

# The World Of **ZENDYND**



A Supplement for the Millenniums & Mutations (T&T 5<sup>th</sup> Edition) Role-Playing Game

# The World Of **ZENDYNN**



A Supplement for the *Millenniums & Mutations* (T&T 5<sup>th</sup> Edition) Role-Playing Game

Text © Wizardawn Entertainment 2012-2013

"Millenniums & Mutations" and "Zendynn" are trademarks of Wizardawn Entertainment.

"Tunnels & Trolls" and "T&T" are trademarks of Flying Buffalo Inc.

Wizardawn™ is not affiliated with Rick Loomis, Kent St. Andre, or Flying Buffalo Inc.

# About Zendynn

Zendynn is far from being a complete setting for your game. You will not be provided any information about Zendynn other than robots, creatures, and a map of the world for which you can use in your game. The map is meant to inspire ideas and get you going on writing your own mysterious journeys across this land. Create your own story of what lies within Lost Vagus. Is it a newly thriving city of gambling, or is it a man-eating plant infested trap for weary travelers? What is the mystery of the large craters scattered throughout Amurca? What lies on the bottom of the Mishgan Sea?

In the spirit of gaming in this genre, many names of places are similar to what they are today. This gives the feel that people morphed the names of these places over the centuries to be what they are in this futuristic world. The world of “Zendynn” also has such roots, although forgotten by almost everyone. Zendynn was derived from scholars that found ancient papers. These papers had small writing that faded away over the years but the big words at the top clearly showed titles such as “The World is Ending”. As word traveled across the land of this long forgotten text, it was slowly morphed from “Isending” to “Sendyn” and finally to “Zendynn”

You will notice the map of Zendynn (*located in the back of this supplement*) has the American landscape drastically altered where rivers and mountains have formed. Coastal regions have been mostly changed and the climates have reversed where Canada is now a desert region and Mexico is covered in snow and ice. The major cities are marked on the map, but as stated previously it is up to the Game Master to come up with the fate of these cities.

## Creatures of Zendynn

Zendynn provides you with 300 creatures and 100 robots to use in your *Millenniums & Mutations* game. Each one is listed in alphabetical order below. This supplement assumes creatures of a “normal” difficulty level and every creature is a mutated version of something that once was. If you want to get more listings of Zendynn’s creatures, visit the Wizardawn website ([www.wizardawn.com](http://www.wizardawn.com)) where the “Monster Listing” can help you make a more customized listing of creatures.

- You can make a listing with all mutants, or one with some creatures that exist today.
- You can make a listing with creatures sorted by the terrain in which they dwell.
- You can sort creatures either alphabetically or by level of difficulty.
- You can choose whether you want a 5<sup>th</sup> edition or 7<sup>th</sup> edition listing of creatures.
- You can get a listing of stat blocks to help make adventurers easier.
- You can export the listing to a spreadsheet for other uses.
- You can customize the difficulty of the creatures.

# Creatures by Name

Name	MR	Dice	Size	Move	Notes
0093-A Cyborg	59	6 + 30	4` tall	150`	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, aluminium. 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. They are programmed to attack with: 1 jaw. (STR:22 / DEX:27 / LCK:17 / CON:59 / INT:1 / CHR:14)
049Y-4 Robot	89	9 + 45	5` tall	80`	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. They are programmed to attack with: 2 fists or 1 built-in missile launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
05-H0 Scout Droid	89	9 + 45	7` tall	30`	The 05-H0 Scout Droid is a spy droid that runs on radiation 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. They are programmed to attack with: 2 fists or 1 attached plasma battle axe. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
05SU2-D Military Droid	71	8 + 36	6` tall	110`	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. They are programmed to attack with: 1 pincer or 1 built-in gravitube. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
0603-1 Protection Mech	49	5 + 25	9` tall	90`	The 0603-1 Protection Mech is a guard mech that runs on nuclear 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. They are programmed to attack with: 1 jaw or 1 built-in gravitube. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
08622-9 Android	67	7 + 34	9` tall	60`	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. They are programmed to attack with: 2 claws or 1 built-in flamethrower. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
0U1F3-9 Robot	49	5 + 25	10` tall	140`	The 0U1F3-9 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. They are programmed to attack with: 2 pincers. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
1-5016 Combat Droid	101	11 + 51	5` tall	40`	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. They are programmed to attack with: 1 jaw or 1 built-in frag gun. (STR:38 / DEX:29 / LCK:21 / CON:101 / INT:1 / CHR:25)
14J0-7 Guardian Mech	65	7 + 33	11` tall	100`	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. They are programmed to attack with: 1 jaw or 1 built-in razor disc launcher. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
14P1-K Military Mech	105	11 + 53	9` tall	40`	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. They are programmed to attack with: 2 claws or 1 built-in gravitube. (STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:26)
18H1-X Guardian Bot	107	11 + 54	4` tall	130`	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. They are programmed to attack with: 1 jaw or 1 built-in frag gun. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)

Name	MR	Dice	Size	Move	Notes
1U7-8 Android	85	9 + 43	12` tall	170`	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. They are programmed to attack with: 1 pincer or 1 built-in razor disc launcher. (STR:26 / DEX:34 / LCK:19 / CON:85 / INT:1 / CHR:21)
21J-8 Defense Bot	87	9 + 44	12` tall	150`	The 21J-8 Defense Bot is a guard bot that runs on nuclear 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. They are programmed to attack with: 2 jaws or 1 attached plasma sword. (STR:27 / DEX:34 / LCK:19 / CON:87 / INT:1 / CHR:21)
236-F Robot	39	4 + 20	10` tall	140`	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. They are programmed to attack with: 1 stinger. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
269J-41 Cyborg	73	8 + 37	8` tall	180`	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. They are programmed to attack with: 2 jaws or 1 built-in plasma grenade launcher. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
281-84 Company Bot	61	7 + 31	5` tall	70`	The 281-84 Company Bot is an escort bot that runs on petroleum 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. They are programmed to attack with: 1 claw. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
2B903-3 Fighting Bot	81	9 + 41	4` tall	50`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma broadsword. (STR:33 / DEX:26 / LCK:19 / CON:81 / INT:1 / CHR:20)
2I-94 Robot	33	4 + 17	7` tall	30`	The 2I-94 Robot is a robot with advanced AI that runs on petroleum 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. They are programmed to attack with: 2 claws or 1 built-in plasma grenade launcher. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
2M5-VZE Search Bot	79	8 + 40	10` tall	130`	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. They are programmed to attack with: 1 fist. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
2P19-8 Android	67	7 + 34	5` tall	180`	The 2P19-8 Android is an android built with artificial intelligence that runs on plutonium 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. They are programmed to attack with: 1 pincer. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)
2YB06-G Recovery Mech	105	11 + 53	6` tall	40`	The 2YB06-G Recovery Mech is a retrieval mech that runs on plutonium 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. They are programmed to attack with: 1 claw / 1 jaw. (STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:26)
3-319 Attack Bot	99	10 + 50	11` tall	50`	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. They are programmed to attack with: 2 fists or 1 built-in electrical pistol. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
375-UI Retrieval Droid	37	4 + 19	4` tall	70`	The 375-UI Retrieval Droid is a retrieval droid that runs on steam and is made mostly of a light, red hued, aluminium. It is built in standard robotic form and is about 4 feet in size. It can hover around with an installed hover device. They are programmed to attack with: 2 claws or 1 attached battle axe. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
380-97Y Assault Droid	65	7 + 33	9` tall	30`	The 380-97Y Assault Droid is a combat droid that runs on petroleum and is made mostly of a metallic, blue hued, aluminium. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 claw or 1 built-in gyrojet pistol. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
3K-86 Attack Bot	91	10 + 46	7` tall	180`	The 3K-86 Attack Bot is a combat bot that runs on petroleum 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. They are programmed to attack with: 1 pincer or 1 attached plasma rifle. (STR:27 / DEX:35 / LCK:20 / CON:91 / INT:1 / CHR:22)
3KU1-ES Android	49	5 + 25	7` tall	180`	The 3KU1-ES Android is an android built with artificial intelligence that runs on uranium 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. They are programmed to attack with: 1 bite. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
3S3-7 Android	37	4 + 19	10` tall	180`	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. They are programmed to attack with: 1 fist or 1 attached plasma pistol. (STR:18 / DEX:22 / LCK:15 / CON:37 / INT:1 / CHR:9)
3V6-D Android	41	5 + 21	11` tall	160`	The 3V6-D Android is an android built with artificial intelligence that runs on radiation 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. They are programmed to attack with: 1 claw / 1 jaw. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
44T-L Cyborg	101	11 + 51	5` tall	170`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 built-in missile launcher. (STR:29 / DEX:38 / LCK:21 / CON:101 / INT:1 / CHR:25)
47-OO Hunter Droid	55	6 + 28	6` tall	90`	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. They are programmed to attack with: 1 claw or 1 built-in medium pistol. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
471-8 Recall Bot	107	11 + 54	9` tall	50`	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. They are programmed to attack with: 2 pincers. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)
494UG-7 Attack Droid	83	9 + 42	7` tall	80`	The 494UG-7 Attack Droid is a combat droid that runs on petroleum liquid and is made mostly of a rough, red hued, aluminium. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 jaw or 1 attached plasma broadsword. (STR:33 / DEX:26 / LCK:19 / CON:83 / INT:1 / CHR:20)
4F-S3 Cyborg	45	5 + 23	5` tall	130`	The 4F-S3 Cyborg is a cybernetic machine with human-like intellect that runs on electricity 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. They are programmed to attack with: 2 tentacles. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
4LU0-7 Guard Mech	69	7 + 35	10` tall	70`	The 4LU0-7 Guard Mech is a guard mech that runs on radiation 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. They are programmed to attack with: 1 bite or 1 attached plasma broadsword. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
5555C-L Android	43	5 + 22	6` tall	40`	The 5555C-L Android is an android built with artificial intelligence that runs on uranium 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. They are programmed to attack with: 2 pincers. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
57-5X Battle Mech	99	10 + 50	6` tall	60`	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. They are programmed to attack with: 2 fists or 1 attached plasma rifle. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
628-80 Military Bot	87	9 + 44	9` tall	100`	The 628-80 Military Bot is a combat bot that runs on radiation 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. They are programmed to attack with: 1 fist or 1 attached plasma knife. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)
6NI-79 Combat Droid	97	10 + 49	12` tall	130`	The 6NI-79 Combat Droid is a combat droid that runs on clockworks and is made mostly of a rough, gold hued, aluminium. It is built in the form of a spider and is about 12 feet in size. It can move around on 8 legs. They are programmed to attack with: 1 bite or 1 built-in heavy pistol. (STR:37 / DEX:28 / LCK:20 / CON:97 / INT:1 / CHR:24)
7133-2 Defender Mech	103	11 + 52	10` tall	50`	The 7133-2 Defender Mech is a guard mech that runs on electricity 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. They are programmed to attack with: 2 jaws or 1 built-in laser rifle. (STR:38 / DEX:29 / LCK:21 / CON:103 / INT:1 / CHR:25)
728-5 Android	49	5 + 25	12` tall	50`	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. They are programmed to attack with: 2 pincers or 1 attached plasma axe. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
747-V9 Android	59	6 + 30	4` tall	90`	The 747-V9 Android is an android built with artificial intelligence that runs on clockworks and is made mostly of a smooth, orange painted, aluminium. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 fist. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
75-79 Assault Bot	91	10 + 46	8` tall	160`	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. They are programmed to attack with: 1 bite or 1 built-in missile launcher. (STR:27 / DEX:35 / LCK:20 / CON:91 / INT:1 / CHR:22)
7854-D War Robot	57	6 + 29	7` tall	70`	The 7854-D War Robot is a combat robot that runs on petroleum cells and is made mostly of a dull, gray hued, aluminium. 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. They are programmed to attack with: 1 pincer or 1 attached plasma pistol. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
7M71-T Guard Bot	33	4 + 17	3` tall	130`	The 7M71-T Guard Bot is a guard bot that runs on petroleum 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. They are programmed to attack with: 2 pincers or 1 attached plasma sword. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
7R-235 Attack Droid	105	11 + 53	4` tall	170`	The 7R-235 Attack Droid is a combat droid that runs on nuclear 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. They are programmed to attack with: 2 claws or 1 attached plasma pistol. (STR:30 / DEX:39 / LCK:21 / CON:105 / INT:1 / CHR:26)
7R-9T War Mech	55	6 + 28	7` tall	70`	The 7R-9T War Mech is a combat mech that runs on steam and is made mostly of a metallic, blue tinted, aluminium. It is built in standard robotic form and is about 7 feet in size. It moves only in water with an installed rotor device. They are programmed to attack with: 2 fists or 1 built-in heavy pistol. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
7U-UD Inspection Mech	69	7 + 35	7` tall	110`	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. They are programmed to attack with: 1 pincer. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)

Name	MR	Dice	Size	Move	Notes
7UDS-7E Capture Droid	63	7 + 32	11` tall	70`	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. They are programmed to attack with: 1 fist. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
7XW-8 Android	93	10 + 47	3` tall	None	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. They are programmed to attack with: 2 pincers or 1 attached plasma pistol. (STR:36 / DEX:20 / LCK:28 / CON:93 / INT:1 / CHR:23)
8482T-K Hunter Bot	97	10 + 49	8` tall	160`	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. They are programmed to attack with: 1 pincer or 1 attached plasma rifle. (STR:28 / DEX:37 / LCK:20 / CON:97 / INT:1 / CHR:24)
88R6-C Military Droid	41	5 + 21	3` tall	70`	The 88R6-C Military Droid is a combat droid that runs on petroleum 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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma knife. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
898T-8 Exploration Robot	111	12 + 56	6` tall	60`	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. They are programmed to attack with: 2 pincers. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)
8S8-D Cyborg	53	6 + 27	10` tall	120`	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. They are programmed to attack with: 2 fists. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
923-0 Android	75	8 + 38	12` tall	180`	The 923-0 Android is an android built with artificial intelligence that runs on radiation 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. They are programmed to attack with: 2 jaws or 1 built-in plasma grenade launcher. (STR:25 / DEX:31 / LCK:18 / CON:75 / INT:1 / CHR:18)
949-SN Recon Robot	97	10 + 49	9` tall	140`	The 949-SN Recon Robot is a spy robot that runs on uranium 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. They are programmed to attack with: 1 fist or 1 built-in flamethrower. (STR:28 / DEX:37 / LCK:20 / CON:97 / INT:1 / CHR:24)
95Z2G-8 Assault Bot	89	9 + 45	5` tall	80`	The 95Z2G-8 Assault Bot is a combat bot that runs on electricity and is made mostly of a dull, bronze tinted, aluminium. It is built in standard robotic form and is about 5 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 pincer or 1 built-in razor disc launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
9639 Attack Droid	99	10 + 50	11` tall	90`	The 9639 Attack Droid is a combat droid that runs on plutonium 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. They are programmed to attack with: 2 fists or 1 attached plasma sword. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
9D-0V Scanner Mech	111	12 + 56	9` tall	130`	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. They are programmed to attack with: 1 claw or 1 built-in plasma grenade launcher. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)



