Giant (Spiduzun)	5
58	Iguanadon (Igiyge)	6
59	Fly, Giant, Horsefly (Flyumaos)	6
60	Lion (Liodieph)	6
61	Scorpion, Giant (Scobbe)	6
62	Sulk	6
63	Tiger (Tigeziegh)	6
64	Bumblebee, Giant (Behtho)	7
65	Elecuard	7
66	Lion, Spotted (Lionovyu)	7
67	Mantaur	7
68	Torus	7
69	Troll	7
70	Wolf, Spiked	7
71	Bull, Slime	8
72	Ceratosaurus (Ceruphoix)	8
73	Plateosaurus (Platuthueph)	8
74	Drakorian	8
75	Psych Serpent	8
76	Sabretooth Tiger (Timxe)	8
77	Sundew, Giant (Sundutek)	8
78	Troll, Giant	8
79	Centidon	9
80	Ankylosaurus (Ankani)	9

#	Jungle Mountain Creature	Lvl
81	Paleoscincus (Pakech)	9
82	Giant	9
83	Hydra	9
84	Rhinoceros (Rhixit)	9
85	Vampire	9
86	Wisp	9
87	Draygun	10
88	Elecuard, Greater	10
89	Gargul	10
90	Giant, Stone	10
91	Lizard, Fire	10
92	Mantis, Giant (Mantighegh)	10
93	Slime, Acid	10
94	Troll, Giant, Two-Headed	10
95	Worm, Cave	10
96	Pentaceratops (Peshe)	12
97	Giant, Fire	12
98	Giant, Mountain	12
99	Gorgosaurus (Goruchghi)	13
100	Dredlasaur	15
101	Triceratops (Tricezsa)	16
102	Stegosaurus (Stegibwi)	18
103	Tyrannosaurus Rex (Tyraggo)	18

#	Jungle Swamp Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Bat, Giant (Badap)	1
6	Centipede, Large (Cenughu)	1
7	Crow (Crolhet)	1
8	Crow, Giant (Crupiq)	1
9	Falcon, Large (Facoor)	1
10	Jackal (Jackaweq)	1
11	Owl (Owlupoe)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Tinora	1
16	Ant, Giant, Fire (Anusek)	2
17	Babuman	2
18	Battanon	2

#	Jungle Swamp Creature	Lvl
19	Cave Man	2
20	Frog, Giant (Frujogh)	2
21	Horse (Horsanef)	2
22	Human, Infected	2
23	Leech, Giant (Luce)	2
24	Muck Man	2
25	Ostradon	2
26	Spider, Large (Spicu)	2
27	Sturg Fly	2
28	Toad, Poisonous (Teshe)	2
29	Vulture (Vultuyeq)	2
30	Zombie	2
31	Beetle, Giant, Acid	3
32	Camel (Cameleda)	3
33	Centipede, Giant (Centuchup)	3
34	Cheetah (Cheetaphvu)	3
35	Crab, Giant (Crabus)	3
36	Crabman	3
37	Crocodile (Crocokiq)	3
38	Fly, Giant (Flobde)	3
39	Hyena (Hyenalhtha)	3
40	Lizard Man	3
41	Lizard Man, Desert	3
42	Mule (Mulethu)	3
43	Snake, Poisonous (Snagiugh)	3
44	Spider, Amber	3
45	Tick, Giant (Tewme)	3
46	Toad, Giant (Towyu)	3
47	Vulture, Giant (Vultughiuh)	3
48	Wolf (Wolfucir)	3
49	Ape, Beast	4
50	Barvul	4
51	Boar (Boabbe)	4
52	Bruk	4
53	Intruder	4
54	Lamprey	4
55	Leopard (Leopovyu)	4
56	Lizard, Giant (Lilo)	4
57	Owl, Giant (Owaqoc)	4
58	Snake, Constrictor (Snasfa)	4
59	Snakemen	4
60	Wasp, Giant (Wecha)	4
61	Wulog	4
62	Ape, Infected	5