Name	MR	Dice	Size	Move	Notes
Aklasaurus	77	8 + 39	25` tall	100`	These 25 foot tall reptiles look similar to a brontosaurus of ancient past. They are dark brown in color with a light brown underbelly. They are herbivores that live mainly in rivers and lakes. They often hide beneath the water, with their head just above the surface. When their prey comes close to shore, their head and neck will emerge from the water and attempt to bite the prey. They sometimes eat tree leaves as well. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Algorum	53	6 + 27	6` tall	120`	Algorum are alligator humanoids that stand around 6 feet tall. They have light green scales with a brownish skin on their bellies and under tail. Their eyes vary in color but usually are reddish orange. They fear technology and refuse to use anything other than simple tools, melee weapons and bows. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Alozom Exploration Mech	95	10 + 48	7` tall	30`	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. They are programmed to attack with: 2 pincers. (STR:36 / DEX:28 / LCK:20 / CON:95 / INT:1 / CHR:23)
Ankani	67	7 + 34	15` tall	60`	The ankani seems to be a large, mutant dinosauric ankylosaurus. They are covered in bright white fur. They have eyes that are yellow in color. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Antlerg	41	5 + 21	6` tall	120`	These 6 foot tall bipedal deer stand upright and are very muscular. They have huge antlers and claws on their feet and hands. Their skin is dark brown, covered with light brown fur. They are quite savage, attacking anything they deem a threat. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Antodya	37	4 + 19	2` long	180`	The antodya seems to be a large, mutant ant. They are covered in bright blue-green skin. They have eyes that are silver in color. A huge red ant with a poisonous bite. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L2SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Antrogach	91	10 + 46	30` tall	150`	The antrogach seems to be a large, mutant dinosauric antrodemus. They are covered in deep gray fur. They have eyes that are violet in color. (STR:35 / DEX:27 / LCK:20 / CON:91 / INT:1 / CHR:22)
Anusek	37	4 + 19	3` long	120`	The anusek seems to be a large, mutant ant. They are covered in deep gray scales. They have eyes that are yellow in color. They will use their fire spray if they roll a '6' at least 2x with their attack. This spray will automatically do 1d6 points of damage to everyone in front of the ant unless the targets can make a L2SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Usually one can extract a gallon of gasoline-like liquid from the bodies of these creatures. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Anuzueh	77	8 + 39	30` tall	120`	The anuzueh seems to be a large, mutant dinosauric anatosaurus. They are covered in thick silver skin. They have eyes that are blue-green in color. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Ape, Beast	47	5 + 24	9` tall	90`	This creature looks similar to an ape but with huge fangs and dark green scales. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Ape, Infected	49	5 + 25	7` tall	120`	This ape-like creature is covered in dark red fur with bright yellow eyes. They are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. Anyone damaged by them will need to make a L5SR vs. CON or become like them in 3d6 hours (attacking anyone that is not infected). Each target that gets damaged from the attack rolls 1 die to determine which one is infected, where the lowest number suffers from the effects. A toxshot is known to remove the effects. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Archucir	53	6 + 27	12` tall	30` (Swim 150`)	The archucir seems to be a large, mutant dinosauric archelon. They are covered in light yellow scales. They have 8 eyes that are orange in color. (STR:21 / DEX:26 / LCK:17 / CON:53 / INT:1 / CHR:13)
Armor Dilo	53	6 + 27	6` long	120`	These 6 foot long mutated armadillos are quite large and have patchy tints of brown all over their bodies. Their eyes are yellow during the day and bright yellow at night, allowing them to see heat patterns up to 90 feet. They are strictly carnivores and will usually only attack things their size or smaller. They will attempt to go after bigger prey, but only when in a pack. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Atlantix	55	6 + 28	9` long	Swim 180`	These 9 foot long creatures mainly dwell in the sea and they have light brown scales with dark brown hair on their heads. They resemble mermen from ancient pictures, but have sharp claws and more of a fish looking face. Their fins have blackened spots on them. They will often attack small fishing vessels, not for food, but for simple trinkets and items. They generally make their homes in sunken ships. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Attoid	43	5 + 22	5` tall	120`	These humanoid insects have evolved to stand around 5 feet tall. They are dark brown in color and have two black bulbous eyes. They have two antennae on their heads, which they use to telepathically communicate with each other. They may only do this telepathic communication when they are in line of sight of each other and no further than 10 feet away. They are immune to most diseases and poisons. They can figure out almost any technological device they come across. They love to trade goods and have little need for money. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Babuman	37	4 + 19	4` tall	120`	These intelligent humanoids have evolved from baboons into a technological society. They often are armed with lasers and will only use their claws if unarmed. They often build their settlements high up in trees. They can climb as fast as they move on land. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Badap	49	5 + 25	3` wide	30` (Fly 180`)	The badap seems to be a large, mutant bat. They are covered in dull violet scales and have purple insect-like wings. They have one eye that is blue-green in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Badgegaph	39	4 + 20	3` long	60` (Burrow 30`)	The badgegaph seems to be a mutant badger. They are covered in dirty white scales. They have eyes that are black in color. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Bahtho	45	5 + 23	6` tall	120`	The bahtho seems to be a mutant bear. They are covered in rich orange feathers. They have eyes that are silver in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Barbuga	65	7 + 33	5` long	90` (Burrow 10`)	A large burrowing insect with huge jaws and a dark blue outer shell. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Barrugaph	33	4 + 17	5` long	Swim 300`	The barrugaph seems to be a mutant barracuda. They are covered in rich brown feathers. They have one eye that is tan in color. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Barvul	43	5 + 22	7` tall	90`	The barvul are a primitive race of humanoids that travel in packs and use spears, bows, or clubs to hunt with. Their skin is light purple in color and they have black hair. They have three eyes on their head that vary from brown to green. They often wear skins but sometimes fine ancient military clothing as well. They sometime tame cave bears as riding mounts. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Batile	37	4 + 19	2` wide	30` (Fly 180`)	The batile seems to be a mutant bat. They are covered in light orange fur and have deep orange bat-like wings. They have eyes that are red in color. These large bats will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L2SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Battanor	33	4 + 17	3` tall	60` (Fly 200`)	These humanoid bats live in cave settlements and use weapons like swords and spears. They are white in color and only travel at night. They are very sensitive to bright light and cannot use their adds in combat when light is in the area. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Bealha	43	5 + 22	6` long	60` (Swim 120`)	The bealha seems to be a large, mutant beaver. They are covered in thick yellow skin. They have eyes that are purple in color. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Bearuthet	59	6 + 30	12` tall	120`	The bearuthet seems to be a mutant bear. They are covered in shiny white skin. They have eyes that are violet in color. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Bebuoc	55	6 + 28	9` tall	120`	The bebuoc seems to be a mutant bear. They are covered in dark black feathers. They have eyes that are blue in color. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Beetle, Giant, Acid	41	5 + 21	4` long	90`	These large beetles are light green in color. They will use their acid spray if they roll a '6' at least 2x with their attack. This spray will automatically do 1d6 points of damage to everyone in front of the creature unless the targets can make a L3SR vs. LCK or DEX. Armor and weapons might be destroyed. To determine this, roll 1 die for each weapon and/or armor. A roll of 1 means it was destroyed by the acid. This attack damage is in addition to any other damage during that round. Usually a gallon of this acid can be extracted from the corpses of these insects. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Beetuwid	51	6 + 26	9` long	60`	The beetuwid seems to be a large, mutant beetle. They are covered in dull violet scales. They have eyes that are orange in color. (STR:16 / DEX:21 / LCK:25 / CON:51 / INT:1 / CHR:12)
Behtho	53	6 + 27	3` long	60` (Fly 240`)	The behtho seems to be a large, mutant bee. They are covered in shiny blue skin and have bright tan insect-like wings. They have eyes that are yellowish-green in color. Anyone stung by this creature will swell up for 2d6 hours and must remove all clothing to keep from suffocating. They can make a L7SR vs. STR or CON to avoid this. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. A toxshot can reduce this time by 1d6 hours. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Beshe	41	5 + 21	6` long	30` (Swim 120`)	The beshe seems to be a large, mutant beetle. They are covered in rich gray scales. They have eyes that are brown in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Bezes	65	7 + 33	14` tall	120` (Swim 90`)	The bezes seems to be a mutant bear. They are covered in green fur. They have eyes that are tan in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
BI-26 Assassin Droid	61	7 + 31	4` tall	50`	The BI-26 Assassin Droid is a combat droid that runs on uranium 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. They are programmed to attack with: 1 pincer or 1 built-in flamethrower. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Bird Beast	55	6 + 28	8` tall	120`	These large humanoid creatures are covered in red feathers but have bear-like claws. They have a head of a large hawk with a powerful beak. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Boabbe	45	5 + 23	3` long	150`	The boabbe seems to be a mutant boar. They are covered in shiny silver scales. They have eyes that are purple in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Boargul	57	6 + 29	6` tall	120`	These 6 foot tall bipedal boars mainly hunt the forest and jungles. Their skin is a light green with dark green fur. Their eyes are black during the day but glow green at night, allowing them to see heat patterns up to 90 feet away. Their tusks are white with green ooze flowing from the tips. They will use their poison tusks if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer 2d6 damage per combat round unless they can make a L8SR vs. CON. This will keep happening until the poison is cured. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Boghound	51	6 + 26	6` long	120`	These dog-like creatures have dark brown scaled and huge fangs. They often walk the swamps but sometimes lurk on the shores of rivers and lakes, awaiting prey. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Boufghe	57	6 + 29	5` long	120`	The boufghe seems to be a large, mutant boar. They are covered in rich blue-green fur. They have eyes that are gold in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Brakued	141	15 + 71	60` tall	60`	The brakued seems to be a large, mutant dinosauric brachiosaurus. They are covered in bright orange fur. They have eyes that are yellow in color. (STR:48 / DEX:36 / LCK:24 / CON:141 / INT:1 / CHR:35)
Brozes	127	13 + 64	70` tall	60`	The brozes seems to be a large, mutant dinosauric brontosaurus. They are covered in thick white fur. They have eyes that are tan in color. (STR:44 / DEX:33 / LCK:23 / CON:127 / INT:1 / CHR:31)
Bruk	45	5 + 23	5` tall	150`	These mutant cows are often raised for the meat market. They have orange fur with white horns on their head. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)
Bukith	45	5 + 23	5` tall	150`	The bukith seems to be a mutant buffalo. They are covered in dirty green fur. They have eyes that are black in color. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Bull, Slime	59	6 + 30	5` tall	120`	These blood red bulls have yellow eyes and green slime dripping from their mouth. They will spit radioactive goo if they roll a '6' at least 2x with their attack. This goo will cause the victim to suffer 2d6 points of damage unless they can make a L8SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit with the goo, where the lowest number suffers from the effects. (STR:27 / DEX:17 / LCK:22 / CON:59 / INT:1 / CHR:14)
Burtos	47	5 + 24	6` tall	120`	This burtos are a tribe of humanoids that dwell in arctic areas. They have a bluish gray hue to their skin and seem to have adapted to the harsh cold. They generally do not attack others unless threatened, but they do go out and hunt larger animals for food. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Buzaoy	29	3 + 15	1` wide	10` (Fly 240`)	The buzaoy seems to be a mutant bat. They are covered in dirty blue scales and have thick blue-green insect-like wings. They have 7 eyes that are gray in color. (STR:15 / DEX:20 / LCK:17 / CON:29 / INT:1 / CHR:7)
C-11XN Observation Mech	43	5 + 22	10` tall	70`	The C-11XN Observation Mech is a spy mech that runs on plutonium 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. They are programmed to attack with: 1 claw. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
C2B4-N Research Bot	43	5 + 22	8` tall	90`	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. They are programmed to attack with: 1 jaw. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Camarubej	111	12 + 56	50` tall	60`	The camarubej seems to be a large, mutant dinosauric camarasaurus. They are covered in deep silver feathers. They have eyes that are red in color. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)
Cameleda	37	4 + 19	6` tall	210`	The cameleda seems to be a mutant camel. They are covered in thick red fur. They have 5 eyes that are gray in color. (STR:22 / DEX:15 / LCK:18 / CON:37 / INT:1 / CHR:9)
Canna	55	6 + 28	7` tall	120`	The canna is a friendly race of desert dwelling humanoids that stand around 7 feet tall. Their skin is brownish yellow in color and their heads are smooth and hairless. They often do not leave the heat of the desert but allow other species to live in their settlements. They have a strong opinion on the rights of others and demand that all live in peace when within their borders. They are often nearby to settle disputes and they do so as fair as they can. They do not require much to survive so bribing them is almost impossible, keeping much crime out of their area. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Categha	25	3 + 13	2` long	180`	The categha seems to be a mutant cat. They are covered in deep gray skin. They have one eye that is yellow in color. (STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6)
Cave Man	37	4 + 19	7` tall	120`	These seem to be a reverse of human evolution. They look like primitive human with thicker skulls and hunched posture. They live in tribes, wear furs, and use spears and clubs to hunt. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Cave Tentacle	69	7 + 35	10` tall	30`	This gray bulbous mass of a creature has one enormous eye with a large mouth. It has 6 sticky tentacles that it uses to wrap around prey. They will use their tentacle to pull someone into their mouth if they roll a '6' at least 3x with their attack unless they can make a L11SR vs. LCK or STR. They will suffocate in 1d6+5 rounds unless they can free themselves by making a L11SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is pulled into the mouth. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Centidon	61	7 + 31	18` long	150`	This creature looks like a giant centipede but is covered in a reddish colored fur. The head appears to be somewhat feline and has dark green spots covering it. It appears to have a diet of leaves and grass. Some have managed to take these creatures as riding beasts. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Centuchup	39	4 + 20	5` long	180`	The centuchup seems to be a large, mutant centipede. They are covered in deep blue-green feathers. They have 7 eyes that are violet in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L3SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
Cenughu	53	6 + 27	1` long	150`	The cenughu seems to be a large, mutant centipede. They are covered in bright purple feathers. They have 8 eyes that are violet in color, on each of their two heads Anyone bitten by this creature will die in 1d6 rounds unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Ceruphoix	61	7 + 31	17` tall	150`	The ceruphoix seems to be a large, mutant dinosauric ceratosaurus. They are covered in vibrant purple scales. They have eyes that are white in color. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Cetiupho	115	12 + 58	60` tall	60`	The cetiupho seems to be a large, mutant dinosauric cetiosaurus. They are covered in bright forest-green scales. They have 4 eyes that are silver in color. (STR:41 / DEX:31 / LCK:22 / CON:115 / INT:1 / CHR:28)
Cheetaphvu	51	6 + 26	5` long	150` (Run 450`)	The cheetaphvu seems to be a mutant cheetah. They are covered in shiny purple skin. They have eyes that are green in color. They almost always get a surprise attack. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Chekiqthe Recall Mech	47	5 + 24	7` tall	30`	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. They are programmed to attack with: 1 talon / 1 beak or 1 built-in missile launcher. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Chikunz	47	5 + 24	2` tall	60` (Fly 180`)	This bird is covered with orange scales and has two dark orange scales. It has a single eye on its head that will fire a laser beam of yellow energy. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
CL6-88 Recall Bot	69	7 + 35	12` tall	170`	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. They are programmed to attack with: 2 claws. (STR:24 / DEX:30 / LCK:18 / CON:69 / INT:1 / CHR:17)
CM11I-L Convoy Droid	67	7 + 34	8` tall	150`	The CM11I-L Convoy Droid is an escort droid that runs on petroleum 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. They are programmed to attack with: 1 fist or 1 built-in flamethrower. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)
Coboar	51	6 + 26	20` long	120`	This creature appears to be a large cobra with purple and blue scales. The head is much like a cobra as well, but it has a snout and tusks that drip venom. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L5SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Crabman	43	5 + 22	8` tall	90` (Swim 60`)	These humanoid crabs are dark red in color with four yellow bulbous eyes. They often use knives, spears, or clubs as weapons. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Crabus	39	4 + 20	4` wide	90`	The crabus seems to be a large, mutant crab. They are covered in white fur. They have eyes that are orange in color. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
Crayaguf	45	5 + 23	8` long	60` (Swim 120`)	The crayaguf seems to be a large, mutant crayfish. They are covered in bright orange feathers. They have 5 eyes that are green in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Crazoux	53	6 + 27	30` long	60` (Swim 120`)	The crazoux seems to be a large, mutant crocodile. They are covered in yellowish-green skin. They have eyes that are forest-green in color. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Crihku	39	4 + 20	4` long	60` (Jump 30`)	The crihku seems to be a large, mutant cricket. They are covered in dull gold skin. They have eyes that are tan in color. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Crocokiq	41	5 + 21	15` long	60` (Swim 120`)	The crocokiq seems to be a mutant crocodile. They are covered in dirty gold skin. They have eyes that are white in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Crolhet	49	5 + 25	4` wide	10` (Fly 360`)	The crolhet seems to be a mutant crow. They are covered in thick orange feathers and have blue feathered wings. They have 4 eyes that are purple in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Crox	53	6 + 27	8` tall	120`	These bipedal lizards resemble ferocious crocodile humanoids and stand around 8 feet tall. They are immune to toxins & radiation, quite savage, and will attack almost anything they think is edible. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Cruler	47	5 + 24	6` wide	60`	These giant spiders look to be large tarantulas that are purple in color. They do not spin a web but simply hunt for prey. They are often captured and used as pack animals. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Crupiq	49	5 + 25	6` wide	10` (Fly 270`)	The crupiq seems to be a large, mutant crow. They are covered in dull yellowish-green scales and have dirty forest-green bat-like wings. They have eyes that are black in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Crystal Demon	65	7 + 33	12` tall	100`	No one knows where these 12 foot tall ice creatures came from, but they are only found in the very coldest regions. They compose of pure ice and look just like demons from ancient paintings. These creatures regenerate 10 damage points every combat round unless they were attacked by some fire based spell or weapon. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Cyclops	49	5 + 25	7` tall	120`	This brutish humanoid usually wear furs of slain bears and wields a club or axe. Their one eye is bright red in color and can fire a laser beam at their target. They are bald with a dark blue skin. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
D0S-36 Combat Robot	79	8 + 40	6` tall	70`	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. They are programmed to attack with: 1 jaw or 1 attached plasma pistol. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Darkwater Eye	73	8 + 37	3` wide	Swim 60`	This creature floats in the oceans. It looks like a huge eye but has a large mouth underneath. There are two long tentacles that it can grab prey with. It attacks from a red beam that comes from the eye. (STR:18 / DEX:31 / LCK:24 / CON:73 / INT:1 / CHR:18)
Dinibab	69	7 + 35	25` tall	210`	The dinibab seems to be a large, mutant dinosauric dinichthys. They are covered in thick gold feathers. They have eyes that are yellowish-green in color. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Diplaxphu	119	12 + 60	80` tall	60`	The diplaxphu seems to be a large, mutant dinosauric diplodocus. They are covered in thick brown feathers. They have eyes that are gray in color. (STR:42 / DEX:32 / LCK:22 / CON:119 / INT:1 / CHR:29)
Doguyeor	41	5 + 21	3` tall	120`	The doguyeor seems to be a mutant dog. They are covered in bright silver fur. They have 4 eyes that are forest-green in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Dolphayauth	41	5 + 21	12` long	Swim 300`	The dolphayauth seems to be a mutant dolphin. They are covered in dirty yellowish-green skin. They have eyes that are blue in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Dracoshark	37	4 + 19	3` long	Swim 60`	These white sharks have two small horns on their heads. (STR:18 / DEX:22 / LCK:15 / CON:37 / INT:1 / CHR:9)
Drakorian	57	6 + 29	35` long	60` (Fly 240`)	This is a very large lizard with shiny black scales and a huge scorpion-like tail. It has two feathered wings that are red in color. Anyone stung by this creature will die in 1d6 rounds unless they can make a L8SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Draygun	67	7 + 34	48` tall	90` (Fly 240`)	From ancient stories of Zendynn`s past, these creatures have dark red scales and two large horns on its head. They will use their fire breath if they roll a `6` at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Draygun, Deep	87	9 + 44	60` long	Swim 180`	These giant sea serpents are usually about 50 feet to 60 feet long and are purplish in color. They not able to leave the sea so simply hunt near the shores. Some sailors have told tales about seeing these creatures wrapping around whales and crushing them to death. Deep Dragons can actually breathe fire like the ancient stories tell of other dragons. They will use their fire breath if they roll a `6` at least 3x with their attack. This breath will automatically do 3d6 points of damage to everyone in front of the dragon unless the targets can make a L15SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)

Name	MR	Dice	Size	Move	Notes
Draygun, Ice	69	7 + 35	30` long	90`	These 30` long lizards have no skeletal system, but rely on the coldness of the air to form an icy exoskeleton. They are an icy color but you can see the tint of red muscle below the surface. Their body secretes a fluid that immediately starts to freeze, but there are other parts of the body that will emit enough heat to form joints. They will use their ice shard breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Draygun, Ooze	67	7 + 34	40` tall	90` (Fly 240`)	Drayguns are known to sleep for months at a time. It is not too uncommon that they get consumed by symbiotic ooze while they slumber. These creatures are the result of it. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Draygur	45	5 + 23	12` tall	180`	These are 12 foot tall herbivores, resembling velociraptors, which tend to stay in packs of 20. They have brownish green scales with yellowish spots that run down its back and legs. They have horns protruding from their heads and reddish ridges on their backs. They are timid and will usually flee from areas of danger. They are easily trained and often used as mounts. They cannot stand cold weather and will die in 1d6 days if exposed to winter environments. They eat almost any kind of leaves and can detect when a plant is poisonous to them. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Dredlasaur	85	9 + 43	22` tall	120`	These 22 foot long lizard is dark green in color with a dull yellow underbelly. Their eyes are bright yellow and only allows them to detect movement. They will attack anything that moves, if it is at least over 3 feet tall, and determine if it is meat afterward. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Drucev	61	7 + 31	3` long	10` (Fly 360`)	The drucev seems to be a large, mutant dragonfly. They are covered in vibrant yellow skin and have thick forest-green bat-like wings. They have eyes that are black in color. They almost always get a surprise attack. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Dydra	89	9 + 45	40` long	Swim 180`	This eight headed serpent hunts the waters of rivers and lakes and is about 40 feet long. It has a dark green scaly skin with dark brown underbelly. They will shoot laser beams from their eyes if they roll a '6' at least 3x with their attack. This beam will automatically do 3d6 points of damage to everyone in front of the creature unless the targets can make a L15SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
Eaglexa	41	5 + 21	6` wide	10` (Fly 300`)	The eaglexa seems to be a mutant eagle. They are covered in dark green scales and have white feathered wings. They have 7 eyes that are yellowish-green in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Eaglushuth	47	5 + 24	20` wide	30` (Fly 480`)	The eaglushuth seems to be a large, mutant eagle. They are covered in light green feathers and have light white bat-like wings. They have 4 eyes that are silver in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Eeghiom	39	4 + 20	9` long	Swim 120`	The eeghiom seems to be a mutant eel. They are covered in vibrant blue fur. They have eyes that are yellow in color. They will use an electrical discharge if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds and cause an additional 1d6 damage unless they can make a L2SR vs. CON. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Eelikxi	53	6 + 27	40` long	Swim 90`	The eelikxi seems to be a large, mutant eel. They are covered in vibrant brown feathers. They have eyes that are blue-green in color. They will use an electrical discharge if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 2d6 rounds and cause an additional 2d6 damage unless they can make a L7SR vs. CON. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Eleczaard	59	6 + 30	7` long	60`	These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d6 damage. A dead eleczaard can charge a few items before the corpses is fully discharged. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)

Name	MR	Dice	Size	Move	Notes
Eleczard, Greater	71	8 + 36	12` long	60`	These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d6 damage. A dead eleczard can charge many items before the corpses is fully discharged. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Elephubith	65	7 + 33	12` tall	120`	The elephubith seems to be a mutant elephant. They are covered in light green skin. They have 5 eyes that are black in color. (STR:29 / DEX:18 / LCK:23 / CON:65 / INT:1 / CHR:16)
Elheduox Android	89	9 + 45	3` tall	180`	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. They are programmed to attack with: 1 claw or 1 built-in fusion pistol. (STR:27 / DEX:35 / LCK:20 / CON:89 / INT:1 / CHR:22)
Eluphich	85	9 + 43	50` tall	150`	The eluphich seems to be a large, mutant dinosauric elasmosaurus. They are covered in shiny blue-green feathers. They have 6 eyes that are forest-green in color. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Eye Crawler	35	4 + 18	1` tall	100`	These reddish creatures are about 1 feet tall and have one large eye with six legs attached. They have small orifices that will spray a liquid. They will spray this liquid if they roll a '6' at least 2x with their attack. Anyone sprayed by this creature will suffer 1d6 damage unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. They also have a spongy material on their bellies. They will lie on any organic material while this spongy belly releases a digestive liquid. As the organic material breaks down, it is absorbed through the spongy material, feeding the Eye Crawler. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
F757-3 Inspection Mech	79	8 + 40	5` tall	40`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma battle axe. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Facoor	53	6 + 27	4` wide	10` (Fly 330`)	The facoor seems to be a large, mutant falcon. They are covered in deep black skin and have bright yellowish-green insect-like wings. They have eyes that are gray in color. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Fish, Glowing	51	6 + 26	1` long	300`	This fish is mostly green in color and has two large yellow eyes. Their eyes will light up when it sees potential prey. Anyone looking at the fish must make a defense test for the mind or by hypnotized and cannot move. The fish then waits for either the creature to drown or they will simply start eating it while in this state. One can make another mind defense test each round to snap out of it. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Fishodo	67	7 + 34	24` long	Swim 180`	The fishodo seems to be a large, mutant fish. They are covered in deep gray fur. They have eyes that are white in color. They will swallow a target whole if they roll a '6' at least 3x with their attack and the victim fails a L9SR vs. DEX or LCK. While inside, the victim will suffer 2d6 points of damage each combat round, but they can continue to attack as normal. Each target that gets damaged from the attack rolls 1 die to determine which one is swallowed, where the lowest number gets swallowed. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Fisuthu	35	4 + 18	10` long	Swim 240`	The fisuthu seems to be a mutant fish. They are covered in rich silver skin. They have eyes that are gray in color. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Flobde	41	5 + 21	3` long	90` (Fly 300`)	The flobde seems to be a large, mutant fly. They are covered in dark violet fur and have dull purple insect-like wings. They have 8 eyes that are white in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Flyumaos	53	6 + 27	5` long	60` (Fly 270`)	The flyumaos seems to be a large, mutant fly. They are covered in deep purple feathers and have shiny black insect-like wings. They have eyes that are yellow in color, on each of their two heads (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)



Name	MR	Dice	Size	Move	Notes
Frogigator	49	5 + 25	6` long	90` (Jump 120`)	These greenish skinned creatures mainly live in swampy areas and are about 6 feet long. They are a cross between an alligator and a frog. They will lie beneath the muck or water, waiting for prey to walk by. They will leap out from hiding and try to get a firm hold with their jaws. Once a victim dies, they then drag it under the muck or water to eat. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Fruglum	45	5 + 23	4` tall	60` (Swim 120`)	Fruglums are a humanoid frog species that mainly live in the lakes and rivers. They have green skin with a yellowish chest. They will use their tongue to grab the feet of a target if they roll a '6' at least 2x with their attack. Each target that gets damaged from the attack rolls 1 die to determine which one falls, where the lowest number trips to the ground. It will take 1d6 combat rounds for the victim to get to their feet, missing combat rounds until then. They usually do not attack other species, except for the fish they require for food. They must lay their eggs just outside their domain, which they seriously defend. This seriousness often leads to misunderstandings from those that get too close to the eggs, causing Fruglums to attack. They are simple creatures that usually use spears and swords as their main weapons. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Frujogh	39	4 + 20	6` wide	30` (Swim 90`)	The frujogh seems to be a large, mutant frog. They are covered in violet fur. They have eyes that are white in color. They will use their sticky tongue to bring a victim to their mouth if they roll a '6' at least 2x with their attack. Each target that gets damaged from the attack rolls 1 die to determine which one is caught. They can only free themselves if they can make a L2SR vs. STR. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Fungoid	39	4 + 20	3` tall	90`	These humanoid mushroom men are blue in color. They have no eyes but sense the world with vibrations. Anyone that hits them with fists or melee weapons will release spores into the air. Anyone within 10` will have to make a L3SR vs. STR or CON or they will become a fungoid over the period of one month. A toxshot will remove the spores from the victim`s system if administered within 24 hours of exposure. (STR:19 / DEX:15 / LCK:22 / CON:39 / INT:1 / CHR:9)
G93W-J Defender Droid	85	9 + 43	8` tall	110`	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. They are programmed to attack with: 1 jaw or 1 attached plasma sword. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Gargoil	47	5 + 24	7` tall	90` (Fly 150`)	These humanoids have black colored fur and dark gray feathered wings. They have two white horns on their heads that are about 6 inches long. They will drool black oil at the target`s feet if they roll a '6' at least 2x with their attack. This oil will cause the victim to slip and fall unless they can make a L5SR vs. LCK or DEX. Once on the ground, the victim loses the next 1d6 combat rounds trying to stand back up. One could harvest 2 gallons of oil from the corpse of these creatures. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Gargul	71	8 + 36	6` long	150`	These creature look like deformed wolves and are covered in a twisted pattern of red colored skin. They have huge fangs and their eyes glow with an odd green color. They will cause radiation sickness if they roll a '6' at least 3x with their attack. This illness will last for 1d6 weeks unless they can make a L10SR vs. STR or CON. The illness causes the victim to be unable to use any adds during combat. Each target that gets damaged from the attack rolls 1 die to determine which one is affected with the illness, where the lowest number suffers from the effects. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Gatordon	91	10 + 46	50` long	Swim 150`	This large, snake like creature has the legs and head of an alligator and covered in bright blue scales. (STR:35 / DEX:27 / LCK:20 / CON:91 / INT:1 / CHR:22)
Gazheuc	61	7 + 31	30` long	Swim 300`	The gazheuc seems to be a large, mutant gar. They are covered in shiny tan scales. They have eyes that are white in color. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Geolhbab Hunter Droid	77	8 + 39	12` tall	180`	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. They are programmed to attack with: 1 fist or 1 attached pulse knife. (STR:25 / DEX:32 / LCK:19 / CON:77 / INT:1 / CHR:19)

Name	MR	Dice	Size	Move	Notes
GFO-FI Fighting Mech	55	6 + 28	7` tall	170`	The GFO-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. They are programmed to attack with: 1 pincer or 1 attached plasma axe. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Giant	65	7 + 33	10` tall	120`	These giant humanoid usually hunt with enormous clubs. They have brown skin and black hair. They usually wear bear skins and use large tree limbs for weapons. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Giant, Fire	77	8 + 39	12` tall	120`	These giant humanoid usually hunt with enormous clubs. Their skin is orange in color and they have bright red hair. They have a natural resistance to heat. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Giant, Frost	69	7 + 35	15` tall	120`	These giant humanoid usually hunt with enormous clubs. Their skin is white in color and they have bright blue hair. They have a natural resistance to cold. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Giant, Mountain	73	8 + 37	14` tall	120`	These giant humanoid usually hunt with enormous clubs. They have pale skin and brown hair. They usually wear bear skins and use large tree limbs for weapons. (STR:31 / DEX:24 / LCK:18 / CON:73 / INT:1 / CHR:18)
Giant, Stone	69	7 + 35	12` tall	120`	These giant humanoid have dark gray skin and black hair. They often live in large abandoned cities and can hold two-handed weapons in one hand. They often make armor from sheet metal and have been seed using old car doors for shields. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Gillard	45	5 + 23	5` tall	120`	This aquatic humanoid race of aliens come from an unknown region of space and stand about 5 feet tall. They have bright blue scales and yellow eyes. They resemble fish and breathe through gills in the neck. They must wear a special suit when traveling out of the water. The suit looks like an ancient space suit except it is filled with water instead of oxygen. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Glow Flower	51	6 + 26	10` tall	None	These 10 foot plants lie dormant during the day. At night, they appear as glowing green flowers that stand tall above other plants. The light emits a slow pulse that causes one to slowly approach the light. Only biological creatures within 30` are susceptible to this light. They will use their eerie glow if they roll a '6' at least 2x with their attack. They will then use this hypnotic glow to draw a victim toward them unless they can make a L6SR vs. INT. Anyone getting near it will then get wrapped up by the plant and suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attract, where the lowest number is the one hypnotized. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L6SR vs. STR each round to try and break free from it. Anytime this creature has someone wrapped up, it no longer attacks normally but continues to digest it's prey. These plants are easily found during the day, as piles of bones are usually scattered around the plant. If attacked during the daytime, they will defend themselves without the glowing effect to aid them. (STR:21 / DEX:16 / LCK:25 / CON:51 / INT:1 / CHR:12)
Goalhoc	39	4 + 20	3` tall	150`	The goalhoc seems to be a mutant goat. They are covered in bright orange feathers. They have one eye that is violet in color. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Goayuar	45	5 + 23	5` tall	180`	The goayuar seems to be a large, mutant goat. They are covered in deep white skin. They have 4 eyes that are purple in color. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)
Goriluneep	49	5 + 25	6` tall	120`	The goriluneep seems to be a mutant gorilla. They are covered in dull black skin. They have eyes that are red in color. They may use rocks or clubs as weapons. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Gorilus	55	6 + 28	7` tall	120`	These apes look like larger version of ancient apes except they have four arms. They mainly eat plants but will sometimes eat meat from smaller animals they capture. They are very aggressive and will attack anyone that enters their domain. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Goruchghi	79	8 + 40	30` tall	150`	The goruchghi seems to be a large, mutant dinosauric gorgosaurus. They are covered in light yellowish-green skin. They have one eye that is purple in color. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)

Name	MR	Dice	Size	Move	Notes
Gublyn	39	4 + 20	4` tall	120`	Gublyns are 4` tall greenish humanoid creatures with three horns on their head. They live underground and are able to use crude weapons like clubs, swords and bows. They never come to the surface because they prefer to live in complete darkness. They can see in total darkness up to 200` away. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Hawkan	35	4 + 18	6` tall	60` (Fly 360`)	These humanoid hawks make their settlements in the mountains or on the sides of cliffs. They use many modern items and favor plasma weapons when hunting or defending themselves. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Hayi	25	3 + 13	2` wide	10` (Fly 360`)	The hayi seems to be a mutant hawk. They are covered in shiny violet feathers and have thick black feathered wings. They have 3 eyes that are violet in color. (STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6)
Hipuvik	61	7 + 31	12` long	90` (Swim 120`)	The hipuvik seems to be a mutant hippopotamus. They are covered in rich orange skin. They have eyes that are violet in color. (STR:28 / DEX:17 / LCK:22 / CON:61 / INT:1 / CHR:15)
Hoppler	49	5 + 25	7` tall	120` (Jump 180`)	Hopplers are a bright yellowish, insectoid race that feed on leaves and grass. They have four arms and large, orange eyes and stand around 7 feet tall. They have two antennae on their heads, which they use to pick up sound vibrations. They are able to speak, if sounding somewhat high pitch. They usually build their homes over an existing structure, covering it in mud to strengthen it. These dwellings are where they store their food and lay their eggs. They are intelligent and may be encountered out in the world as they like to explore. They will trade metal and artifacts with other species and will even live among them in certain communities. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Horsanef	39	4 + 20	6` tall	240`	The horsanef seems to be a mutant horse. They are covered in rich brown skin. They have 5 eyes that are blue in color, on each of their two heads (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Horsemen	47	5 + 24	6` tall	180`	These creatures have the lower body of a horse but the torso of a human. The live in tribes and often raid other settlements for supplies. They are sometimes wearing some form of leather armor and using plasma weapons. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Horushiech	47	5 + 24	5` long	Fly 240`	The horushiech seems to be a large, mutant hornet. They are covered in dirty black fur and have rich black bat-like wings. They have eyes that are yellow in color. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L5SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Hulking Beast	65	7 + 33	8` tall	120`	This muscular humanoid is covered in dark blue fur and has bright red eyes. It can see in complete darkness and has huge claws. It generally makes a home in a cave but make their way through other underground areas to hunt for meat. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Human, Infected	39	4 + 20	6` tall	90`	These are humans that are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. They have a gray color to their skin and completely blackened eyes. They have rotten teeth and shaggy black hair, if they have hair at all. Anyone damaged by them will need to make a L2SR vs. CON or become like them in 3d6 hours (attacking anyone that is not infected). Each target that gets damaged from the attack rolls 1 die to determine which one is infected, where the lowest number suffers from the effects. A toxshot is known to remove the effects. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Hydra	61	7 + 31	16` tall	90`	From ancient stories of Zendynn`s past, these creatures have green scales and 8 heads. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Hyefum	51	6 + 26	7` tall	120`	The hyefum seems to be a large, mutant hyena. They are covered in light silver scales. They have eyes that are brown in color. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Hyenalhtha	41	5 + 21	4` tall	120`	The hyenalhtha seems to be a mutant hyena. They are covered in bright gray fur. They have eyes that are red in color, on each of their two heads (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
HZ681-U Robot	55	6 + 28	11` tall	30`	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. They are programmed to attack with: 1 jaw. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Igiyge	55	6 + 28	30` tall	150`	The igiyge seems to be a large, mutant dinosauric iguanadon. They are covered in rich orange scales. They have eyes that are gold in color. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Insectoid	55	6 + 28	6` tall	180`	These highly advanced creatures often make their cities underground. They often have robots do much of the work for them and use many types of energy weapons. They look like bright yellow grasshoppers with two large black eyes. (STR:17 / DEX:21 / LCK:26 / CON:55 / INT:1 / CHR:13)
Intruder	47	5 + 24	6` tall	90`	This creature has no real form. Any medium sized (recently killed) creature it touches, it can change itself to appear exactly as that creature. It will absorb the memories of the creature and will be able to behave just like they did. They often try to infiltrate a group and take each person at a time. (STR:20 / DEX:16 / LCK:24 / CON:47 / INT:1 / CHR:11)
IO008-0 Investigation Robot	57	6 + 29	12` tall	160`	The IO008-0 Investigation Robot is an exploration robot that runs on petroleum 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. They are programmed to attack with: 2 claws. (STR:22 / DEX:27 / LCK:17 / CON:57 / INT:1 / CHR:14)
J28-A1P Attendant Mech	41	5 + 21	12` tall	40`	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. They are programmed to attack with: 1 claw or 1 attached laser sword. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
J84E-3 Spy Droid	51	6 + 26	10` tall	170`	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. They are programmed to attack with: 1 pincer. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Jackaweq	47	5 + 24	4` tall	120`	The jackaweq seems to be a mutant jackal. They are covered in thick gold scales. They have one eye that is blue in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Jaguahuij	45	5 + 23	7` long	150`	The jaguahuij seems to be a mutant jaguar. They are covered in thick forest-green skin. They have eyes that are yellow in color. They almost always get a surprise attack. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Jaw Lock	67	7 + 34	30` long	Swim 180`	These 30` long sharks are a slightly mutated version of a great white. They are completely blackened and have a much thicker skin than their ancestors. They are more aggressive than other sharks, as they will often lock their jaws onto the sides of small boats in the hopes of sinking it. The bite of a Jaw Lock is also poisonous if they roll a '6' at least 3x with their attack. The poison is far from lethal, but it will affect the nervous system. This venom will cause the victim to be paralyzed for 2d6 rounds unless they can make a L9SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the venom, where the lowest number suffers from the effects. This attack usually allows the Jaw Lock to consume its prey without dealing with the struggle. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Jelihze	39	4 + 20	6` wide	10`	The jelihze seems to be a large, mutant jellyfish. They are covered in bright orange feathers. They have 8 eyes that are violet in color. They will paralyze a target if they roll a '6' at least 2x with their attack unless they can make a L2SR vs. CON. This paralysis lasts for 1d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one is paralyzed, where the lowest number suffers from the effects. (STR:15 / DEX:19 / LCK:22 / CON:39 / INT:1 / CHR:9)
K42X-1 Tactical Surveillance Droid	109	11 + 55	4` tall	160`	The K42X-1 Tactical Surveillance Droid is a spy droid that runs on plutonium 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. They are programmed to attack with: 1 fist or 1 built-in gravitube. (STR:30 / DEX:40 / LCK:21 / CON:109 / INT:1 / CHR:27)

Name	MR	Dice	Size	Move	Notes
Ked-need Recall Robot	107	11 + 54	10` tall	130`	The Ked-need Recall Robot (from an ancient war with aliens known as the Ked-need) 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. They are programmed to attack with: 1 claw or 1 attached pulse battle axe. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)
KN-18 Cyborg	47	5 + 24	11` tall	170`	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. They are programmed to attack with: 1 jaw. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Krakevazh	111	12 + 56	50` long	Swim 200`	The krakevazh seems to be a large, mutant kraken. They are covered in dull gold scales. They have eyes that are silver in color. This enormous squid was once believed to be ancient legend, but many have reported this creature attacking their sailing ships. (STR:31 / DEX:40 / LCK:21 / CON:111 / INT:1 / CHR:27)
L8610-S Battle Mech	51	6 + 26	8` tall	180`	The L8610-S Battle Mech is a combat mech that runs on plutonium 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. They are programmed to attack with: 1 talon / 1 beak or 1 attached plasma knife. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Lamprey	43	5 + 22	8` tall	60` (Swim 90`)	Lampreys are large blood sucking bipedal beasts with brown or gray on their backs with a whitish gray underbelly. Their faces resemble that of leeches, with saliva that thins the blood of their victims. They stand around 8` tall and have huge hands they use to club their victims. They prefer to knock their victims unconscious so they may feed off the blood at their leisure. They generally feed off of giant fish but will sometimes lie just below the surface of the water and wait for a sailor or swimmer to come nearby. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Lamunilh	79	8 + 40	20` tall	120`	The lamunilh seems to be a large, mutant dinosauric lambeosaurus. They are covered in shiny green skin. They have eyes that are brown in color. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Lamuqtha	51	6 + 26	3` long	90`	The lamuqtha seems to be a large, mutant lamprey. They are covered in deep red feathers. They have eyes that are brown in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L5SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L5SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Leopovyu	41	5 + 21	7` long	120`	The leopovyu seems to be a mutant leopard. They are covered in light blue-green fur. They have eyes that are yellow in color. They almost always get a surprise attack. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
Lilo	47	5 + 24	15` long	150`	The lilo seems to be a large, mutant lizard. They are covered in rich red scales. They have eyes that are forest-green in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Liodieph	55	6 + 28	10` long	120`	The liodieph seems to be a mutant lion. They are covered in deep gold fur. They have 3 eyes that are gold in color. They almost always get a surprise attack. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Lion, Fire	67	7 + 34	5` tall	120`	This creature has bright orange scales and a large mane of red hair. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)
Lionewla	47	5 + 24	7` long	150`	The lionewla seems to be a mutant lion. They are covered in yellowish-green feathers. They have eyes that are silver in color. They almost always get a surprise attack. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Lionovyu	55	6 + 28	8` long	120`	The lionovyu seems to be a mutant lion. They are covered in dirty purple scales. They have eyes that are orange in color. They almost always get a surprise attack. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Lizard Man	39	4 + 20	7` tall	60` (Swim 120`)	These green scaled lizard men usually live in swamps, hunting with spears, clubs, and swords. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Lizard Man, Desert	37	4 + 19	7` tall	90`	These green scaled lizard me usually live in deserts, hunting with spears, clubs, and swords. They will use their fire breath if they roll a '6' at least 2x with their attack. This breath will automatically do 1d6 points of damage to everyone in front of the dragon unless the targets can make a L3SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Lizard, Fire	71	8 + 36	20` long	90`	This lizard has bright orange scales with a red feathered head. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Lizard, Ice	43	5 + 22	5` long	90` (Fly 150`)	This lizard is made of icy scales and can spit a liquid that will freeze their victims feet to where they stand. There is only a 1 in 6 chance they will use this attack and mostly if their victim tries to flee (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Lizard, Subterranean	55	6 + 28	20` long	120`	This large lizard can blend in with rocks giving them a surprise attack, and only if hidden by rocks. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Lobber	57	6 + 29	12` tall	60` (Swim 90`)	Lobbers are 12` tall juggernauts that live at the bottom of the sea. They resemble enormous bipedal lobsters. Their protective shell is dark red in color. They are massively strong and are known to punch right through metal hulls of ships. They remain on the bottom of the sea, watching for prey to pass overhead. They swim quite slowly due to their massive size. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Lokist	43	5 + 22	4` tall	90` (Fly 180`)	These 4 foot tall bipedal insects are a dull yellow color with black spots covering their bodies. Their eyes are black and they will eat meat or vegetation. They rest during the night and communicate with each other with a series of chirps. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Luce	33	4 + 17	4` long	30`	The luce seems to be a large, mutant leech. They are covered in rich violet skin. They have eyes that are white in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L2SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Lynapin	41	5 + 21	6` long	120`	The lynapin seems to be a large, mutant lynx. They are covered in bright gray feathers. They have eyes that are gray in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Majno	65	7 + 33	12` wide	Swim 150`	The majno seems to be a mutant mantaray. They are covered in light violet feathers. They have eyes that are purple in color. (STR:18 / DEX:29 / LCK:23 / CON:65 / INT:1 / CHR:16)
Mammodeuth	79	8 + 40	15` tall	150`	The mammodeuth seems to be a large, mutant mammoth. They are covered in light tan fur. They have 7 eyes that are brown in color. (STR:32 / DEX:19 / LCK:25 / CON:79 / INT:1 / CHR:19)
Man-Plant	61	7 + 31	8` tall	60`	This creature looks just like a tall humanoid but is made completely of vines and leaves. They attempt to grab a target if they roll a '6' at least 3x with their attack and suffocate (death occurs in 1d6+5 rounds) them unless they can make a L9SR vs. LCK or STR. The creature's body will produce a chemical to break down the corpse to absorb. One can attempt a L9SR vs. STR each round to try and break free. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up, where the lowest number is caught. (STR:22 / DEX:17 / LCK:28 / CON:61 / INT:1 / CHR:15)