#	Jungle Swamp Creature	Lvl
63	Beetle, Giant (Beetuwid)	5
64	Boghound	5
65	Buffalo (Bukith)	5
66	Chikunz	5
67	Coboar	5
68	Crayfish, Giant (Crayaguf)	5
69	Draygur	5
70	Fruglum	5
71	Gargoil	5
72	Gorilla (Goriluneeep)	5
73	Hoppler	5
74	Hornet, Giant (Horushech)	5
75	Hyena, Giant (Hyefum)	5
76	Jaguar (Jaguahuij)	5
77	Shellox	5
78	Skunk, Giant (Skunkachiel)	5
79	Snake, Poisonous, Large (Snicfi)	5
80	Tusker	5
81	Vine Lasher	5
82	Algorum	6
83	Iguanadon (Igiyge)	6
84	Fly, Giant, Horsefly (Flyumaos)	6
85	Frogigator	6
86	Glow Flower	6
87	Lion (Liodieph)	6
88	Mucktupus	6
89	Radigator	6
90	Raxumar	6
91	Scorpion, Giant (Scobbe)	6
92	Tiger (Tigeziegh)	6
93	Boar, Giant (Boufghe)	7
94	Bumblebee, Giant (Behtho)	7
95	Crocodile, Giant (Crazoux)	7
96	Eleczard	7
97	Gorilus	7
98	Lion, Spotted (Lionovyu)	7
99	Marner	7
100	Torus	7
101	Troll	7
102	Wolf, Spiked	7
103	Bull, Slime	8
104	Ceratosaurus (Ceruphoix)	8
105	Monoclonius (Mitu)	8
106	Plateosaurus (Platuthueph)	8

#	Jungle Swamp Creature	Lvl
107	Dragonfly, Giant (Drucev)	8
108	Drakorian	8
109	Hippopotamus (Hipuvik)	8
110	Sabretooth Tiger (Timxe)	8
111	Sundew, Giant (Sundutek)	8
112	Troll, Giant	8
113	Vine, Hanging	8
114	Centidon	9
115	Ankylosaurus (Ankani)	9
116	Paleoscincus (Pakech)	9
117	Giant	9
118	Hydra	9
119	Man-Plant	9
120	Muskito	9
121	Rhinoceros (Rhixit)	9
122	Vampire	9
123	Wisp	9
124	Styracosaurus (Styrowu)	10
125	Elecuard, Greater	10
126	Elephant (Elephubith)	10
127	Gargul	10
128	Mantis, Giant (Mantighegh)	10
129	Troll, Giant, Two-Headed	10
130	Aklasaurus	12
131	Anatosaurus (Anuzueh)	12
132	Lambeosaurus (Lamunilh)	12
133	Megalosaurus (Meguhiep)	12
134	Pentaceratops (Peshe)	12
135	Gorgosaurus (Goruchghi)	13
136	Antrodemus (Antrogach)	15
137	Dredlasaur	15
138	Triceratops (Tricezsa)	16
139	Stegosaurus (Stegibwi)	18
140	Tyrannosaurus Rex (Tyraggo)	18
141	Camarasaurus (Camarubej)	20
142	Cetiosaurus (Cetiupho)	24
143	Diplodocus (Diplaxphu)	24
144	Brontosaurus (Brozes)	30
145	Brachiosaurus (Brakued)	36

#	Snowy Forest Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0

#	Snowy Forest Creature	Lvl
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Owl (Owlupoey)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Sqzoux)	1
16	Tinora	1
17	Badger (Badgeaph)	2
18	Bat, Vampire (Batile)	2
19	Battamor	2
20	Cave Man	2
21	Eagle (Eaglexa)	2
22	Horse (Horsanef)	2
23	Squirrel, Giant (Sqitca)	2
24	Troll, Frost	2
25	Antlerg	3
26	Beetle, Giant, Acid	3
27	Camel (Cameleda)	3
28	Dog (Dogueor)	3
29	Fly, Giant (Flobde)	3
30	Lynx, Giant (Lynapin)	3
31	Mule (Mulethu)	3
32	Snake, Poisonous (Snagiugh)	3
33	Wolf (Wolfucir)	3
34	Wolverine (Woloya)	3
35	Barvul	4
36	Bear, Black (Bahtio)	4
37	Beaver, Giant (Bealha)	4
38	Boar (Boabbe)	4
39	Lion, Mountain (Lionewla)	4
40	Owl, Giant (Owaqoc)	4
41	Wulog	4
42	Burtos	5
43	Gargoil	5
44	Skunk, Giant (Skunkachiel)	5
45	Toad, Ice (Toaghaih)	5
46	Wolverine, Giant (Wugha)	5

#	Snowy Forest Creature	Lvl
47	Bear, Brown (Bebuoc)	6
48	Fly, Giant, Horsefly (Flyumaos)	6
49	Porcupine, Giant (Petzho)	6
50	Tiger (Tigeziegh)	6
51	Wolf, Ice	6
52	Bear, Cave (Bearuthet)	7
53	Boar, Giant (Boufghe)	7
54	Scortzer	7
55	Troll	7
56	Wolf, Spiked	7
57	Boargul	8
58	Bull, Slime	8
59	Troll, Giant	8
60	Bear, Polar (Bezes)	9
61	Giant	9
62	Hydra	9
63	Sabre Grizzly	9
64	Vampere	9
65	Crystal Demon	10
66	Draygun	10
67	Draygun, Ice	10
68	Gargul	10
69	Mantis, Giant (Mantighegh)	10
70	Porcubus	10
71	Troll, Giant, Two-Headed	10
72	Giant, Frost	11
73	Giant, Fire	12
74	Mastodon (Mammodeuth)	12
75	Rhondaran	14
76	Ripper	16