Name	MR	Dice	Size	Move	Notes
Mantaur	59	6 + 30	7` tall	150`	A humanoid ant that is dark red in color. They attack with crude weapons like swords and powder guns, but have a stinger. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer a negative 2d6 to STR unless they can make a L7SR vs. CON. The 'ant poison' will last an entire day unless cured and does not stack in effect. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Mantighegh	67	7 + 34	12` long	120` (Fly 180`)	The mantighegh seems to be a large, mutant mantis. They are covered in shiny tan fur. They have eyes that are silver in color. They almost always get a surprise attack as they are able to remain hidden within trees and other plants. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Marner	55	6 + 28	6` tall	90` (Swim 120`)	Marners are an amphibious humanoid species that live in the swampy areas. Their scaly skin is a bluish green color and they stand about 6` tall. They are excellent hunters underwater. They are quite intelligent and deal with many different species. They often trade sharktacle ink and other artifacts they find at the bottom of the lakes. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Meguhiep	77	8 + 39	25` tall	120`	The meguhiep seems to be a large, mutant dinosauric megalosaurus. They are covered in silver skin. They have eyes that are orange in color. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Mermen	39	4 + 20	6` tall	Swim 180`	These humanoids appear to be human except for the lack of legs replaced by a shark like fin. They often wear bight colored clothing or armor and use energy weapons. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Mirroco	65	7 + 33	6` tall	120`	This creature walks on four legs and appears to have no head. The body does have a tail at one end and a large mouth at the other end. It appears to have no eyes but can see heat patterns from its prey. The body is covered in silver reflective scales. Anyone hitting with light beam weapons will have the beam directed back at themselves where they take the damage. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Mitu	57	6 + 29	18` tall	60`	The mitu seems to be a large, mutant dinosauric monoclonius. They are covered in thick silver skin. They have eyes that are silver in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Mold, Black	45	5 + 23	3` patch	None	This mold grows indoors and usually on ancient containers of what was once food. Anyone disturbing the mold will release spores where anyone within a 10` area will die unless they can make a L9SR vs. STR or CON. It can only be destroyed by fire. (STR:20 / DEX:16 / LCK:24 / CON:45 / INT:1 / CHR:11)
Molipi Excavation Mech	33	4 + 17	10` tall	30`	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. They are programmed to attack with: 1 pincer. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Morlock	35	4 + 18	6` tall	120`	These creature are covered in white fur and have two large black bulbous eyes. They can see in complete darkness and cannot use their adds in combat when light is in the area. They eat any type of humanoid or may take them for slaves to dig their tunnels. (STR:21 / DEX:18 / LCK:15 / CON:35 / INT:1 / CHR:8)
Mosasupouv	73	8 + 37	50` tall	30` (Swim 150`)	The mosasupouv seems to be a large, mutant dinosauric mosasaurus. They are covered in dark green scales. They have eyes that are purple in color. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
Muck Man	39	4 + 20	7` tall	30`	This creature seems to be made of mud, which it throws at enemies. It will absorb any biological creature it kills. It cannot be hurt by blunt weapons or protectiles like bullets or arrows. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
Mucktupus	53	6 + 27	5` wide	90`	These swamp creatures lay very still until a victim gets within the range of their tentacles (around 10` long). They are very dark green in color, allowing them to blend in with the swamp land. They strike quickly and without much warning. Once they incapacitate a victim, it will then consume it with its snake like mouth, swallowing the victim whole. (STR:26 / DEX:17 / LCK:21 / CON:53 / INT:1 / CHR:13)
Mulethu	41	5 + 21	5` tall	120`	The mulethu seems to be a mutant mule. They are covered in vibrant yellowish-green feathers. They have eyes that are green in color. (STR:19 / DEX:16 / LCK:23 / CON:41 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
Muskito	67	7 + 34	5` long	120` (Fly 150`)	A muskito is a 5` long insect that drains the blood of its prey for food. They release a chemical that thins the blood, allowing it to drink faster. They will attach themselves to a target if they roll a '6' at least 3x with their attack. They will then begin to suck the blood of the victim unless they can make a L9SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to, where the lowest number is the one it attaches to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L9SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Mysticul	33	4 + 17	2` tall	120`	These small humanoids have green skin with white hair. They often wear finely made robes. They make their cities in forest clearings and rarely sway from it. They will attempt to take control of another humanoid creature's mind to either enslave them or make them attack each other. They will use this mind control ability if they roll a '6' at least 2x with their attack and only if the victim cannot make a L2SR vs. INT. If controlled, the victim can make a L2SR vs. INT every 6 hours to try and snap out of it. Each target that gets damaged from the attack rolls 1 die to determine which one is controlled. This attack is in addition to any other damage during that round. A mysticul may only attempt a mind control on a victim every 2 hours. (STR:15 / DEX:18 / LCK:21 / CON:33 / INT:1 / CHR:8)
N597X-4 Military Bot	89	9 + 45	4` tall	40`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 built-in razor disc launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
Nilhodli Robot	51	6 + 26	9` tall	100`	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. They are programmed to attack with: 1 pincer / 1 tail. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
O2G-6 War Robot	45	5 + 23	6` tall	140`	The O2G-6 War Robot is a combat robot that runs on radiation 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. They are programmed to attack with: 2 fists or 1 built-in missile launcher. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
O46R-11 Combat Robot	79	8 + 40	8` tall	90`	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. They are programmed to attack with: 1 stinger or 1 built-in plasma grenade launcher. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
O97-0 Security Mech	63	7 + 32	6` tall	90`	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. They are programmed to attack with: 2 fists or 1 built-in laser rifle. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
Obyuchoeth Survey Robot	79	8 + 40	5` tall	50`	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. They are programmed to attack with: 1 fist. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Octomuc	61	7 + 31	35` long	30` (Swim 120`)	The octomuc seems to be a large, mutant octopus. They are covered in rich yellowish-green feathers. They have 8 eyes that are black in color. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. They will use their tentacle to grab someone if they roll a '6' at least 3x with their attack unless they can make a L8SR vs. LCK or STR. They will immobilize a victim unless they can free themselves by making a L8SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up. (STR:22 / DEX:28 / LCK:17 / CON:61 / INT:1 / CHR:15)



Name	MR	Dice	Size	Move	Notes
Ogre	51	6 + 26	9` tall	90`	These green skinned, muscular humanoids are usually covered in obsolete cybernetic gear. They often have ranged weapons like flame throwers or laser guns. Many of them look disfigured from some long forgotten war. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Oljiodli Recovery Bot	61	7 + 31	10` tall	160`	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. They are programmed to attack with: 1 fist. (STR:22 / DEX:28 / LCK:17 / CON:61 / INT:1 / CHR:15)
Ooze, Symbiotic	39	4 + 20	6` wide	30`	This greenish slime slithers around in search of a host. If they are on a creature for 1d6 hours, they will have consumed most of the creature and are then able to use the skeletal structure to move around more freely. The resulting monster looks like the creature invaded, except it will have the appearance of having a slimy coat covering it. It can only be destroyed by fire or heat. (STR:15 / DEX:19 / LCK:22 / CON:39 / INT:1 / CHR:9)
Ostradon	33	4 + 17	7` tall	180`	These appear to look like an ostrich from the past, but are covered in a thick black fur. They have a long neck with a red feathered head. They attack with their large beak. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Oteqi	47	5 + 24	2` long	120` (Swim 180`)	The oteqi seems to be a mutant otter. They are covered in red feathers. They have 8 eyes that are blue in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Otite	45	5 + 23	5` long	90` (Swim 180`)	The otite seems to be a large, mutant otter. They are covered in shiny green scales. They have 7 eyes that are silver in color. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Owaqoc	45	5 + 23	7` wide	30` (Fly 180`)	The owaqoc seems to be a large, mutant owl. They are covered in dark brown skin and have deep forest-green feathered wings. They have eyes that are orange in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Owlupoey	53	6 + 27	4` wide	10` (Fly 270`)	The owlupoey seems to be a mutant owl. They are covered in rich yellowish-green skin and have rich red insect-like wings. They have eyes that are red in color. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
P829-C Android	81	9 + 41	10` tall	150`	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. They are programmed to attack with: 1 fist or 1 built-in laser pistol. (STR:26 / DEX:33 / LCK:19 / CON:81 / INT:1 / CHR:20)
Pakech	63	7 + 32	20` tall	30`	The pakech seems to be a large, mutant dinosauric paleoscincus. They are covered in vibrant violet scales. They have 3 eyes that are orange in color. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
Peshe	73	8 + 37	20` tall	90`	The peshe seems to be a large, mutant dinosauric pentaceratops. They are covered in black scales. They have eyes that are green in color. (STR:31 / DEX:24 / LCK:18 / CON:73 / INT:1 / CHR:18)
Petzho	49	5 + 25	5` tall	60`	The petzho seems to be a large, mutant porcupine. They are covered in rich green fur. They have eyes that are silver in color. Anyone hitting it with fists or melee weapons will suffer 1d6 damage from the quills. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Pikuhiep	47	5 + 24	12` long	Swim 360`	The pikuhiep seems to be a large, mutant pike. They are covered in dull white fur. They have eyes that are yellowish-green in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Platuthueph	57	6 + 29	20` tall	120`	The platuthueph seems to be a large, mutant dinosauric plateosaurus. They are covered in deep red scales. They have eyes that are tan in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Plesipho	109	11 + 55	50` tall	150`	The plesipho seems to be a large, mutant dinosauric plesiosaurus. They are covered in vibrant forest-green feathers. They have 8 eyes that are blue in color. (STR:40 / DEX:30 / LCK:21 / CON:109 / INT:1 / CHR:27)

Name	MR	Dice	Size	Move	Notes
Porcubus	65	7 + 33	24` tall	120`	These 24` tall bipedal porcupines mainly live in the forest. They have dark brown skin and fur, but are also covered in black quills. They are carnivorous and hunt mainly for animals. Due to their size, it is hard for this creature to effectively sneak up on its prey. To accommodate this, they can launch a quill if they roll a '6' at least 3x with their attack. This quill poison will cause the victim to fall asleep for 2d6 rounds unless they can make a L10SR vs. CON. This allows the Porcubus to capture its prey. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. There is also a 1 in 6 chance that anyone landing a melee attack on these creatures will be stuck with a quill. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Psych Serpent	57	6 + 29	20` long	90`	These bright blue snakes normally have black eyes. Their eyes will turn red if they roll a '6' at least 2x with their attack, hypnotizing one into paralysis unless they can make a L8SR vs. INT. Paralyzation lasts for 2d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to hypnotize, where the lowest number is the one hypnotized. (STR:17 / DEX:27 / LCK:22 / CON:57 / INT:1 / CHR:14)
Ptufaup	45	5 + 23	30` tall	30` (Fly 150`)	The ptufaup seems to be a large, mutant dinosauric pteranodon. They are covered in bright gray feathers and have dark orange insect-like wings. They have eyes that are black in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
QF674-J Cyborg	79	8 + 40	9` tall	130`	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. They are programmed to attack with: 2 fists or 1 attached plasma axe. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Radigator	53	6 + 27	20` long	90` (Swim 90`)	These reptiles get to about 20` long and have green scales in varying shades. Their eyes glow an eerie green color and can sometime be seen just under the surface of the water. They will use their radioactive spit if they roll a '6' at least 2x with their attack. The victim will suffer radiation sickness unless they can make a L6SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. The illness lasts 1d6 days and can be cured with a toxshot. While ill, the victim suffers -4 to STR and DEX. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Raghiuh	45	5 + 23	3` long	120` (Burrow 60`)	The raghiuh seems to be a large, mutant rat. They are covered in rich orange fur. They have eyes that are blue in color. (STR:16 / DEX:20 / LCK:24 / CON:45 / INT:1 / CHR:11)
Raguix	43	5 + 22	8` tall	150`	The raguix seems to be a large, mutant ram. They are covered in shiny purple scales. They have eyes that are blue in color. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Raider/Bandit	59	6 + 30	6` tall	120`	These humanoids appear as many different species, not just humans. They vary in levels from 1 to 20 and travel in groups for better combat odds. They have weapons from simple clubs to plasma weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Raqoc	33	4 + 17	4` tall	150`	The raqoc seems to be a mutant ram. They are covered in vibrant blue-green skin. They have 4 eyes that are tan in color. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Raxumar	55	6 + 28	6` tall	120`	These 6` tall bipedal lizardmen hunt many areas and have bluish green scales with bright red eyes. They prefer to live in swamps and jungle areas, feeding off smaller creatures. They will attack larger creatures to secure a bigger meal, but the opportunity must present itself. They can see heat patterns up to 100` away and can hold their breathe for over an hour. They usually hunt in small groups when after bigger prey. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Razorwhale	45	5 + 23	24` long	Swim 210`	This creature looks like a smaller whale but has a 6` long razor sharp bone protruding from its head. The skin of the creature is a bluish-black color, while the bone is dark gray in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Rhixit	65	7 + 33	12` long	120`	The rhixit seems to be a mutant rhinoceros. They are covered in dull green fur. They have eyes that are orange in color. (STR:29 / DEX:18 / LCK:23 / CON:65 / INT:1 / CHR:16)
Rhondaran	87	9 + 44	20` tall	120`	This tall descendants of rhinos attacks with a stomp and a swing of its large horn. It has thick skin that is dark gray in color, but the horn is a dirty white color. Some are able to tame these creatures for riding beasts. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)

Name	MR	Dice	Size	Move	Notes
Ripper	91	10 + 46	30` high	10` (Run 40`)	These look like normal trees except they will sense any movement from a medium sized creature. The branches will then quickly attack those nearby. (STR:35 / DEX:20 / LCK:27 / CON:91 / INT:1 / CHR:22)
Rusigh	25	3 + 13	1` long	150`	The rusigh seems to be a mutant rat. They are covered in violet feathers. They have 3 eyes that are purple in color. (STR:14 / DEX:16 / LCK:19 / CON:25 / INT:1 / CHR:6)
Rutan	51	6 + 26	5` tall	120`	The rutan are a humanoid rat race of thieves and brigands that are varying shades of brown in color. They live in desert areas and stand about 5` tall. They have vision that allows them to see up to 300` in total darkness. They often get their loot by sea but have been known to take their vehicles and perform raids on small settlements and passersby. (STR:16 / DEX:21 / LCK:25 / CON:51 / INT:1 / CHR:12)
RZU-P Scout Bot	71	8 + 36	10` tall	100`	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. They are programmed to attack with: 2 jaws. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
S-1623 Guardian Robot	73	8 + 37	8` tall	None	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. They are programmed to attack with: 2 claws or 1 built-in flamethrower. (STR:31 / DEX:18 / LCK:24 / CON:73 / INT:1 / CHR:18)
Sabre Grizzly	67	7 + 34	15` tall	120`	These 15` tall white bears hunt the snow region. They often dwell in burrows under the snow or caves formed in the ice shelves. A pelt from this animal would value at about 100 puxulite. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Sathca	37	4 + 19	6` tall	210`	The sathca seems to be a large, mutant seahorse. They are covered in light green skin. They have 6 eyes that are forest-green in color. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Scobbe	49	5 + 25	5` wide	150`	The scobbe seems to be a large, mutant scorpion. They are covered in dark gray feathers. They have 6 eyes that are violet in color. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L6SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
Scortzer	53	6 + 27	12` long	140`	These 12` long scorpions are metallic white in color. They are very fast and hard to outrun. They usually attack with their pinchers but will shoot a beam of energy if they roll a '6' at least 2x with their attack. This beam is bright red in color and comes from the tip of their stinger. They have no venom and do not use their tail to puncture. This beam will automatically do 2d6 points of damage to the target unless they can make a L7SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Each target that gets damaged from the attack rolls 1 die to determine which one is hit by the beam, where the lowest number is hit with the beam. (STR:21 / DEX:26 / LCK:17 / CON:53 / INT:1 / CHR:13)
Sharashilh	79	8 + 40	50` long	Swim 180`	The sharashilh seems to be a large, mutant shark. They are covered in light gold scales. They have eyes that are blue in color. (STR:25 / DEX:32 / LCK:19 / CON:79 / INT:1 / CHR:19)
Shark, Land	67	7 + 34	9` long	140` (Burrow 30`)	These creature look like thick, muscular sharks. They have four powerful legs they use to burrow under the ground and surprise their prey. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Sharktacle	55	6 + 28	40` long	Swim 180`	These 40` long creatures are fast and attack with their jaws and tentacles. They are mostly a dark blue color but their tentacles are more yellowish as you get to the tips. They are often hunted by marners as they provide a good source of food, and the ink is valuable to scholars. One can harvest about 1 liter of ink from these creatures, valued at about 100 puxulite. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Sharz	49	5 + 25	6` tall	120`	This 6` tall bipedal species crashed on this planet centuries ago. Their skin is green but will sometimes pulsate a glowing green, which warns other Sharz of danger. They are very technologically advanced and do not take kindly to invaders. They live in the radiated areas and have technology to purify water. They are able to communicate with others with telepathy. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)

Name	MR	Dice	Size	Move	Notes
Sheel	37	4 + 19	10` long	180`	Sheel are 10` long mutant shark/eels that electrocute their prey when biting. The creature is light gray in color with sections of black and a white underbelly. They will use an electrical shock if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds unless they can make a L3SR vs. CON. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Shellox	49	5 + 25	9` long	60`	This beetle is covered in white fur with patches of black fur. They are often tamed to be pack animals. (STR:25 / DEX:16 / LCK:20 / CON:49 / INT:1 / CHR:12)
Shockeel	43	5 + 22	8` long	90`	These giant eels are about 8` long and hunt rivers and lakes. They are a very dark gray in color, allowing them to hide much easier. They will use an electrical shock if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds unless they can make a L3SR vs. CON. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Shrukar	59	6 + 30	7` tall	120` (Swim 180`)	The shrukar are a race of humanoid sharks that stand about 7` tall and mainly live in the oceans. They are dark blue in color and have light blue coloring around their mouths. They can survive on land for about a day before they must return to the sea. This allows the shrukar to perform raids on various land settlements. They often use pitch forks or tridents as weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Shuce	55	6 + 28	16` long	Swim 240`	The shuce seems to be a mutant shark. They are covered in dark brown fur. They have eyes that are yellowish-green in color. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Skunkachiel	45	5 + 23	4` long	90`	The skunkachiel seems to be a large, mutant skunk. They are covered in thick silver scales. They have eyes that are gray in color. They will spray an opponent if they roll a '6' at least 2x with their attack. This spray will cause blindness for 1d6 rounds unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is sprayed, where the lowest number stinks. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Skuwu	53	6 + 27	2` long	120`	The skuwu seems to be a mutant skunk. They are covered in deep gray fur. They have 5 eyes that are orange in color. They will spray an opponent if they roll a '6' at least 2x with their attack. This spray will cause blindness for 2d6 rounds unless they can make a L9SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is sprayed, where the lowest number stinks. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Slime, Acid	71	8 + 36	8` wide	60`	This bright yellow slime consumes almost any type of wood, metal, or organic materials. They suffer double damage from fire attacks. (STR:24 / DEX:18 / LCK:30 / CON:71 / INT:1 / CHR:17)
Slime, Giant	43	5 + 22	7` wide	60`	This green slime crawls around underground dwellings in search of prey to absorb. They will cover a target in slime if they roll a '6' at least 2x with their attack and the victim fails a L4SR vs. DEX or LCK. While slimed, the victim will be paralyzed for 1d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one is slimed, where the lowest number gets covered. The slime will attempt to coat the victim and break down the body to absorb within 1d6 hours. It will take double damage from fire based attacks. (STR:19 / DEX:16 / LCK:23 / CON:43 / INT:1 / CHR:10)
Sludgow	55	6 + 28	6` tall	60`	These sickly cows have tattered brown fur on a putrid green skin. They have huge fangs and attack with a radioactive spit. Anyone bitten by this creature will suffer radiation sickness unless they can make a L7SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. The illness lasts 1d6 weeks and can be cured with a toxshot. While ill, the victim cannot use any combat adds. (STR:26 / DEX:17 / LCK:21 / CON:55 / INT:1 / CHR:13)
Slulhoc	73	8 + 37	30` long	60`	The slulhoc seems to be a large, mutant slug. They are covered in shiny green feathers. They have eyes that are white in color. Anyone striking it with fists or melee weapons will be stuck with mucus, slowing them down and causing a penalty of 3d6 to all combat and saving rolls. (STR:24 / DEX:18 / LCK:31 / CON:73 / INT:1 / CHR:18)