#	Snowy Hill Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Owl (Owlupoe)	1

#	Snowy Hill Creature	Lvl
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Sqzoux)	1
16	Tinora	1
17	Badger (Badgegaph)	2
18	Battantor	2
19	Cave Man	2
20	Goat (Goalhoc)	2
21	Hawkan	2
22	Horse (Horsanef)	2
23	Human, Infected	2
24	Ram (Raqoc)	2
25	Troll, Frost	2
26	Zombie	2
27	Antlerg	3
28	Beetle, Giant, Acid	3
29	Camel (Cameleda)	3
30	Dog (Doguyeor)	3
31	Fly, Giant (Flobde)	3
32	Lynx, Giant (Lynapin)	3
33	Mule (Mulethu)	3
34	Snake, Poisonous (Snagiugh)	3
35	Wolf (Wolfucir)	3
36	Wolverine (Woloya)	3
37	Barvul	4
38	Bear, Black (Bahtho)	4
39	Beaver, Giant (Bealha)	4
40	Boar (Boabbe)	4
41	Goat, Giant (Goayuar)	4
42	Lion, Mountain (Lionewla)	4
43	Lizard, Ice	4
44	Owl, Giant (Owaqoc)	4
45	Ram, Giant (Raguix)	4
46	Wulog	4
47	Burtos	5
48	Cyclops	5
49	Skunk, Giant (Skunkachiel)	5
50	Toad, Ice (Toaghaih)	5
51	Wolverine, Giant (Wugha)	5
52	Bear, Brown (Bebuoc)	6
53	Porcupine, Giant (Petzho)	6
54	Sulk	6
55	Tiger (Tigeziegh)	6

#	Snowy Hill Creature	Lvl
56	Wolf, Ice	6
57	Bear, Cave (Bearuthet)	7
58	Boar, Giant (Boufghe)	7
59	Scortzer	7
60	Troll	7
61	Boargul	8
62	Bull, Slime	8
63	Troll, Giant	8
64	Bear, Polar (Bezes)	9
65	Giant	9
66	Sabre Grizzly	9
67	Vampere	9
68	Crystal Demon	10
69	Draygun	10
70	Draygun, Ice	10
71	Gargul	10
72	Giant, Stone	10
73	Mantis, Giant (Mantighegh)	10
74	Porcubus	10
75	Troll, Giant, Two-Headed	10
76	Giant, Frost	11
77	Giant, Fire	12
78	Mastodon (Mammodeuth)	12
79	Worm, Frost	12
80	Worm, Giant	15

#	Snowy Mountain Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Owl (Owlupoey)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Skunk (Skuwu)	1
15	Squirrel (Sqzoux)	1
16	Badger (Badgegraph)	2

#	Snowy Mountain Creature	Lvl
17	Battantor	2
18	Cave Man	2
19	Eagle (Eaglexa)	2
20	Goat (Goalhoc)	2
21	Hawkan	2
22	Horse (Horsanef)	2
23	Human, Infected	2
24	Ram (Raqoc)	2
25	Squirrel, Giant (Sqitca)	2
26	Troll, Frost	2
27	Zombie	2
28	Antlerg	3
29	Dog (Doguyeor)	3
30	Fly, Giant (Flobde)	3
31	Lynx, Giant (Lynapin)	3
32	Mule (Mulethu)	3
33	Snake, Poisonous (Snagiugh)	3
34	Wolf (Wolfucir)	3
35	Wolverine (Woloya)	3
36	Barvul	4
37	Bear, Black (Bahtho)	4
38	Eagle, Giant (Eaglushuth)	4
39	Goat, Giant (Goayuar)	4
40	Intruder	4
41	Lion, Mountain (Lionewla)	4
42	Lizard, Ice	4
43	Owl, Giant (Owaqoc)	4
44	Ram, Giant (Raguix)	4
45	Wulog	4
46	Burtos	5
47	Cyclops	5
48	Gargoil	5
49	Skunk, Giant (Skunkachiel)	5
50	Toad, Ice (Toaghaih)	5
51	Wolverine, Giant (Wugha)	5
52	Yeti	5
53	Bear, Brown (Bebuoc)	6
54	Fly, Giant, Horsefly (Flyumaos)	6
55	Porcupine, Giant (Petzho)	6
56	Sulk	6
57	Tiger (Tigeziegh)	6
58	Wolf, Ice	6
59	Bear, Cave (Bearuthet)	7
60	Lion, Spotted (Lionovyu)	7

#	Snowy Mountain Creature	Lvl
61	Scortzer	7
62	Troll	7
63	Wolf, Spiked	7
64	Boargul	8
65	Bull, Slime	8
66	Troll, Giant	8
67	Bear, Polar (Bezes)	9
68	Giant	9
69	Hydra	9
70	Sabre Grizzly	9
71	Vampire	9
72	Wisp	9
73	Crystal Demon	10
74	Draygun	10
75	Draygun, Ice	10
76	Gargul	10
77	Giant, Stone	10
78	Mantis, Giant (Mantighegh)	10
79	Porcubus	10
80	Troll, Giant, Two-Headed	10
81	Worm, Cave	10
82	Giant, Frost	11
83	Giant, Fire	12
84	Giant, Mountain	12
85	Mastodon (Mammodeuth)	12
86	Worm, Frost	12

#	Snowy Plains Creature	Lvl
1	Bat (Buzaoy)	0
2	Cat (Categha)	0
3	Hawk (Hayi)	0
4	Rat (Rusigh)	0
5	Weasel (Wealhji)	0
6	Bat, Giant (Badap)	1
7	Centipede, Large (Cenughu)	1
8	Crow (Crolhet)	1
9	Crow, Giant (Crupiq)	1
10	Falcon, Large (Facoor)	1
11	Owl (Owlupoey)	1
12	Raider/Bandit	1
13	Rat, Giant (Raghiuh)	1
14	Squirrel (Sqzoux)	1
15	Badger (Badgegraph)	2

#	Snowy Plains Creature	Lvl
16	Battantor	2
17	Cave Man	2
18	Goat (Goalhoc)	2
19	Horse (Horsanef)	2
20	Human, Infected	2
21	Ram (Raqoc)	2
22	Troll, Frost	2
23	Camel (Cameleda)	3
24	Dog (Doguyeor)	3
25	Fly, Giant (Flobde)	3
26	Lynx, Giant (Lynapin)	3
27	Mule (Mulethu)	3
28	Snake, Poisonous (Snagiugh)	3
29	Wolf (Wolfucir)	3
30	Wolverine (Woloya)	3
31	Barvul	4
32	Boar (Boabbe)	4
33	Goat, Giant (Goayuar)	4
34	Lion, Mountain (Lionewla)	4
35	Owl, Giant (Owaqoc)	4
36	Wulog	4
37	Burtos	5
38	Toad, Ice (Toaghaih)	5
39	Wolverine, Giant (Wugha)	5
40	Fly, Giant, Horsefly (Flyumaos)	6
41	Porcupine, Giant (Petzho)	6
42	Tiger (Tigeziegh)	6
43	Lion, Spotted (Lionovyu)	7
44	Scortzer	7
45	Troll	7
46	Bull, Slime	8
47	Troll, Giant	8
48	Bear, Polar (Bezes)	9
49	Giant	9
50	Hydra	9
51	Sabre Grizzly	9
52	Vampire	9
53	Crystal Demon	10
54	Draygun, Ice	10
55	Gargul	10
56	Mantis, Giant (Mantighegh)	10
57	Porcubus	10
58	Troll, Giant, Two-Headed	10
59	Giant, Fire	12

#	Snowy Plains Creature	Lvl
60	Mastodon (Mammodeuth)	12
61	Worm, Frost	12
62	Rhondaran	14
63	Worm, Giant	15
64	Ripper	16

#	Wasteland Creature	Lvl
1	Rat (Rusigh)	0
2	Bat, Giant (Badap)	1
3	Centipede, Large (Cenughu)	1
4	Crow, Giant (Crupiq)	1
5	Rat, Giant (Raghiuh)	1
6	Unihare	1
7	Ant, Giant (Antodya)	2
8	Ant, Giant, Fire (Anusek)	2
9	Eye Crawler	2
10	Human, Infected	2
11	Sturg Fly	2
12	Vulture (Vultuyeq)	2
13	Zombie	2
14	Centipede, Giant (Centuchup)	3
15	Lizard Man, Desert	3
16	Thorntus	3
17	Vulture, Giant (Vultughiuh)	3
18	Ape, Beast	4
19	Armor Dilo	4
20	Attoid	4
21	Brak	4
22	Horsemen	4
23	Intruder	4
24	Sluskur	4
25	Snakemen	4
26	Trapjaw	4
27	Wasp, Giant (Wecha)	4
28	Waste Hound	4
29	Worm, Glow	4
30	Ape, Infected	5
31	Beetle, Giant (Beetuwid)	5
32	Coboar	5
33	Crueler	5
34	Hornet, Giant (Horushiech)	5
35	Ogre	5
36	Rutan	5