Name	MR	Dice	Size	Move	Notes
Sluskur	47	5 + 24	4` long	60` (Fly 180`)	This snake is covered in bright blue feathers with wings of similar color. It is hard to see when flying as the body can appear to blend with the sky. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Snagiugh	37	4 + 19	5` long	150`	The snagiugh seems to be a mutant snake. They are covered in dirty violet fur. They have eyes that are tan in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L3SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Snake, Sea	67	7 + 34	26` long	Swim 120`	This snake is often found in water and has dark blue scales with a white underbelly. They will grab and constrict a target if they roll a '6' at least 3x with their attack unless the target can make a L9SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to constrict, where the lowest number is the one it grabs. The victim may attempt to make a L9SR vs. STR each round to try and escape the creature. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Snakemen	43	5 + 22	7` tall	90` (Swim 180`)	These humanoid snakes only communicate with the rattles on their tails. They have huge fangs but they do not have any poison, nor do they bite with them. They are often found wearing plastoid armor and wielding plasma and laser weapons. They often build bases within swampy regions. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Snasfa	43	5 + 22	15` long	90`	The snasfa seems to be a mutant snake. They are covered in rich red scales. They have 5 eyes that are red in color. They will grab and constrict a target if they roll a '6' at least 2x with their attack unless the target can make a L4SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to constrict, where the lowest number is the one it grabs. The victim may attempt to make a L4SR vs. STR each round to try and escape the creature. (STR:19 / DEX:23 / LCK:16 / CON:43 / INT:1 / CHR:10)
Snicfi	49	5 + 25	20` long	150`	The snicfi seems to be a large, mutant snake. They are covered in vibrant gold skin. They have 4 eyes that are orange in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L5SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Spicu	33	4 + 17	2` wide	60` (On Web 150`)	The spicu seems to be a large, mutant spider. They are covered in rich gray feathers. They have eyes that are white in color. Their bite will be poisonous if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L2SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L2SR vs. STR will accomplish this. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Spider, Amber	41	5 + 21	6` wide	180`	These large orange spiders secrete an amber like substance if they roll a '6' at least 2x with their attack. This will coat the feet of the victim unless they can make a L3SR vs. LCK or DEX. This attack is in addition to any other damage during that round. The substance will keep the victim in place and they cannot move anywhere. They often come back later when the prey is tired to finish them off for dinner. When the amber hardens, usually only a plasma torch can cut through it. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Spiduzun	51	6 + 26	5` wide	30` (On Web 120`)	The spiduzun seems to be a large, mutant spider. They are covered in shiny purple scales. They have 3 eyes that are forest-green in color. Their bite will be poisonous if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L5SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L5SR vs. STR will accomplish this. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)

Name	MR	Dice	Size	Move	Notes
Spigheuh	57	6 + 29	5` wide	150`	The spigheuh seems to be a large, mutant spider. They are covered in dark silver scales. They have eyes that are black in color. Anyone bitten by this creature will be paralyzed for 2d6 rounds unless they can make a L8SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. They are able to walk on water, but often wait underwater within an air bubble they create. (STR:17 / DEX:27 / LCK:22 / CON:57 / INT:1 / CHR:14)
Sqitca	41	5 + 21	3` long	120`	The sqitca seems to be a large, mutant squirrel. They are covered in thick brown scales. They have eyes that are tan in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Squiduphoth	77	8 + 39	43` long	30` (Swim 180`)	The squiduphoth seems to be a large, mutant squid. They are covered in light gray feathers. They have eyes that are gold in color. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. They will use their tentacle to grab someone if they roll a '6' at least 3x with their attack unless they can make a L12SR vs. LCK or STR. They will immobilize a victim unless they can free themselves by making a L12SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up. (STR:25 / DEX:32 / LCK:19 / CON:77 / INT:1 / CHR:19)
Sqzoux	49	5 + 25	1` long	90`	The sqzoux seems to be a mutant squirrel. They are covered in rich green skin. They have 3 eyes that are tan in color. (STR:16 / DEX:20 / LCK:25 / CON:49 / INT:1 / CHR:12)
Staguphich	39	4 + 20	5` tall	240`	The staguphich seems to be a mutant stag. They are covered in dull violet feathers. They have 5 eyes that are blue in color. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Stegibwi	103	11 + 52	25` tall	60`	The stegibwi seems to be a large, mutant dinosauric stegosaurus. They are covered in deep gray skin. They have 4 eyes that are blue in color. (STR:38 / DEX:29 / LCK:21 / CON:103 / INT:1 / CHR:25)
Stingubus	45	5 + 23	3` wide	Swim 90`	The stingubus seems to be a mutant stingray. They are covered in light violet fur. They have eyes that are yellowish-green in color. Anyone stung by this creature will suffer 2d6 damage from venom unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Stugar	49	5 + 25	8` tall	210`	The stugar seems to be a large, mutant stag. They are covered in dull silver skin. They have 6 eyes that are white in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Sturg Fly	41	5 + 21	2` long	60` (Fly 180`)	This large fly is mostly bright purple in color and will attempt to bite its prey. Anyone bitten by this creature will be paralyzed for 1d6 rounds unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Styrowu	65	7 + 33	18` tall	60`	The styrowu seems to be a large, mutant dinosauric styracosaurus. They are covered in thick gray scales. They have eyes that are violet in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Sulk	49	5 + 25	9` long	60`	These large black lizards are covered in feathers and are often captured to be used as riding mounts. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
Sundutek	57	6 + 29	5` wide	10`	The sundutek seems to be a large, mutant sundew. They are covered in rich orange fur. They have eyes that are yellowish-green in color, on each of their two heads. They do not attack but if one touches their tentacles without protection, they must make a L8SR vs. CON or STR or be paralyzed for 1d6 rounds. After the 1d6 rounds, they must make another L8SR vs. CON or STR unless they are somehow dragged away from it. Every round they are touching the creature, they suffer 1d6 damage from being digested. (STR:22 / DEX:17 / LCK:27 / CON:57 / INT:1 / CHR:14)
Teshe	41	5 + 21	5` wide	60` (Jump 60`)	The teshe seems to be a large, mutant toad. They are covered in dull white fur. They have eyes that are red in color, on each of their two heads. Anyone bitten by this creature will suffer 1d6 damage from poison unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
Tewme	43	5 + 22	2` wide	30`	The tewme seems to be a large, mutant tick. They are covered in bright black fur. They have 3 eyes that are tan in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L3SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L3SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Tewot	65	7 + 33	20` tall	180`	The tewot seems to be a large, mutant dinosauric teratosaurus. They are covered in dull gold scales. They have 6 eyes that are silver in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Thorntus	37	4 + 19	8` tall	30`	A thorntus is a desert plant that senses movement from its prey. It looks like a cactus and stand about 8` tall. It is varying shades of green in color and has movable roots that allow it to travel. When within range, the thorntus will attack with its thorny limbs. They will use their poison thorns if they roll a '6' at least 2x with their attack. This poison will cause the victim to fall asleep for 1d6 combat rounds unless they can make a L3SR vs. CON. It attempts to do this so it can wrap its limbs around the prey and begin to dissolve the tissue for food. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. A slain thorntus can be cut open where one can extract about a liter of venom. This venom is worth about 40 puxulite and can coat 20 arrows/bolts/darts. (STR:18 / DEX:15 / LCK:22 / CON:37 / INT:1 / CHR:9)
Tiger, Magma	59	6 + 30	6` long	120`	These cats roam caves mostly and are covered in a very hard red skin. They are immune to fire attacks and lasers only seem to do half damage. They often find pockets of lava or magma to build their dens. (STR:22 / DEX:27 / LCK:17 / CON:59 / INT:1 / CHR:14)
Tigeziegh	51	6 + 26	9` long	120`	The tigeziegh seems to be a mutant tiger. They are covered in vibrant gold skin. They have 7 eyes that are yellowish-green in color. They almost always get a surprise attack. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Timxe	57	6 + 29	12` long	120`	The timxe seems to be a large, mutant tiger. They are covered in light tan feathers. They have eyes that are blue-green in color. They almost always get a surprise attack. (STR:22 / DEX:27 / LCK:17 / CON:57 / INT:1 / CHR:14)
Tinora	47	5 + 24	2` tall	120`	These small humanoids have a pale blue skin color and white hair. They look like miniature humans and use weapons like plasma knives or plasma pistols. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)
Toaghaih	45	5 + 23	5` wide	60` (Jump 60`)	The toaghaih seems to be a large, mutant toad. They are covered in dirty violet skin. They have eyes that are silver in color. It has a bright blue skin and black eyes. They will use their freezing beam from their eyes if they roll a '6' at least 2x with their attack. This will encase the target in a block of ice unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit by the bolt, where the lowest number suffers the effects. They can eventually be thawed out. This process takes about 2 days. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Toawi	51	6 + 26	5` wide	60` (Jump 60`)	The toawi seems to be a large, mutant toad. They are covered in thick green skin. They have one eye that is blue-green in color. It has a bright orange skin and yellow eyes. They will spray gasoline from their mouth if they roll a '6' at least 2x with their attack. This gasoline will then be ignited by a red beam of light from the creature's eyes. Anyone in the are will suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. One can harvest a couple gallons of gasoline from the corpse of one of these creatures. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Torus	53	6 + 27	6` tall	120`	These 6` tall humanoid bulls are a warlike race that hunt in groups and live in herds. They have dark brown skin with brown fur. They have dull yellow horns on their head and their eyes are usually dark red in color. They commonly use simple melee weapons and bows, but some have been encountered with guns and other types of technology. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Towyu	41	5 + 21	5` wide	60` (Jump 60`)	The towyu seems to be a large, mutant toad. They are covered in bright orange fur. They have 3 eyes that are violet in color. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
Trapjaw	51	6 + 26	4` tall	180`	These 4` tall creatures are the guard dogs of the Sharz. They are quite fast and have a light blue color to their skin. They only have two legs and a tail that helps them balance. They have a large mouth with 3 enormous fangs they use to latch onto prey. The Sharz are able to control these creatures with telepathy from 100` away, instead of the standard 30` they use to communicate. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Tricezsa	95	10 + 48	24` tall	90`	The tricezsa seems to be a large, mutant dinosauric tricerotops. They are covered in vibrant blue-green scales. They have eyes that are blue in color. (STR:36 / DEX:28 / LCK:20 / CON:95 / INT:1 / CHR:23)
Troll	59	6 + 30	9` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Troll, Frost	39	4 + 20	9` tall	90`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have bluish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Troll, Giant	57	6 + 29	10` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Troll, Giant, Two-Headed	71	8 + 36	10` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Troll, Sea	53	6 + 27	10` tall	30` (Swim 120`)	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have blue scales and have a deformed appearance. They regenerate if they are not burned after being slain. Very few have been reported killed as they sink to the depths below and thus cannot be burned. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
TTG-03 Robot	47	5 + 24	9` tall	160`	The TTG-03 Robot is a robot with advanced AI that runs on plutonium 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. They are programmed to attack with: 1 jaw. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Turteldon	77	8 + 39	30` wide	30` (Swim 90`)	This giant turtle has a long neck that it can extend above the open sea. This creature is known to have sunk many ships. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Turtezchi	91	10 + 46	20` wide	10` (Swim 150`)	The turtezchi seems to be a large, mutant turtle. They are covered in dull yellowish-green fur. They have eyes that are yellow in color. (STR:27 / DEX:20 / LCK:35 / CON:91 / INT:1 / CHR:22)
Turtluraax	71	8 + 36	30` wide	30` (Swim 20`)	The turtluraax seems to be a large, mutant turtle. They are covered in thick red feathers. They have 8 eyes that are brown in color. (STR:24 / DEX:18 / LCK:30 / CON:71 / INT:1 / CHR:17)
Tusker	51	6 + 26	8` tall	120`	Tuskers are an 8` tall humanoid elephant species with gray skin and dark blue eyes. They are a shift species that usually deal in gambling and chemical stimulants such as drugs and alcohol. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Tyraggo	99	10 + 50	50` tall	150`	The tyraggo seems to be a large, mutant dinosauric tyrannosaurus. They are covered in dark brown fur. They have eyes that are silver in color. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)



Name	MR	Dice	Size	Move	Notes
U8-2B3 Attack Droid	85	9 + 43	9` tall	120`	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. They are programmed to attack with: 1 jaw or 1 built-in laser rifle. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
UCN-08 Recovery Mech	47	5 + 24	11` tall	170`	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. They are programmed to attack with: 2 fists or 1 built-in machine pistol. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Unicorn	47	5 + 24	6` tall	240`	This horse is covered in dark red scales and has bright yellow eyes. It has a black horn protruding from its head that it can stab enemies with. They will fire a plasma beam from their horn if they roll a '6' at least 2x with their attack. Anyone hit with this beam will suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Unihare	51	6 + 26	3` long	180`	A large, ferocious rabbit with a razor sharp horn on its head and dark green fur. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
UO-10E1 Assassin Droid	73	8 + 37	9` tall	180`	The UO-10E1 Assassin Droid is a combat droid that runs on radiation 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. They are programmed to attack with: 2 fists or 1 attached plasma sword. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
Vambear	41	5 + 21	5` tall	120`	These 5` tall bipedal bat creatures live underground. They have the head of a bat but their bodies resemble that of humanoid bears. They have brown skin with a thick mane of black and white hair. Their eyes glow yellow and they can see heat patterns up to 120` away. They are able to use crude weapons like clubs. They strictly feast on the blood of other creatures. They will use their scream attack if they roll a '6' at least 2x with their attack. This will cause everyone to suffer deafness for 1d6 rounds and suffer 1d6 sonic damage unless they can make a L4SR vs. LCK. A L4SR vs. DEX can also be made to see if ears are covered in time. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Vampere	61	7 + 31	7` tall	180`	These humanoids have sickly white skin with pointy ears. They can speak somewhat and are often wearing old ragged clothing. They fear any bright light and sleep in dark corners during the day. At night they will hunt for any medium sized creature that has some form of blood. They will infect someone with vampirism if they roll a '6' at least 3x with their attack. Anyone suffering from this will turn into a vampere in about 1d6 days unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Vine Lasher	47	5 + 24	20` long	None	These 20` vines look like many other greenish vines and usually hang upside down. Once a victim gets close enough, they will whip them until they die. Then it will wrap them up and slowly consume the corpse for food. They can be found all over the land, where there is vegetation for them to hide. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)
Vine, Hanging	61	7 + 31	20` long	None	These look like normal vines except they will sense any movement from a medium sized creature. The vines will then quickly attack those nearby. (STR:17 / DEX:22 / LCK:28 / CON:61 / INT:1 / CHR:15)
Vultughieh	43	5 + 22	12` wide	30` (Fly 240`)	The vultughieh seems to be a large, mutant vulture. They are covered in thick green skin and have vibrant violet feathered wings. They have 4 eyes that are silver in color. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Vultuyeq	41	5 + 21	6` wide	30` (Fly 270`)	The vultuyeq seems to be a mutant vulture. They are covered in dark yellowish-green fur and have dull yellow feathered wings. They have eyes that are forest-green in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
Waste Hound	41	5 + 21	5` long	150`	These mutant dogs are blood red in color with glowing yellow eyes. They can detect heat signatures up to 100` away, allowing them to hunt at night. Anyone bitten by this creature will suffer from radiation sickness unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. If affected by the radiation sickness, the victim will not be able to recover any constitution until a toxshot is applied. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Wealhji	35	4 + 18	1` long	150`	The wealhji seems to be a mutant weasel. They are covered in vibrant yellowish-green skin. They have eyes that are tan in color. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Wecha	43	5 + 22	3` tall	60` (Fly 210`)	The wecha seems to be a large, mutant wasp. They are covered in shiny violet scales and have shiny blue bat-like wings. They have 4 eyes that are green in color. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Wedieph	47	5 + 24	4` long	150`	The wedieph seems to be a large, mutant weasel. They are covered in dull gray fur. They have 5 eyes that are white in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Weeder	43	5 + 22	10` wide	None	Weeders are carnivorous plants that are dark green in color and cover an area 10` wide. Their roots dangle freely in the water as the bulk of the plant lies 15` below the surface. They can often be spotted from afar as the leaves can be seen floating on the surface of the waves. They generally feed on larger creatures that happen to swim by, but they have been known to wrap around sea vessels. Sailors are often taken one by one with by the mouths of these plants. (STR:16 / DEX:19 / LCK:23 / CON:43 / INT:1 / CHR:10)
Whethxi	87	9 + 44	67` long	Swim 180`	The whethxi seems to be a mutant whale. They are covered in bright silver feathers. They have eyes that are yellow in color. (STR:34 / DEX:19 / LCK:27 / CON:87 / INT:1 / CHR:21)
Wisp	63	7 + 32	1` wide	Fly 180`	These bluish orbs of light fly around only at night. These glowing creatures float around and only come out at night. From a distance it will always seem to look like a lantern being held. If they are not discovered as being wisps, they will attempt to lure adventurers to their death and then consume their souls unless a L9SR vs. INT can be achieved. The wisp will attempt to lead the prey in a direction that may cause their death (off a cliff, down a deep hole, etc.). Once they are dead, the wisp will consume the corpse within its light leaving only bones (or exoskeletons) behind. (STR:17 / DEX:28 / LCK:23 / CON:63 / INT:1 / CHR:15)
WO2H Hunter Mech	51	6 + 26	3` tall	100`	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. They are programmed to attack with: 1 pincer or 1 built-in electrical pistol. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Wolf, Ice	53	6 + 27	5` tall	180`	This wolf is made of icy white scales and blends in with the snow, giving them a surprise attack almost every time. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Wolf, Spiked	53	6 + 27	4` tall	150` (Fly 120`)	These hairless wolves have black skin and white eyes. Their tails have spikes on the end, which they use for attacks. They have huge bat-like wings that wrap around them when on land. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Wolfucir	37	4 + 19	3` tall	180`	The wolfucir seems to be a mutant wolf. They are covered in dark tan fur. They have 8 eyes that are brown in color. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Woloya	37	4 + 19	2` long	120`	The woloya seems to be a mutant wolverine. They are covered in dull white feathers. They have 6 eyes that are yellow in color. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Worm, Carcass	41	5 + 21	9` long	120`	This large worm is reddish-green in color and lives in underground areas. It often eats carcasses and debris left behind over the centuries. Anyone bitten by this creature will be paralyzed for 1d6 rounds unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. If no one else attacks the worm, it will begin to consume the paralyzed victim. (STR:23 / DEX:16 / LCK:19 / CON:41 / INT:1 / CHR:10)
Worm, Cave	71	8 + 36	30` long	60` (Burrow 20`)	This large worm lives in underground dwellings or the mountainous regions of the land. They will move through already existing tunnels before being forced to burrow. (STR:30 / DEX:18 / LCK:24 / CON:71 / INT:1 / CHR:17)