#	Wasteland Creature	Lvl
37	Sharz	5
38	Shellox	5
39	Toad, Fire (Toawi)	5
40	Unicorn	5
41	Zormites	5
42	Bird Beast	6
43	Canna	6
44	Crox	6
45	Fly, Giant, Horsefly (Flyumaos)	6
46	Frogigator	6
47	Radigator	6
48	Scorpion, Giant (Scobbe)	6
49	Sulk	6
50	Boar, Giant (Boufghe)	7
51	Bumblebee, Giant (Behtho)	7
52	Eleczard	7
53	Insectoid	7
54	Mantaur	7
55	Sludgow	7
56	Troll	7
57	Bull, Slime	8
58	Dragonfly, Giant (Drucev)	8
59	Drakorian	8
60	Tiger, Magma	8
61	Troll, Giant	8
62	Barbuga	9
63	Centidon	9
64	Lion, Fire	9
65	Shark, Land	9
66	Wisp	9
67	Draygun	10
68	Eleczard, Greater	10
69	Gargul	10
70	Lizard, Fire	10
71	Mirroco	10
72	Slime, Acid	10
73	Troll, Giant, Two-Headed	10
74	Giant, Fire	12
75	Rhondaran	14
76	Worm, Giant	15

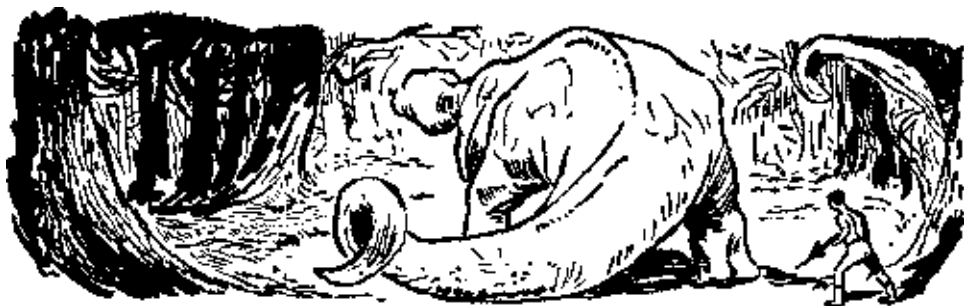
#	River/Lake Creature	Lvl
1	Hawk (Hayi)	0
2	Falcon, Large (Facoor)	1
3	Fish, Glowing	1
4	Otter (Oteqi)	1
5	Dracoshark	2
6	Eagle (Eaglexa)	2
7	Frog, Giant (Frujogh)	2
8	Hawkan	2
9	Leech, Giant (Luce)	2
10	Muck Man	2
11	Ooze, Symbiotic	2
12	Crab, Giant (Crabus)	3
13	Crocodile (Crocokiq)	3
14	Lizard Man	3
15	Sheel	3
16	Shockeel	3
17	Weeder	3
18	Beaver, Giant (Bealha)	4
19	Beetle, Giant, Water (Beshe)	4
20	Eagle, Giant (Eaglushuth)	4
21	Lamprey	4
22	Pike, Giant (Pikuhiep)	4
23	Wasp, Giant (Wecha)	4
24	Boghound	5
25	Chikunz	5
26	Crayfish, Giant (Crayaguf)	5
27	Fruglum	5
28	Gargoil	5
29	Gillard	5
30	Lamprey, Giant (Lamuqtha)	5
31	Otter, Giant (Oтите)	5
32	Frogigator	6
33	Radigator	6
34	Raxumar	6
35	Sharktacle	6
36	Crocodile, Giant (Crazoux)	7
37	Marner	7
38	Dragonfly, Giant (Drucev)	8
39	Gar, Giant (Gazheuc)	8
40	Hippopotamus (Hipuvik)	8
41	Octopus, Giant (Octomuc)	8
42	Spider, Giant, Water (Spigheuh)	8
43	Wrapper	8
44	Bear, Polar (Bezes)	9

#	River/Lake Creature	Lvl
45	Catfish, Giant (Fishodo)	9
46	Draygun	10
47	Mantis, Giant (Mantighegh)	10
48	Turtle, Giant, Snapping (Turtluraax)	10
49	Aklasaurus	12
50	Turteldon	13
51	Elasmosaurus (Eluphich)	15
52	Dydra	15
53	Gatordon	15