Name	MR	Dice	Size	Move	Notes
Worm, Frost	79	8 + 40	42` long	60` (Burrow 60`)	This large worm is covered in white fur and travels under the snow and ice to surprise its prey. It can feel vibrations above and will attempt to surface at that spot. (STR:32 / DEX:19 / LCK:25 / CON:79 / INT:1 / CHR:19)
Worm, Giant	85	9 + 43	50` long	90` (Burrow 30`)	This giant black worm will usually gets a surprise attack when it emerges from under the ground, and only during that first combat round. (STR:34 / DEX:19 / LCK:26 / CON:85 / INT:1 / CHR:21)
Worm, Glow	41	5 + 21	30` long	90`	These 30` long worms travel under the ground and have an eerie green glow to them. Before they surface, you are often able to see the glow beneath the soil. Anyone fighting near the worm must make a L4SR vs CON or STR or suffer 1d6 damage per round from the radiation. Fluid can be extracted from a dead Glow Worm. This fluid, if put in a clear container, can light up a 20` area for six hours. (STR:23 / DEX:16 / LCK:19 / CON:41 / INT:1 / CHR:10)
Wrapper	63	7 + 32	8` long	120`	These are 8` long leeches that dwell in the muck of the rivers and lakes. They are slimy and dark gray in color. They will attach themselves to a target if they roll a '6' at least 3x with their attack. They will then begin to suck the blood of the victim unless they can make a L8SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L8SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:28 / DEX:17 / LCK:23 / CON:63 / INT:1 / CHR:15)
Wugha	47	5 + 24	6` long	150`	The wugha seems to be a large, mutant wolverine. They are covered in dark orange fur. They have eyes that are gray in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Wulog	47	5 + 24	6` tall	180`	These mutated dogs are covered in dark gray scales and have two small horns on their heads. They have long tongues and tusks. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
X768F-V Sentry Mech	99	10 + 50	4` tall	100`	The X768F-V Sentry Mech is a guard mech that runs on steam and is made mostly of a light, black colored, aluminium. It is built in the form of a scorpion and is about 4 feet in size. It can move around on 8 legs. They are programmed to attack with: 1 pincer / 1 tail or 1 attached battle axe. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
Xorbucon	49	5 + 25	6` tall	120`	These humanoid lizard creatures live underground and stand about 6` tall. They have dark brown scales, gray underbelly and dark red ridges on their backs. They have huge red eyes that allow them to see in total darkness up to 150` away. They are able to use crude weapons like clubs and spears. They will release a toxic spary if they roll a '6' at least 2x with their attack. This disease will cause the victim to suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit with the spray, where the lowest number suffers from the effects. They are meat eaters but will commonly hunt for small creatures. They will attack larger creatures only in self-defense, or if their young is in danger. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Y3-I46 Defender Mech	59	6 + 30	5` tall	100`	The Y3-I46 Defender Mech is a guard mech that runs on nuclear 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. They are programmed to attack with: 2 fists or 1 built-in plasma grenade launcher. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Y4YD-5 Search Bot	43	5 + 22	5` tall	180`	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. They are programmed to attack with: 1 claw / 1 jaw. (STR:19 / DEX:23 / LCK:16 / CON:43 / INT:1 / CHR:10)
YD8-6 Travel Bot	75	8 + 38	9` tall	170`	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. They are programmed to attack with: 2 pincers or 1 built-in flamethrower. (STR:25 / DEX:31 / LCK:18 / CON:75 / INT:1 / CHR:18)
Yeti	47	5 + 24	8` tall	150`	These large humanoid beasts are covered in dirty white fur and live in mountainous caves. They often travel at night in search of live meat. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Zombie	39	4 + 20	6` tall	60`	At one time, the dead rose and walked the planet. Some of these still roam the world. Any medium sized humanoid mammal killed by these creatures will return as one of them. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
Zormites	47	5 + 24	1` wide	120`	These tick-like creatures give off a high amount of radiation. Anyone that gets close to them will need to make a L5SR vs. STR or CON or suffer 1d6 radiation damage per round. They feed off of energy as they seem to eat puxulite whenever they find it. If they are hit by an energy weapon, there is a 1 in 6 chance they will exploded, causing 1d6 damage to all those within 10` of it. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)

# Creatures by Difficulty

Name	MR	Dice	Size	Move	Notes
Buzaoy	29	3 + 15	1` wide	10` (Fly 240`)	The buzaoy seems to be a mutant bat. They are covered in dirty blue scales and have thick blue-green insect-like wings. They have 7 eyes that are gray in color. (STR:15 / DEX:20 / LCK:17 / CON:29 / INT:1 / CHR:7)
Categha	25	3 + 13	2` long	180`	The categha seems to be a mutant cat. They are covered in deep gray skin. They have one eye that is yellow in color. (STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6)
Hayi	25	3 + 13	2` wide	10` (Fly 360`)	The hayi seems to be a mutant hawk. They are covered in shiny violet feathers and have thick black feathered wings. They have 3 eyes that are violet in color. (STR:14 / DEX:19 / LCK:16 / CON:25 / INT:1 / CHR:6)
Rusigh	25	3 + 13	1` long	150`	The rusigh seems to be a mutant rat. They are covered in violet feathers. They have 3 eyes that are purple in color. (STR:14 / DEX:16 / LCK:19 / CON:25 / INT:1 / CHR:6)
Wealhji	35	4 + 18	1` long	150`	The wealhji seems to be a mutant weasel. They are covered in vibrant yellowish-green skin. They have eyes that are tan in color. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
236-F Robot	39	4 + 20	10` tall	140`	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. They are programmed to attack with: 1 stinger. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
2I-94 Robot	33	4 + 17	7` tall	30`	The 2I-94 Robot is a robot with advanced AI that runs on nuclear 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. They are programmed to attack with: 2 claws or 1 built-in plasma grenade launcher. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
3V6-D Android	41	5 + 21	11` tall	160`	The 3V6-D Android is an android built with artificial intelligence that runs on uranium 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. They are programmed to attack with: 1 claw / 1 jaw. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
7M71-T Guard Bot	33	4 + 17	3` tall	130`	The 7M71-T Guard Bot is a guard bot that runs on uranium 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. They are programmed to attack with: 2 pincers or 1 attached plasma sword. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Antodya	37	4 + 19	2` long	180`	The antodya seems to be a large, mutant ant. They are covered in bright blue-green skin. They have eyes that are silver in color. A huge red ant with a poisonous bite. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer a negative 1d6 to STR unless they can make a L2SR vs. CON. The 'ant poison' will last an entire day unless cured and does not stack in effect. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Anusek	37	4 + 19	3` long	120`	The anusek seems to be a large, mutant ant. They are covered in deep gray scales. They have eyes that are yellow in color. They will use their fire spray if they roll a '6' at least 2x with their attack. This spray will automatically do 1d6 points of damage to everyone in front of the ant unless the targets can make a L2SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Usually one can extract a gallon of gasoline-like liquid from the bodies of these creatures. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Babuman	37	4 + 19	4` tall	120`	These intelligent humanoids have evolved from baboons into a technological society. They often are armed with lasers and will only use their claws if unarmed. They often build their settlements high up in trees. They can climb as fast as they move on land. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
Badgegaph	39	4 + 20	3` long	60` (Burrow 30`)	The badgegaph seems to be a mutant badger. They are covered in dirty white scales. They have eyes that are black in color. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Barrugaph	33	4 + 17	5` long	Swim 300`	The barrugaph seems to be a mutant barracuda. They are covered in rich brown feathers. They have one eye that is tan in color. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Batile	37	4 + 19	2` wide	30` (Fly 180`)	The batile seems to be a mutant bat. They are covered in light orange fur and have deep orange bat-like wings. They have eyes that are red in color. These large bats will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L2SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Battanor	33	4 + 17	3` tall	60` (Fly 200`)	These humanoid bats live in cave settlements and use weapons like swords and spears. They are white in color and only travel at night. They are very sensitive to bright light and cannot use their adds in combat when light is in the area. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Cave Man	37	4 + 19	7` tall	120`	These seem to be a reverse of human evolution. They look like primitive human with thicker skulls and hunched posture. They live in tribes, wear furs, and use spears and clubs to hunt. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Crihku	39	4 + 20	4` long	60` (Jump 30`)	The crihku seems to be a large, mutant cricket. They are covered in dull gold skin. They have eyes that are tan in color. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Dracoshark	37	4 + 19	3` long	Swim 60`	These white sharks have two small horns on their heads. (STR:18 / DEX:22 / LCK:15 / CON:37 / INT:1 / CHR:9)
Eaglexa	41	5 + 21	6` wide	10` (Fly 300`)	The eaglexa seems to be a mutant eagle. They are covered in dark green scales and have white feathered wings. They have 7 eyes that are yellowish-green in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Eeghiom	39	4 + 20	9` long	Swim 120`	The eeghiom seems to be a mutant eel. They are covered in vibrant blue fur. They have eyes that are yellow in color. They will use an electrical discharge if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds and cause an additional 1d6 damage unless they can make a L2SR vs. CON. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Eye Crawler	35	4 + 18	1` tall	100`	These reddish creatures are about 1 foot tall and have one large eye with six legs attached. They have small orifices that will spray a liquid. They will spray this liquid if they roll a '6' at least 2x with their attack. Anyone sprayed by this creature will suffer 1d6 damage unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. They also have a spongy material on their bellies. They will lie on any organic material while this spongy belly releases a digestive liquid. As the organic material breaks down, it is absorbed through the spongy material, feeding the Eye Crawler. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Fisuthu	35	4 + 18	10` long	Swim 240`	The fisuthu seems to be a mutant fish. They are covered in rich silver skin. They have eyes that are gray in color. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Frujogh	39	4 + 20	6` wide	30` (Swim 90`)	The frujogh seems to be a large, mutant frog. They are covered in violet fur. They have eyes that are white in color. They will use their sticky tongue to bring a victim to their mouth if they roll a '6' at least 2x with their attack. Each target that gets damaged from the attack rolls 1 die to determine which one is caught. They can only free themselves if they can make a L2SR vs. STR. (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Goalhoc	39	4 + 20	3` tall	150`	The goalhoc seems to be a mutant goat. They are covered in bright orange feathers. They have one eye that is violet in color. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
Hawkan	35	4 + 18	6` tall	60` (Fly 360`)	These humanoid hawks make their settlements in the mountains or on the sides of cliffs. They use many modern items and favor plasma weapons when hunting or defending themselves. (STR:15 / DEX:21 / LCK:18 / CON:35 / INT:1 / CHR:8)
Horsanef	39	4 + 20	6` tall	240`	The horsanef seems to be a mutant horse. They are covered in rich brown skin. They have 5 eyes that are blue in color, on each of their two heads (STR:19 / DEX:22 / LCK:15 / CON:39 / INT:1 / CHR:9)
Human, Infected	39	4 + 20	6` tall	90`	These are humans that are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. They have a gray color to their skin and completely blackened eyes. They have rotten teeth and shaggy black hair, if they have hair at all. Anyone damaged by them will need to make a L2SR vs. CON or become like them in 3d6 hours (attacking anyone that is not infected). Each target that gets damaged from the attack rolls 1 die to determine which one is infected, where the lowest number suffers from the effects. A toxshot is known to remove the effects. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Jelihze	39	4 + 20	6` wide	10`	The jelihze seems to be a large, mutant jellyfish. They are covered in bright orange feathers. They have 8 eyes that are violet in color. They will paralyze a target if they roll a '6' at least 2x with their attack unless they can make a L2SR vs. CON. This paralysis lasts for 1d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one is paralyzed, where the lowest number suffers from the effects. (STR:15 / DEX:19 / LCK:22 / CON:39 / INT:1 / CHR:9)
Luce	33	4 + 17	4` long	30`	The luce seems to be a large, mutant leech. They are covered in rich violet skin. They have eyes that are white in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L2SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L2SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Mermen	39	4 + 20	6` tall	Swim 180`	These humanoids appear to be human except for the lack of legs replaced by a shark like fin. They often wear bight colored clothing or armor and use energy weapons. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Molipi Excavation Mech	33	4 + 17	10` tall	30`	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. They are programmed to attack with: 1 pincer. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Morlock	35	4 + 18	6` tall	120`	These creature are covered in white fur and have two large black bulbous eyes. They can see in complete darkness and cannot use their adds in combat when light is in the area. They eat any type of humanoid or may take them for slaves to dig their tunnels. (STR:21 / DEX:18 / LCK:15 / CON:35 / INT:1 / CHR:8)
Muck Man	39	4 + 20	7` tall	30`	This creature seems to be made of mud, which it throws at enemies. It will absorb any biological creature it kills. It cannot be hurt by blunt weapons or protectiles like bullets or arrows. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
Mysticul	33	4 + 17	2` tall	120`	These small humanoids have green skin with white hair. They often wear finely made robes. They make their cities in forest clearings and rarely sway from it. They will attempt to take control of another humanoid creature`s mind to either enslave them or make them attack each other. They will use this mind control ability if they roll a '6' at least 2x with their attack and only if the victim cannot make a L2SR vs. INT. If controlled, the victim can make a L2SR vs. INT every 6 hours to try and snap out of it. Each target that gets damaged from the attack rolls 1 die to determine which one is controlled. This attack is in addition to any other damage during that round. A mysticul may only attempt a mind control on a victim every 2 hours. (STR:15 / DEX:18 / LCK:21 / CON:33 / INT:1 / CHR:8)

Name	MR	Dice	Size	Move	Notes
Ooze, Symbiotic	39	4 + 20	6` wide	30`	This greenish slime slithers around in search of a host. If they are on a creature for 1d6 hours, they will have consumed most of the creature and are then able to use the skeletal structure to move around more freely. The resulting monster looks like the creature invaded, except it will have the appearance of having a slimy coat covering it. It can only be destroyed by fire or heat. (STR:15 / DEX:19 / LCK:22 / CON:39 / INT:1 / CHR:9)
Ostradon	33	4 + 17	7` tall	180`	These appear to look like an ostrich from the past, but are covered in a thick black fur. They have a long neck with a red feathered head. They attack with their large beak. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Raqoc	33	4 + 17	4` tall	150`	The raqoc seems to be a mutant ram. They are covered in vibrant blue-green skin. They have 4 eyes that are tan in color. (STR:21 / DEX:18 / LCK:15 / CON:33 / INT:1 / CHR:8)
Spicu	33	4 + 17	2` wide	60` (On Web 150`)	The spicu seems to be a large, mutant spider. They are covered in rich gray feathers. They have eyes that are white in color. Their bite will be poisonous if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L2SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L2SR vs. STR will accomplish this. (STR:15 / DEX:21 / LCK:18 / CON:33 / INT:1 / CHR:8)
Sqitca	41	5 + 21	3` long	120`	The sqitca seems to be a large, mutant squirrel. They are covered in thick brown scales. They have eyes that are tan in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Sturg Fly	41	5 + 21	2` long	60` (Fly 180`)	This large fly is mostly bright purple in color and will attempt to bite its prey. Anyone bitten by this creature will be paralyzed for 1d6 rounds unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Teshe	41	5 + 21	5` wide	60` (Jump 60`)	The teshe seems to be a large, mutant toad. They are covered in dull white fur. They have eyes that are red in color, on each of their two heads Anyone bitten by this creature will suffer 1d6 damage from poison unless they can make a L2SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
Troll, Frost	39	4 + 20	9` tall	90`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have bluish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Vultuyeq	41	5 + 21	6` wide	30` (Fly 270`)	The vultuyeq seems to be a mutant vulture. They are covered in dark yellowish-green fur and have dull yellow feathered wings. They have eyes that are forest-green in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Zombie	39	4 + 20	6` tall	60`	At one time, the dead rose and walked the planet. Some of these still roam the world. Any medium sized humanoid mammal killed by these creatures will return as one of them. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
375-UI Retrieval Droid	37	4 + 19	4` tall	70`	The 375-UI Retrieval Droid is a retrieval droid that runs on steam and is made mostly of a light, red hued, aluminium. It is built in standard robotic form and is about 4 feet in size. It can hover around with an installed hover device. They are programmed to attack with: 2 claws or 1 attached battle axe. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
3S3-7 Android	37	4 + 19	10` tall	180`	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. They are programmed to attack with: 1 fist or 1 attached plasma pistol. (STR:18 / DEX:22 / LCK:15 / CON:37 / INT:1 / CHR:9)



Name	MR	Dice	Size	Move	Notes
5555C-L Android	43	5 + 22	6` tall	40`	The 5555C-L Android is an android built with artificial intelligence that runs on electricity 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. They are programmed to attack with: 2 pincers. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Antlerg	41	5 + 21	6` tall	120`	These 6 foot tall bipedal deer stand upright and are very muscular. They have huge antlers and claws on their feet and hands. Their skin is dark brown, covered with light brown fur. They are quite savage, attacking anything they deem a threat. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Beetle, Giant, Acid	41	5 + 21	4` long	90`	These large beetles are light green in color. They will use their acid spray if they roll a '6' at least 2x with their attack. This spray will automatically do 1d6 points of damage to everyone in front of the creature unless the targets can make a L3SR vs. LCK or DEX. Armor and weapons might be destroyed. To determine this, roll 1 die for each weapon and/or armor. A roll of 1 means it was destroyed by the acid. This attack damage is in addition to any other damage during that round. Usually a gallon of this acid can be extracted from the corpses of these insects. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
C-11XN Observation Mech	43	5 + 22	10` tall	70`	The C-11XN Observation Mech is a spy mech that runs on uranium 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. They are programmed to attack with: 1 claw. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Cameleda	37	4 + 19	6` tall	210`	The cameleda seems to be a mutant camel. They are covered in thick red fur. They have 5 eyes that are gray in color. (STR:22 / DEX:15 / LCK:18 / CON:37 / INT:1 / CHR:9)
Centuchup	39	4 + 20	5` long	180`	The centuchup seems to be a large, mutant centipede. They are covered in deep blue-green feathers. They have 7 eyes that are violet in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L3SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Cheetaphvu	51	6 + 26	5` long	150` (Run 450`)	The cheetaphvu seems to be a mutant cheetah. They are covered in shiny purple skin. They have eyes that are green in color. They almost always get a surprise attack. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Crabman	43	5 + 22	8` tall	90` (Swim 60`)	These humanoid crabs are dark red in color with four yellow bulbous eyes. They often use knives, spears, or clubs as weapons. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Crabus	39	4 + 20	4` wide	90`	The crabus seems to be a large, mutant crab. They are covered in white fur. They have eyes that are orange in color. (STR:22 / DEX:15 / LCK:19 / CON:39 / INT:1 / CHR:9)
Crocokiq	41	5 + 21	15` long	60` (Swim 120`)	The crocokiq seems to be a mutant crocodile. They are covered in dirty gold skin. They have eyes that are white in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Doguyeor	41	5 + 21	3` tall	120`	The doguyeor seems to be a mutant dog. They are covered in bright silver fur. They have 4 eyes that are forest-green in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Dolphayauth	41	5 + 21	12` long	Swim 300`	The dolphayauth seems to be a mutant dolphin. They are covered in dirty yellowish-green skin. They have eyes that are blue in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Flobde	41	5 + 21	3` long	90` (Fly 300`)	The flobde seems to be a large, mutant fly. They are covered in dark violet fur and have dull purple insect-like wings. They have 8 eyes that are white in color. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Fungoid	39	4 + 20	3` tall	90`	These humanoid mushroom men are blue in color. They have no eyes but sense the world with vibrations. Anyone that hits them with fists or melee weapons will release spores into the air. Anyone within 10` will have to make a L3SR vs. STR or CON or they will become a fungoid over the period of one month. A toxshot will remove the spores from the victim's system if administered within 24 hours of exposure. (STR:19 / DEX:15 / LCK:22 / CON:39 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
Gublyn	39	4 + 20	4` tall	120`	Gublyns are 4` tall greenish humanoid creatures with three horns on their head. They live underground and are able to use crude weapons like clubs, swords and bows. They never come to the surface because they prefer to live in complete darkness. They can see in total darkness up to 200` away. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)
Hyenalhtha	41	5 + 21	4` tall	120`	The hyenalhtha seems to be a mutant hyena. They are covered in bright gray fur. They have eyes that are red in color, on each of their two heads (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
J28-A1P Attendant Mech	41	5 + 21	12` tall	40`	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. They are programmed to attack with: 1 claw or 1 attached laser sword. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Lizard Man	39	4 + 20	7` tall	60` (Swim 120`)	These green scaled lizard men usually live in swamps, hunting with spears, clubs, and swords. (STR:22 / DEX:19 / LCK:15 / CON:39 / INT:1 / CHR:9)
Lizard Man, Desert	37	4 + 19	7` tall	90`	These green scaled lizard me usually live in deserts, hunting with spears, clubs, and swords. They will use their fire breath if they roll a '6' at least 2x with their attack. This breath will automatically do 1d6 points of damage to everyone in front of the dragon unless the targets can make a L3SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Lokist	43	5 + 22	4` tall	90` (Fly 180`)	These 4 foot tall bipedal insects are a dull yellow color with black spots covering their bodies. Their eyes are black and they will eat meat or vegetation. They rest during the night and communicate with each other with a series of chirps. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Lynapin	41	5 + 21	6` long	120`	The lynapin seems to be a large, mutant lynx. They are covered in bright gray feathers. They have eyes that are gray in color. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Mulethu	41	5 + 21	5` tall	120`	The mulethu seems to be a mutant mule. They are covered in vibrant yellowish-green feathers. They have eyes that are green in color. (STR:19 / DEX:16 / LCK:23 / CON:41 / INT:1 / CHR:10)
Sathca	37	4 + 19	6` tall	210`	The sathca seems to be a large, mutant seahorse. They are covered in light green skin. They have 6 eyes that are forest-green in color. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Sheel	37	4 + 19	10` long	180`	Sheel are 10` long mutant shark/eels that electrocute their prey when biting. The creature is light gray in color with sections of black and a white underbelly. They will use an electrical shock if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds unless they can make a L3SR vs. CON. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Shockeel	43	5 + 22	8` long	90`	These giant eels are about 8` long and hunt rivers and lakes. They are a very dark gray in color, allowing them to hide much easier. They will use an electrical shock if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 1d6 rounds unless they can make a L3SR vs. CON. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Snagiugh	37	4 + 19	5` long	150`	The snagiugh seems to be a mutant snake. They are covered in dirty violet fur. They have eyes that are tan in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L3SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:15 / DEX:22 / LCK:18 / CON:37 / INT:1 / CHR:9)
Spider, Amber	41	5 + 21	6` wide	180`	These large orange spiders secrete an amber like substance if they roll a '6' at least 2x with their attack. This will coat the feet of the victim unless they can make a L3SR vs. LCK or DEX. This attack is in addition to any other damage during that round. The substance will keep the victim in place and they cannot move anywhere. They often come back later when the prey is tired to finish them off for dinner. When the amber hardens, usually only a plasma torch can cut through it. (STR:16 / DEX:23 / LCK:19 / CON:41 / INT:1 / CHR:10)
Staguphich	39	4 + 20	5` tall	240`	The staguphich seems to be a mutant stag. They are covered in dull violet feathers. They have 5 eyes that are blue in color. (STR:15 / DEX:22 / LCK:19 / CON:39 / INT:1 / CHR:9)

Name	MR	Dice	Size	Move	Notes
Tewme	43	5 + 22	2` wide	30`	The tewme seems to be a large, mutant tick. They are covered in bright black fur. They have 3 eyes that are tan in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L3SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L3SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Thorntus	37	4 + 19	8` tall	30`	A thorntus is a desert plant that senses movement from its prey. It looks like a cactus and stand about 8` tall. It is varying shades of green in color and has movable roots that allow it to travel. When within range, the thorntus will attack with its thorny limbs. They will use their poison thorns if they roll a '6' at least 2x with their attack. This poison will cause the victim to fall asleep for 1d6 combat rounds unless they can make a L3SR vs. CON. It attempts to do this so it can wrap its limbs around the prey and begin to dissolve the tissue for food. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. A slain thorntus can be cut open where one can extract about a liter of venom. This venom is worth about 40 puxulite and can coat 20 arrows/bolts/darts. (STR:18 / DEX:15 / LCK:22 / CON:37 / INT:1 / CHR:9)
Towyu	41	5 + 21	5` wide	60` (Jump 60`)	The towyu seems to be a large, mutant toad. They are covered in bright orange fur. They have 3 eyes that are violet in color. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
Vultughiuh	43	5 + 22	12` wide	30` (Fly 240`)	The vultughiuh seems to be a large, mutant vulture. They are covered in thick green skin and have vibrant violet feathered wings. They have 4 eyes that are silver in color. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Weeder	43	5 + 22	10` wide	None	Weeders are carnivorous plants that are dark green in color and cover an area 10` wide. Their roots dangle freely in the water as the bulk of the plant lies 15` below the surface. They can often be spotted from afar as the leaves can be seen floating on the surface of the waves. They generally feed on larger creatures that happen to swim by, but they have been known to wrap around sea vessels. Sailors are often taken one by one with by the mouths of these plants. (STR:16 / DEX:19 / LCK:23 / CON:43 / INT:1 / CHR:10)
Wolfucir	37	4 + 19	3` tall	180`	The wolfucir seems to be a mutant wolf. They are covered in dark tan fur. They have 8 eyes that are brown in color. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
Woloya	37	4 + 19	2` long	120`	The woloya seems to be a mutant wolverine. They are covered in dull white feathers. They have 6 eyes that are yellow in color. (STR:22 / DEX:18 / LCK:15 / CON:37 / INT:1 / CHR:9)
88R6-C Military Droid	41	5 + 21	3` tall	70`	The 88R6-C Military Droid is a combat droid that runs on electricity 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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma knife. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Ape, Beast	47	5 + 24	9` tall	90`	This creature looks similar to an ape but with huge fangs and dark green scales. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Armor Dilo	53	6 + 27	6` long	120`	These 6 foot long mutated armadillos are quite large and have patchy tints of brown all over their bodies. Their eyes are yellow during the day and bright yellow at night, allowing them to see heat patterns up to 90 feet. They are strictly carnivores and will usually only attack things their size or smaller. They will attempt to go after bigger prey, but only when in a pack. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Attoid	43	5 + 22	5` tall	120`	These humanoid insects have evolved to stand around 5 feet tall. They are dark brown in color and have two black bulbous eyes. They have two antennae on their heads, which they use to telepathically communicate with each other. They may only do this telepathic communication when they are in line of sight of each other and no further than 10 feet away. They are immune to most diseases and poisons. They can figure out almost any technological device they come across. They love to trade goods and have little need for money. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)

Name	MR	Dice	Size	Move	Notes
Bahtho	45	5 + 23	6` tall	120`	The bahtho seems to be a mutant bear. They are covered in rich orange feathers. They have eyes that are silver in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Barvul	43	5 + 22	7` tall	90`	The barvul are a primitive race of humanoids that travel in packs and use spears, bows, or clubs to hunt with. Their skin is light purple in color and they have black hair. They have three eyes on their head that vary from brown to green. They often wear skins but sometimes fine ancient military clothing as well. They sometime tame cave bears as riding mounts. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Bealha	43	5 + 22	6` long	60` (Swim 120`)	The bealha seems to be a large, mutant beaver. They are covered in thick yellow skin. They have eyes that are purple in color. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Beshe	41	5 + 21	6` long	30` (Swim 120`)	The beshe seems to be a large, mutant beetle. They are covered in rich gray scales. They have eyes that are brown in color. (STR:16 / DEX:19 / LCK:23 / CON:41 / INT:1 / CHR:10)
Boabbe	45	5 + 23	3` long	150`	The boabbe seems to be a mutant boar. They are covered in shiny silver scales. They have eyes that are purple in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Bruk	45	5 + 23	5` tall	150`	These mutant cows are often raised for the meat market. They have orange fur with white horns on their head. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)
C2B4-N Research Bot	43	5 + 22	8` tall	90`	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. They are programmed to attack with: 1 jaw. (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Eaglushuth	47	5 + 24	20` wide	30` (Fly 480`)	The eaglushuth seems to be a large, mutant eagle. They are covered in light green feathers and have light white bat-like wings. They have 4 eyes that are silver in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Goayuar	45	5 + 23	5` tall	180`	The goayuar seems to be a large, mutant goat. They are covered in deep white skin. They have 4 eyes that are purple in color. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)
Horsemen	47	5 + 24	6` tall	180`	These creatures have the lower body of a horse but the torso of a human. The live in tribes and often raid other settlements for supplies. They are sometimes wearing some form of leather armor and using plasma weapons. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Intruder	47	5 + 24	6` tall	90`	This creature has no real form. Any medium sized (recently killed) creature it touches, it can change itself to appear exactly as that creature. It will absorb the memories of the creature and will be able to behave just like they did. They often try to infiltrate a group and take each person at a time. (STR:20 / DEX:16 / LCK:24 / CON:47 / INT:1 / CHR:11)
KN-18 Cyborg	47	5 + 24	11` tall	170`	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. They are programmed to attack with: 1 jaw. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Lamprey	43	5 + 22	8` tall	60` (Swim 90`)	Lampreys are large blood sucking bipedal beasts with brown or gray on their backs with a whitish gray underbelly. Their faces resemble that of leeches, with saliva that thins the blood of their victims. They stand around 8` tall and have huge hands they use to club their victims. They prefer to knock their victims unconscious so they may feed off the blood at their leisure. They generally feed off of giant fish but will sometimes lie just below the surface of the water and wait for a sailor or swimmer to come nearby. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Leopovyu	41	5 + 21	7` long	120`	The leopovyu seems to be a mutant leopard. They are covered in light blue-green fur. They have eyes that are yellow in color. They almost always get a surprise attack. (STR:19 / DEX:23 / LCK:16 / CON:41 / INT:1 / CHR:10)
Lilo	47	5 + 24	15` long	150`	The lilo seems to be a large, mutant lizard. They are covered in rich red scales. They have eyes that are forest-green in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Lionewla	47	5 + 24	7` long	150`	The lionewla seems to be a mutant lion. They are covered in yellowish-green feathers. They have eyes that are silver in color. They almost always get a surprise attack. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Lizard, Ice	43	5 + 22	5` long	90` (Fly 150`)	This lizard is made of icy scales and can spit a liquid that will freeze their victims feet to where they stand. There is only a 1 in 6 chance they will use this attack and mostly if their victim tries to flee (STR:23 / DEX:19 / LCK:16 / CON:43 / INT:1 / CHR:10)
Owaqoc	45	5 + 23	7` wide	30` (Fly 180`)	The owaqoc seems to be a large, mutant owl. They are covered in dark brown skin and have deep forest-green feathered wings. They have eyes that are orange in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Pikuhiep	47	5 + 24	12` long	Swim 360`	The pikuhiep seems to be a large, mutant pike. They are covered in dull white fur. They have eyes that are yellowish-green in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Ptufaup	45	5 + 23	30` tall	30` (Fly 150`)	The ptufaup seems to be a large, mutant dinosauric pteranodon. They are covered in bright gray feathers and have dark orange insect-like wings. They have eyes that are black in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Raguix	43	5 + 22	8` tall	150`	The raguix seems to be a large, mutant ram. They are covered in shiny purple scales. They have eyes that are blue in color. (STR:23 / DEX:16 / LCK:19 / CON:43 / INT:1 / CHR:10)
Slime, Giant	43	5 + 22	7` wide	60`	This green slime crawls around underground dwellings in search of prey to absorb. They will cover a target in slime if they roll a '6' at least 2x with their attack and the victim fails a L4SR vs. DEX or LCK. While slimed, the victim will be paralyzed for 1d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one is slimed, where the lowest number gets covered. The slime will attempt to coat the victim and break down the body to absorb within 1d6 hours. It will take double damage from fire based attacks. (STR:19 / DEX:16 / LCK:23 / CON:43 / INT:1 / CHR:10)
Sluskur	47	5 + 24	4` long	60` (Fly 180`)	This snake is covered in bright blue feathers with wings of similar color. It is hard to see when flying as the body can appear to blend with the sky. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Snakemen	43	5 + 22	7` tall	90` (Swim 180`)	These humanoid snakes only communicate with the rattles on their tails. They have huge fangs but they do not have any poison, nor do they bite with them. They are often found wearing plastoid armor and wielding plasma and laser weapons. They often build bases within swampy regions. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Snasfa	43	5 + 22	15` long	90`	The snasfa seems to be a mutant snake. They are covered in rich red scales. They have 5 eyes that are red in color. They will grab and constrict a target if they roll a '6' at least 2x with their attack unless the target can make a L4SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to constrict, where the lowest number is the one it grabs. The victim may attempt to make a L4SR vs. STR each round to try and escape the creature. (STR:19 / DEX:23 / LCK:16 / CON:43 / INT:1 / CHR:10)
Trapjaw	51	6 + 26	4` tall	180`	These 4` tall creatures are the guard dogs of the Sharz. They are quite fast and have a light blue color to their skin. They only have two legs and a tail that helps them balance. They have a large mouth with 3 enormous fangs they use to latch onto prey. The Sharz are able to control these creatures with telepathy from 100` away, instead of the standard 30` they use to communicate. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
TTG-03 Robot	47	5 + 24	9` tall	160`	The TTG-03 Robot is a robot with advanced AI that runs on petroleum 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. They are programmed to attack with: 1 jaw. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Vambear	41	5 + 21	5` tall	120`	These 5` tall bipedal bat creatures live underground. They have the head of a bat but their bodies resemble that of humanoid bears. They have brown skin with a thick mane of black and white hair. Their eyes glow yellow and they can see heat patterns up to 120` away. They are able to use crude weapons like clubs. They strictly feast on the blood of other creatures. They will use their scream attack if they roll a '6' at least 2x with their attack. This will cause everyone to suffer deafness for 1d6 rounds and suffer 1d6 sonic damage unless they can make a L4SR vs. LCK. A L4SR vs. DEX can also be made to see if ears are covered in time. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Waste Hound	41	5 + 21	5` long	150`	These mutant dogs are blood red in color with glowing yellow eyes. They can detect heat signatures up to 100` away, allowing them to hunt at night. Anyone bitten by this creature will suffer from radiation sickness unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. If affected by the radiation sickness, the victim will not be able to recover any constitution until a toxshot is applied. (STR:23 / DEX:19 / LCK:16 / CON:41 / INT:1 / CHR:10)
Wecha	43	5 + 22	3` tall	60` (Fly 210`)	The wecha seems to be a large, mutant wasp. They are covered in shiny violet scales and have shiny blue bat-like wings. They have 4 eyes that are green in color. (STR:16 / DEX:23 / LCK:19 / CON:43 / INT:1 / CHR:10)
Wedieph	47	5 + 24	4` long	150`	The wedieph seems to be a large, mutant weasel. They are covered in dull gray fur. They have 5 eyes that are white in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Worm, Carcass	41	5 + 21	9` long	120`	This large worm is reddish-green in color and lives in underground areas. It often eats carcasses and debris left behind over the centuries. Anyone bitten by this creature will be paralyzed for 1d6 rounds unless they can make a L4SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. If no one else attacks the worm, it will begin to consume the paralyzed victim. (STR:23 / DEX:16 / LCK:19 / CON:41 / INT:1 / CHR:10)
Worm, Glow	41	5 + 21	30` long	90`	These 30` long worms travel under the ground and have an eerie green glow to them. Before they surface, you are often able to see the glow beneath the soil. Anyone fighting near the worm must make a L4SR vs CON or STR or suffer 1d6 damage per round from the radiation. Fluid can be extracted from a dead Glow Worm. This fluid, if put in a clear container, can light up a 20` area for six hours. (STR:23 / DEX:16 / LCK:19 / CON:41 / INT:1 / CHR:10)
Wulog	47	5 + 24	6` tall	180`	These mutated dogs are covered in dark gray scales and have two small horns on their heads. They have long tongues and tusks. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Y4YD-5 Search Bot	43	5 + 22	5` tall	180`	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. They are programmed to attack with: 1 claw / 1 jaw. (STR:19 / DEX:23 / LCK:16 / CON:43 / INT:1 / CHR:10)
4F-S3 Cyborg	45	5 + 23	5` tall	130`	The 4F-S3 Cyborg is a cybernetic machine with human-like intellect that runs on petroleum 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. They are programmed to attack with: 2 tentacles. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)
Ape, Infected	49	5 + 25	7` tall	120`	This ape-like creature is covered in dark red fur with bright yellow eyes. They are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. Anyone damaged by them will need to make a L5SR vs. CON or become like them in 3d6 hours (attacking anyone that is not infected). Each target that gets damaged from the attack rolls 1 die to determine which one is infected, where the lowest number suffers from the effects. A toxshot is known to remove the effects. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Beetuwid	51	6 + 26	9` long	60`	The beetuwid seems to be a large, mutant beetle. They are covered in dull violet scales. They have eyes that are orange in color. (STR:16 / DEX:21 / LCK:25 / CON:51 / INT:1 / CHR:12)
Boghound	51	6 + 26	6` long	120`	These dog-like creatures have dark brown scaled and huge fangs. They often walk the swamps but sometimes lurk on the shores of rivers and lakes, awaiting prey. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)

Name	MR	Dice	Size	Move	Notes
Bukith	45	5 + 23	5` tall	150`	The bukith seems to be a mutant buffalo. They are covered in dirty green fur. They have eyes that are black in color. (STR:24 / DEX:16 / LCK:20 / CON:45 / INT:1 / CHR:11)
Burtos	47	5 + 24	6` tall	120`	This burtos are a tribe of humanoids that dwell in arctic areas. They have a bluish gray hue to their skin and seem to have adapted to the harsh cold. They generally do not attack others unless threatened, but they do go out and hunt larger animals for food. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Chikunz	47	5 + 24	2` tall	60` (Fly 180`)	This bird is covered with orange scales and has two dark orange scales. It has a single eye on its head that will fire a laser beam of yellow energy. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Coboar	51	6 + 26	20` long	120`	This creature appears to be a large cobra with purple and blue scales. The head is much like a cobra as well, but it has a snout and tusks that drip venom. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L5SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Crayaguf	45	5 + 23	8` long	60` (Swim 120`)	The crayaguf seems to be a large, mutant crayfish. They are covered in bright orange feathers. They have 5 eyes that are green in color. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Cruler	47	5 + 24	6` wide	60`	These giant spiders look to be large tarantulas that are purple in color. They do not spin a web but simply hunt for prey. They are often captured and used as pack animals. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Cyclops	49	5 + 25	7` tall	120`	This brutish humanoid usually wear furs of slain bears and wields a club or axe. Their one eye is bright red in color and can fire a laser beam at their target. They are bald with a dark blue skin. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Draygur	45	5 + 23	12` tall	180`	These are 12 foot tall herbivores, resembling velociraptors, which tend to stay in packs of 20. They have brownish green scales with yellowish spots that run down its back and legs. They have horns protruding from their heads and reddish ridges on their backs. They are timid and will usually flee from areas of danger. They are easily trained and often used as mounts. They cannot stand cold weather and will die in 1d6 days if exposed to winter environments. They eat almost any kind of leaves and can detect when a plant is poisonous to them. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Fruglum	45	5 + 23	4` tall	60` (Swim 120`)	Fruglums are a humanoid frog species that mainly live in the lakes and rivers. They have green skin with a yellowish chest. They will use their tongue to grab the feet of a target if they roll a '6' at least 2x with their attack. Each target that gets damaged from the attack rolls 1 die to determine which one falls, where the lowest number trips to the ground. It will take 1d6 combat rounds for the victim to get to their feet, missing combat rounds until then. They usually do not attack other species, except for the fish they require for food. They must lay their eggs just outside their domain, which they seriously defend. This seriousness often leads to misunderstandings from those that get too close to the eggs, causing Fruglums to attack. They are simple creatures that usually use spears and swords as their main weapons. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Gargoil	47	5 + 24	7` tall	90` (Fly 150`)	These humanoids have black colored fur and dark gray feathered wings. They have two white horns on their heads that are about 6 inches long. They will drool black oil at the target's feet if they roll a '6' at least 2x with their attack. This oil will cause the victim to slip and fall unless they can make a L5SR vs. LCK or DEX. Once on the ground, the victim loses the next 1d6 combat rounds trying to stand back up. One could harvest 2 gallons of oil from the corpse of these creatures. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Gillard	45	5 + 23	5` tall	120`	This aquatic humanoid race of aliens come from an unknown region of space and stand about 5 feet tall. They have bright blue scales and yellow eyes. They resemble fish and breathe through gills in the neck. They must wear a special suit when traveling out of the water. The suit looks like an ancient space suit except it is filled with water instead of oxygen. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Goriluneep	49	5 + 25	6` tall	120`	The goriluneep seems to be a mutant gorilla. They are covered in dull black skin. They have eyes that are red in color. They may use rocks or clubs as weapons. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)