#	Ocean Creature	Lvl
1	Hawk (Hayi)	0
2	Falcon, Large (Facoor)	1
3	Fish, Glowing	1
4	Otter (Oteqi)	1
5	Sting Ray (Stingubus)	1
6	Barracuda (Barrugaph)	2
7	Eagle (Eaglexa)	2
8	Eel, Electric (Eeghiom)	2
9	Hawkan	2
10	Jellyfish, Giant (Jelihze)	2
11	Mermen	2
12	Swordfish (Fisuthu)	2
13	Crab, Giant (Crabus)	3
14	Crabman	3
15	Dolphin (Dolphayauth)	3
16	Sea Horse, Giant (Sathca)	3
17	Eagle, Giant (Eaglushuth)	4
18	Gillard	5
19	Lamprey, Giant (Lamuqtha)	5
20	Razorwhale	5
21	Atlantix	6
22	Shark (Shuce)	6
23	Archelon (Archucir)	7
24	Eel, Electric, Giant (Eelikxi)	7
25	Shrukar	7
26	Troll, Sea	7
27	Lobber	8
28	Octopus, Giant (Octomuc)	8
29	Jaw Lock	9
30	Manta-Ray (Majno)	9
31	Snake, Sea	9
32	Wisp	9

#	Ocean Creature	Lvl
33	Dinichthys (Dinibab)	10
34	Draygun	10
35	Mantis, Giant (Mantighegh)	10
36	Darkwater Eye	11
37	Mosasaurus (Mosasupouv)	12
38	Shark, Megalodon (Sharashilh)	12
39	Squid, Giant (Squiduphoth)	12
40	Turteldon	13
41	Whale (Whethxi)	14

#	Ocean Creature	Lvl
42	Elasmosaurus (Eluphich)	15
43	Draygun, Deep	15
44	Gatordon	15
45	Turtle, Giant, Sea (Turtezchi)	15
46	Plesiosaurus (Plesipho)	20
47	Kraken (Krakevazh)	20



Choosing creatures for the landscape should have a different methodology than ruins and underground complexes. Although the level column is provided for convenience, as a Storyteller you should feel free to pick and choose any from the tables above. If a group of level 3 adventurers decides to wander off into the jungle aimlessly, they might just accidentally run into a dinosaur that wants them for lunch.

Lastly you are provided with a list of robots from **Chapter 6 - Robots**. This table is sorted for you to easily pick a robot you may want for your adventure. Stage is indicated to aid you in deciding which robot to choose dependent on the level of technology in the area/adventure.

OUTDOOR ROBOTS

#	Robot	Stage	Lvl
1	Chekiqthe Recall Mech	Advanced	1
2	236-F Robot	Industrial	2
3	L8610-S Battle Mech	Modern	5
4	3KU1-ES Android	Modern	6
5	4LU0-7 Guard Mech	Modern	10
6	O46R-11 Combat Robot	Modern	13
7	75-79 Assault Bot	Modern	15

WATER ROBOTS

#	Robot	Stage	Lvl
1	5555C-L Android	Modern	3
2	J28-A1P Attendant Mech	Industrial	3
3	C2B4-N Research Bot	Modern	4
4	4F-S3 Cyborg	Modern	5
5	7R-9T War Mech	Industrial	6
6	281-84 Company Bot	Modern	8
7	7854-D War Robot	Modern	8
8	2P19-8 Android	Modern	9
9	14J0-7 Guardian Mech	Industrial	10
10	CM11I-L Convoy Droid	Modern	10
11	D0S-36 Combat Robot	Modern	12
12	21J-8 Defense Bot	Modern	14
13	628-80 Military Bot	Modern	14
14	G93W-J Defender Droid	Modern	15
15	57-5X Battle Mech	Modern	17
16	898T-8 Exploration Robot	Modern	20
17	K42X-1 Tactical Surveillance Droid	Modern	20

ANY AREA EXCEPT WATER

#	Robot	Stage	Lvl
1	0603-1 Protection Mech	Modern	1
2	0U1F3-9 Robot	Modern	1
3	8S8-D Cyborg	Modern	1
4	WO2H Hunter Mech	Industrial	1
5	2I-94 Robot	Modern	2
6	3V6-D Android	Modern	2
7	7M71-T Guard Bot	Modern	2
8	Molipi Excavation Mech	Advanced	2
9	375-UI Retrieval Droid	Industrial	3
10	3S3-7 Android	Modern	3
11	C-11XN Observation Mech	Modern	3
12	88R6-C Military Droid	Modern	4
13	KN-18 Cyborg	Industrial	4
14	TTG-03 Robot	Modern	4
15	Y4YD-5 Search Bot	Modern	4
16	Nilhodli Robot	Advanced	5
17	O2G-6 War Robot	Modern	5
18	UCN-08 Recovery Mech	Industrial	5
19	47-OO Hunter Droid	Industrial	6
20	728-5 Android	Modern	6
21	J84E-3 Spy Droid	Modern	6
22	0093-A Cyborg	Modern	7

#	Robot	Stage	Lvl
23	GF0-FI Fighting Mech	Modern	7
24	HZ681-U Robot	Modern	7
25	IO008-0 Investigation Robot	Modern	7
26	Y3-I46 Defender Mech	Modern	7
27	747-V9 Android	Industrial	8
28	O97-0 Security Mech	Modern	8
29	Oljiodli Recovery Bot	Advanced	8
30	08622-9 Android	Modern	9
31	380-97Y Assault Droid	Industrial	9
32	7UDS-7E Capture Droid	Industrial	9
33	BI-26 Assassin Droid	Modern	9
34	05SU2-D Military Droid	Modern	10
35	CL6-88 Recall Bot	Modern	10
36	7U-UD Inspection Mech	Industrial	11
37	RZU-P Scout Bot	Modern	11
38	S-1623 Guardian Robot	Modern	11
39	UO-10E1 Assassin Droid	Modern	11
40	YD8-6 Travel Bot	Modern	11
41	269J-41 Cyborg	Modern	12
42	923-0 Android	Modern	12
43	Geolhbab Hunter Droid	Advanced	12
44	QF674-J Cyborg	Modern	12
45	2M5-VZE Search Bot	Modern	13
46	494UG-7 Attack Droid	Modern	13
47	F757-3 Inspection Mech	Modern	13
48	Obyuchoeth Survey Robot	Advanced	13
49	2B903-3 Fighting Bot	Modern	14
50	P829-C Android	Industrial	14
51	U8-2B3 Attack Droid	Modern	14
52	1U7-8 Android	Modern	15
53	95Z2G-8 Assault Bot	Modern	15
54	Elheduox Android	Advanced	15
55	049Y-4 Robot	Modern	16
56	05-H0 Scout Droid	Modern	16
57	3K-86 Attack Bot	Modern	16
58	7XW-8 Android	Modern	16
59	N597X-4 Military Bot	Modern	16
60	6NI-79 Combat Droid	Industrial	17
61	949-SN Recon Robot	Modern	17
62	9639 Attack Droid	Modern	17
63	Alozom Exploration Mech	Advanced	17
64	1-5016 Combat Droid	Industrial	18
65	3-319 Attack Bot	Industrial	18
66	44T-L Cyborg	Industrial	18

#	Robot	Stage	Lvl
67	8482T-K Hunter Bot	Modern	18
68	X768F-V Sentry Mech	Industrial	18
69	18H1-X Guardian Bot	Industrial	19
70	2YB06-G Recovery Mech	Modern	19
71	471-8 Recall Bot	Industrial	19
72	7133-2 Defender Mech	Modern	19
73	7R-235 Attack Droid	Modern	19
74	14P1-K Military Mech	Modern	20
75	9D-0V Scanner Mech	Modern	20
76	Ked-need Recall Robot	Advanced	20

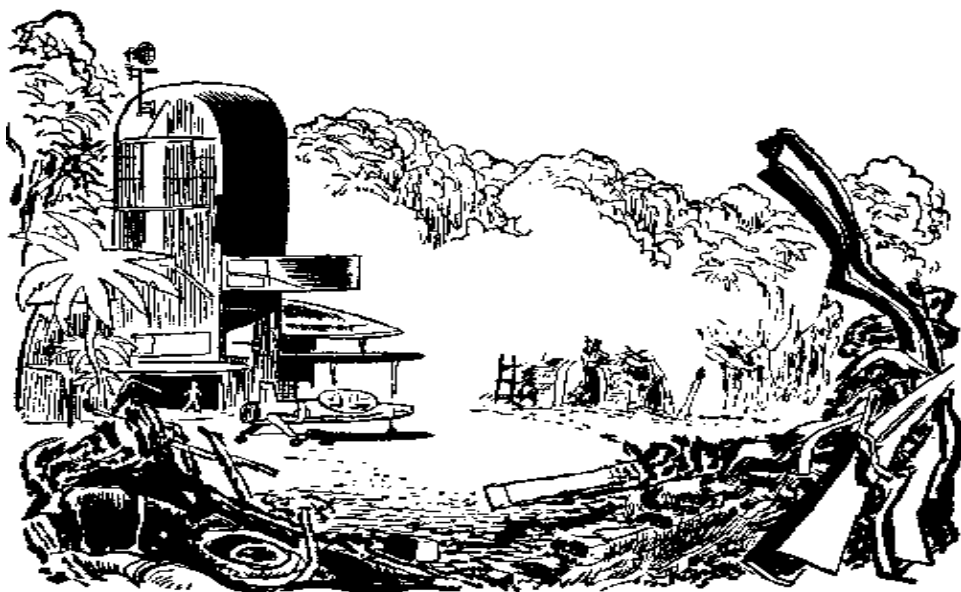
Encounters do not just take the form of a creature or robot. There are sometimes traps that adventurers must deal with. Some can hurt, while others can cause certain death. Some traps are primitive while others are built with advanced technology. The tables below give you some traps that you may use for your adventures. The *LVL* variable references the “level” of adventure you are designing. The primitive and advanced traps are similar in approach and effect, but this shows you the different ways you can express the trap dependent on the location and setting.

PRIMITIVE TRAPS

d12	Primitive Trap
1	Concealed Pit – <i>LVL</i> x 10’ deep pit that may be covered with leaves or branches. Requires an agility test to avoid.
2	Net – Covers, or lifts up, victims into a net that requires a strength test to free from.
3	Poison Arrow – Fires from a nearby location where the victim must defend for toxins or suffer <i>LVL</i> x 1d6 damage.
4	Toxic Waste – A barrel of it either spills out or covers the victim where must defend for radiation or suffer <i>LVL</i> x 1d8 damage.
5	Electrical Cable – Is either attached to something or lying in water. One must defend for energy or suffer <i>LVL</i> x 1d6 damage.
6	Falling Object – Rigged by some type of trigger (tripwire) to cause a heavy object to fall on the victim. If a shock defense fails, the victim suffers <i>LVL</i> x 1d4 damage.
7	Bomb – A crude explosive device that consumes a 10’ x 10’ area. All inside must defend for energy or suffer <i>LVL</i> x 1d10 damage.
8	X-Ray – An old x-ray device has been rigged to go off. Anyone in front of it must defend against radiation or suffer <i>LVL</i> damage each hour until they die or get decontaminated.
9	Bear Trap – Has been laid on the floor. If one fails a test for agility, they are caught in it where it causes <i>LVL</i> x 1d4 damage. A strength test is required to break free.
10	Swinging Arm – Has been rigged to swing out at an entering victim with either a blade or spike. Anyone failing a shock defense would suffer <i>LVL</i> x 1d6 damage.
11	Poison Gas – Fills the immediate area where anyone inside must make a defense test for toxins or suffer <i>LVL</i> x 1d4 damage per round they are in the gas cloud.
12	Drugged Dart – Fires from a nearby location. Anyone failing a mind defense suffers from hallucinations for <i>LVL</i> hours or until a toxshot is applied.

ADVANCED TRAPS

d12	Advanced Trap
1	Sliding Trapdoor – <i>LVL</i> x 10' deep pit that is revealed when a mechanical hatch opens below the victim's feet. Requires an agility test to avoid.
2	Force Field – Surrounds the victims into an energy field that requires an energy defense test to free from.
3	Poison Darts – Fire from a nearby location where the victim must defend for toxins or suffer <i>LVL</i> x 1d8 damage.
4	Rad Lamps – Are rigged from above. They light up and shine on anyone entering, where the victim must defend for radiation or suffer <i>LVL</i> x 1d8 damage.
5	Laser Beam – Will quickly go across the area in one sweep. One must defend for energy or suffer <i>LVL</i> x 1d8 damage.
6	Crushing Room – Upon detecting an intruder, this hydraulic system will push a section of wall into the other wall. If a shock defense fails, the victim suffers <i>LVL</i> x1d6 damage.
7	Plasma Bomb – An advanced explosive device that consumes a 20' x 20' area. All inside must defend for energy or suffer <i>LVL</i> x 1d20 damage.
8	Microwaves – Invisible waves pass through the area where anyone inside must defend against radiation or suffer <i>LVL</i> damage each hour until they die or get decontaminated.
9	Electroshocker – Has been built into the floor. If one cannot defend for energy, they will be knocked unconscious for <i>LVL</i> minutes.
10	Bio-Safe Acid – Is either a liquid or gas that affects non-biological material in the area. Anyone in the area must roll for each of their possessions on 1d6. A roll of 1 indicates the item is completely ruined by acid.
11	Strobe Lights – Flickers in the immediate area where anyone inside must make a mind defense or become hypnotized into doing random actions.
12	Neural Gas – Fills the area where anyone failing a mind defense suffers from hallucinations for <i>LVL</i> hours or until a toxshot is applied.



The lizard man, plasma pistol in hand, slowly opens the door to the ancient laboratory...

This supplement, to the Broken Urthe role-playing game, provides you with information and ideas on adding more depth to your post-apocalyptic world. Why play a normal human when you can play a humanoid bear with green scales? How about crossing the landscape in a train or anti-grav tank? You search an ancient office building, so what do you find? Also included are 100 different robots that can be used for your adventures, along with encounter design tables that can be used in conjunction with the Broken Urthe – Creature Guide.



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