Name	MR	Dice	Size	Move	Notes
Hoppler	49	5 + 25	7` tall	120` (Jump 180`)	Hopplers are a bright yellowish, insectoid race that feed on leaves and grass. They have four arms and large, orange eyes and stand around 7 feet tall. They have two antennae on their heads, which they use to pick up sound vibrations. They are able to speak, if sounding somewhat high pitch. They usually build their homes over an existing structure, covering it in mud to strengthen it. These dwellings are where they store their food and lay their eggs. They are intelligent and may be encountered out in the world as they like to explore. They will trade metal and artifacts with other species and will even live among them in certain communities. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Horushiech	47	5 + 24	5` long	Fly 240`	The horushiech seems to be a large, mutant hornet. They are covered in dirty black fur and have rich black bat-like wings. They have eyes that are yellow in color. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L5SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Hyefum	51	6 + 26	7` tall	120`	The hyefum seems to be a large, mutant hyena. They are covered in light silver scales. They have eyes that are brown in color. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Jaguahuij	45	5 + 23	7` long	150`	The jaguahuij seems to be a mutant jaguar. They are covered in thick forest-green skin. They have eyes that are yellow in color. They almost always get a surprise attack. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
L8610-S Battle Mech	51	6 + 26	8` tall	180`	The L8610-S Battle Mech is a combat mech that runs on plutonium 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. They are programmed to attack with: 1 talon / 1 beak or 1 attached plasma knife. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Lamuqtha	51	6 + 26	3` long	90`	The lamuqtha seems to be a large, mutant lamprey. They are covered in deep red feathers. They have eyes that are brown in color. They will latch on to its prey if they succeed at biting. They will attach themselves to a target if they roll a '6' at least 2x with their attack. They will then begin to suck the blood of the victim unless they can make a L5SR vs. STR to get it off. Anyone getting blood drained will suffer 1d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L5SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Nilhodli Robot	51	6 + 26	9` tall	100`	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. They are programmed to attack with: 1 pincer / 1 tail. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
O2G-6 War Robot	45	5 + 23	6` tall	140`	The O2G-6 War Robot is a combat robot that runs on nuclear 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. They are programmed to attack with: 2 fists or 1 built-in missile launcher. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Ogre	51	6 + 26	9` tall	90`	These green skinned, muscular humanoids are usually covered in obsolete cybernetic gear. They often have ranged weapons like flame throwers or laser guns. Many of them look disfigured from some long forgotten war. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
Otite	45	5 + 23	5` long	90` (Swim 180`)	The otite seems to be a large, mutant otter. They are covered in shiny green scales. They have 7 eyes that are silver in color. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Razorwhale	45	5 + 23	24` long	Swim 210`	This creature looks like a smaller whale but has a 6` long razor sharp bone protruding from its head. The skin of the creature is a bluish-black color, while the bone is dark gray in color. (STR:24 / DEX:20 / LCK:16 / CON:45 / INT:1 / CHR:11)



Name	MR	Dice	Size	Move	Notes
Rutan	51	6 + 26	5` tall	120`	The rutan are a humanoid rat race of thieves and brigands that are varying shades of brown in color. They live in desert areas and stand about 5` tall. They have vision that allows them to see up to 300` in total darkness. They often get their loot by sea but have been known to take their vehicles and perform raids on small settlements and passersby. (STR:16 / DEX:21 / LCK:25 / CON:51 / INT:1 / CHR:12)
Sharz	49	5 + 25	6` tall	120`	This 6` tall bipedal species crashed on this planet centuries ago. Their skin is green but will sometimes pulsate a glowing green, which warns other Sharz of danger. They are very technologically advanced and do not take kindly to invaders. They live in the radiated areas and have technology to purify water. They are able to communicate with others with telepathy. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Shellox	49	5 + 25	9` long	60`	This beetle is covered in white fur with patches of black fur. They are often tamed to be pack animals. (STR:25 / DEX:16 / LCK:20 / CON:49 / INT:1 / CHR:12)
Skunkachiel	45	5 + 23	4` long	90`	The skunkachiel seems to be a large, mutant skunk. They are covered in thick silver scales. They have eyes that are gray in color. They will spray an opponent if they roll a '6' at least 2x with their attack. This spray will cause blindness for 1d6 rounds unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is sprayed, where the lowest number stinks. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Snicfi	49	5 + 25	20` long	150`	The snicfi seems to be a large, mutant snake. They are covered in vibrant gold skin. They have 4 eyes that are orange in color. Anyone bitten by this creature will die in 1d6 rounds unless they can make a L5SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Spiduzun	51	6 + 26	5` wide	30` (On Web 120`)	The spiduzun seems to be a large, mutant spider. They are covered in shiny purple scales. They have 3 eyes that are forest-green in color. Their bite will be poisonous if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L5SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L5SR vs. STR will accomplish this. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Stugar	49	5 + 25	8` tall	210`	The stugar seems to be a large, mutant stag. They are covered in dull silver skin. They have 6 eyes that are white in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Toaghaih	45	5 + 23	5` wide	60` (Jump 60`)	The toaghaih seems to be a large, mutant toad. They are covered in dirty violet skin. They have eyes that are silver in color. It has a bright blue skin and black eyes. They will use their freezing beam from their eyes if they roll a '6' at least 2x with their attack. This will encase the target in a block of ice unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit by the bolt, where the lowest number suffers the effects. They can eventually be thawed out. This process takes about 2 days. (STR:20 / DEX:24 / LCK:16 / CON:45 / INT:1 / CHR:11)
Toawi	51	6 + 26	5` wide	60` (Jump 60`)	The toawi seems to be a large, mutant toad. They are covered in thick green skin. They have one eye that is blue-green in color. It has a bright orange skin and yellow eyes. They will spray gasoline from their mouth if they roll a '6' at least 2x with their attack. This gasoline will then be ignited by a red beam of light from the creature's eyes. Anyone in the are will suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. One can harvest a couple gallons of gasoline from the corpse of one of these creatures. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Tusker	51	6 + 26	8` tall	120`	Tuskers are an 8` tall humanoid elephant species with gray skin and dark blue eyes. They are a shiftly species that usually deal in gambling and chemical stimulants such as drugs and alcohol. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
UCN-08 Recovery Mech	47	5 + 24	11` tall	170`	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. They are programmed to attack with: 2 fists or 1 built-in machine pistol. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)

Name	MR	Dice	Size	Move	Notes
Unicorn	47	5 + 24	6` tall	240`	This horse it covered in dark red scales and has bright yellow eyes. It has a black horn protruding from its head that it can stab enemies with. They will fire a plasma beam from their horn if they roll a '6' at least 2x with their attack. Anyone hit with this beam will suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit. (STR:20 / DEX:24 / LCK:16 / CON:47 / INT:1 / CHR:11)
Vine Lasher	47	5 + 24	20` long	None	These 20` vines look like many other greenish vines and usually hang upside down. Once a victim gets close enough, they will whip them until they die. Then it will wrap them up and slowly consume the corpse for food. They can be found all over the land, where there is vegetation for them to hide. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)
Wugha	47	5 + 24	6` long	150`	The wugha seems to be a large, mutant wolverine. They are covered in dark orange fur. They have eyes that are gray in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Xorbucon	49	5 + 25	6` tall	120`	These humanoid lizard creatures live underground and stand about 6` tall. They have dark brown scales, gray underbelly and dark red ridges on their backs. They have huge red eyes that allow them to see in total darkness up to 150` away. They are able to use crude weapons like clubs and spears. They will release a toxic spary if they roll a '6' at least 2x with their attack. This disease will cause the victim to suffer 1d6 damage unless they can make a L5SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit with the spray, where the lowest number suffers from the effects. They are meat eaters but will commonly hunt for small creatures. They will attack larger creatures only in self-defense, or if their young is in danger. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Yeti	47	5 + 24	8` tall	150`	These large humanoid beasts are covered in dirty white fur and live in mountainous caves. They often travel at night in search of live meat. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Zormites	47	5 + 24	1` wide	120`	These tick-like creatures give off a high amount of radiation. Anyone that gets close to them will need to make a L5SR vs. STR or CON or suffer 1d6 radiation damage per round. They feed off of energy as they seem to eat puxulite whenever they find it. If they are hit by an energy weapon, there is a 1 in 6 chance they will exploded, causing 1d6 damage to all those within 10` of it. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)
3KU1-ES Android	49	5 + 25	7` tall	180`	The 3KU1-ES Android is an android built with artificial intelligence that runs on petroleum 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. They are programmed to attack with: 1 bite. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
47-OO Hunter Droid	55	6 + 28	6` tall	90`	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. They are programmed to attack with: 1 claw or 1 built-in medium pistol. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
728-5 Android	49	5 + 25	12` tall	50`	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. They are programmed to attack with: 2 pincers or 1 attached plasma axe. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
7R-9T War Mech	55	6 + 28	7` tall	70`	The 7R-9T War Mech is a combat mech that runs on steam and is made mostly of a metallic, blue tinted, aluminium. It is built in standard robotic form and is about 7 feet in size. It moves only in water with an installed rotor device. They are programmed to attack with: 2 fists or 1 built-in heavy pistol. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Algorum	53	6 + 27	6` tall	120`	Algorum are alligator humanoids that stand around 6 feet tall. They have light green scales with a brownish skin on their bellies and under tail. Their eyes vary in color but usually are reddish orange. They fear technology and refuse to use anything other than simple tools, melee weapons and bows. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Atlantix	55	6 + 28	9` long	Swim 180`	These 9 foot long creatures mainly dwell in the sea and they have light brown scales with dark brown hair on their heads. They resemble mermen from ancient pictures, but have sharp claws and more of a fish looking face. Their fins have blackened spots on them. They will often attack small fishing vessels, not for food, but for simple trinkets and items. They generally make their homes in sunken ships. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Bebuoc	55	6 + 28	9` tall	120`	The bebuoc seems to be a mutant bear. They are covered in dark black feathers. They have eyes that are blue in color. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Bird Beast	55	6 + 28	8` tall	120`	These large humanoid creatures are covered in red feathers but have bear-like claws. They have a head of a large hawk with a powerful beak. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Canna	55	6 + 28	7` tall	120`	The canna is a friendly race of desert dwelling humanoids that stand around 7 feet tall. Their skin is brownish yellow in color and their heads are smooth and hairless. They often do not leave the heat of the desert but allow other species to live in their settlements. They have a strong opinion on the rights of others and demand that all live in peace when within their borders. They are often nearby to settle disputes and they do so as fair as they can. They do not require much to survive so bribing them is almost impossible, keeping much crime out of their area. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Crox	53	6 + 27	8` tall	120`	These bipedal lizards resemble ferocious crocodile humanoids and stand around 8 feet tall. They are immune to toxins & radiation, quite savage, and will attack almost anything they think is edible. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Flyumaos	53	6 + 27	5` long	60` (Fly 270`)	The flyumaos seems to be a large, mutant fly. They are covered in deep purple feathers and have shiny black insect-like wings. They have eyes that are yellow in color, on each of their two heads (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Frogigator	49	5 + 25	6` long	90` (Jump 120`)	These greenish skinned creatures mainly live in swampy areas and are about 6 feet long. They are a cross between an alligator and a frog. They will lie beneath the muck or water, waiting for prey to walk by. They will leap out from hiding and try to get a firm hold with their jaws. Once a victim dies, they then drag it under the muck or water to eat. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Glow Flower	51	6 + 26	10` tall	None	These 10 foot plants lie dormant during the day. At night, they appear as glowing green flowers that stand tall above other plants. The light emits a slow pulse that causes one to slowly approach the light. Only biological creatures within 30` are susceptible to this light. They will use their eerie glow if they roll a '6' at least 2x with their attack. They will then use this hypnotic glow to draw a victim toward them unless they can make a L6SR vs. INT. Anyone getting near it will then get wrapped up by the plant and suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attract, where the lowest number is the one hypnotized. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L6SR vs. STR each round to try and break free from it. Anytime this creature has someone wrapped up, it no longer attacks normally but continues to digest it's prey. These plants are easily found during the day, as piles of bones are usually scattered around the plant. If attacked during the daytime, they will defend themselves without the glowing effect to aid them. (STR:21 / DEX:16 / LCK:25 / CON:51 / INT:1 / CHR:12)
Igiyge	55	6 + 28	30` tall	150`	The igiyge seems to be a large, mutant dinosauric iguanadon. They are covered in rich orange scales. They have eyes that are gold in color. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
J84E-3 Spy Droid	51	6 + 26	10` tall	170`	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. They are programmed to attack with: 1 pincer. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Liodieph	55	6 + 28	10` long	120`	The liodieph seems to be a mutant lion. They are covered in deep gold fur. They have 3 eyes that are gold in color. They almost always get a surprise attack. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Lizard, Subterranean	55	6 + 28	20` long	120`	This large lizard can blend in with rocks giving them a surprise attack, and only if hidden by rocks. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Mucktupus	53	6 + 27	5` wide	90`	These swamp creatures lay very still until a victim gets within the range of their tentacles (around 10` long). They are very dark green in color, allowing them to blend in with the swamp land. They strike quickly and without much warning. Once they incapacitate a victim, it will then consume it with its snake like mouth, swallowing the victim whole. (STR:26 / DEX:17 / LCK:21 / CON:53 / INT:1 / CHR:13)
Petzho	49	5 + 25	5` tall	60`	The petzho seems to be a large, mutant porcupine. They are covered in rich green fur. They have eyes that are silver in color. Anyone hitting it with fists or melee weapons will suffer 1d6 damage from the quills. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
Radigator	53	6 + 27	20` long	90` (Swim 90`)	These reptiles get to about 20` long and have green scales in varying shades. Their eyes glow an eerie green color and can sometime be seen just under the surface of the water. They will use their radioactive spit if they roll a '6' at least 2x with their attack. The victim will suffer radiation sickness unless they can make a L6SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. The illness lasts 1d6 days and can be cured with a toxshot. While ill, the victim suffers -4 to STR and DEX. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Raxumar	55	6 + 28	6` tall	120`	These 6` tall bipedal lizardmen hunt many areas and have bluish green scales with bright red eyes. They prefer to live in swamps and jungle areas, feeding off smaller creatures. They will attack larger creatures to secure a bigger meal, but the opportunity must present itself. They can see heat patterns up to 100` away and can hold their breathe for over an hour. They usually hunt in small groups when after bigger prey. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Scobbe	49	5 + 25	5` wide	150`	The scobbe seems to be a large, mutant scorpion. They are covered in dark gray feathers. They have 6 eyes that are violet in color. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to die unless they can make a L6SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
Sharktacle	55	6 + 28	40` long	Swim 180`	These 40` long creatures are fast and attack with their jaws and tentacles. They are mostly a dark blue color but their tentacles are more yellowish as you get to the tips. They are often hunted by marners as they provide a good source of food, and the ink is valuable to scholars. One can harvest about 1 liter of ink from these creatures, valued at about 100 puxulite. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Shuce	55	6 + 28	16` long	Swim 240`	The shuce seems to be a mutant shark. They are covered in dark brown fur. They have eyes that are yellowish-green in color. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Sulk	49	5 + 25	9` long	60`	These large black lizards are covered in feathers and are often captured to be used as riding mounts. (STR:20 / DEX:25 / LCK:16 / CON:49 / INT:1 / CHR:12)
Tigeziegh	51	6 + 26	9` long	120`	The tigeziegh seems to be a mutant tiger. They are covered in vibrant gold skin. They have 7 eyes that are yellowish-green in color. They almost always get a surprise attack. (STR:21 / DEX:25 / LCK:16 / CON:51 / INT:1 / CHR:12)
Wolf, Ice	53	6 + 27	5` tall	180`	This wolf is made of icy white scales and blends in with the snow, giving them a surprise attack almost every time. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
0093-A Cyborg	59	6 + 30	4` tall	150`	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, aluminium. 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. They are programmed to attack with: 1 jaw. (STR:22 / DEX:27 / LCK:17 / CON:59 / INT:1 / CHR:14)
Archucir	53	6 + 27	12` tall	30` (Swim 150`)	The archucir seems to be a large, mutant dinosauric archelon. They are covered in light yellow scales. They have 8 eyes that are orange in color. (STR:21 / DEX:26 / LCK:17 / CON:53 / INT:1 / CHR:13)
Bearuthet	59	6 + 30	12` tall	120`	The bearuthet seems to be a mutant bear. They are covered in shiny white skin. They have eyes that are violet in color. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)

Name	MR	Dice	Size	Move	Notes
Behtho	53	6 + 27	3` long	60` (Fly 240`)	The behtho seems to be a large, mutant bee. They are covered in shiny blue skin and have bright tan insect-like wings. They have eyes that are yellowish-green in color. Anyone stung by this creature will swell up for 2d6 hours and must remove all clothing to keep from suffocating. They can make a L7SR vs. STR or CON to avoid this. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. A toxshot can reduce this time by 1d6 hours. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Boufghe	57	6 + 29	5` long	120`	The boufghe seems to be a large, mutant boar. They are covered in rich blue-green fur. They have eyes that are gold in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Crazoux	53	6 + 27	30` long	60` (Swim 120`)	The crazoux seems to be a large, mutant crocodile. They are covered in yellowish-green skin. They have eyes that are forest-green in color. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Eelikxi	53	6 + 27	40` long	Swim 90`	The eelikxi seems to be a large, mutant eel. They are covered in vibrant brown feathers. They have eyes that are blue-green in color. They will use an electrical discharge if they roll a '6' at least 2x with their attack. This shock will stun everyone near the eel for 2d6 rounds and cause an additional 2d6 damage unless they can make a L7SR vs. CON. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Eleczard	59	6 + 30	7` long	60`	These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d6 damage. A dead eleczard can charge a few items before the corpses is fully discharged. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
GF0-FI Fighting Mech	55	6 + 28	7` tall	170`	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. They are programmed to attack with: 1 pincer or 1 attached plasma axe. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Gorilus	55	6 + 28	7` tall	120`	These apes look like larger version of ancient apes except they have four arms. They mainly eat plants but will sometimes eat meat from smaller animals they capture. They are very aggressive and will attack anyone that enters their domain. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
HZ681-U Robot	55	6 + 28	11` tall	30`	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. They are programmed to attack with: 1 jaw. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Insectoid	55	6 + 28	6` tall	180`	These highly advanced creatures often make their cities underground. They often have robots do much of the work for them and use many types of energy weapons. They look like bright yellow grasshoppers with two large black eyes. (STR:17 / DEX:21 / LCK:26 / CON:55 / INT:1 / CHR:13)
IO008-0 Investigation Robot	57	6 + 29	12` tall	160`	The IO008-0 Investigation Robot is an exploration robot that runs on nuclear 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. They are programmed to attack with: 2 claws. (STR:22 / DEX:27 / LCK:17 / CON:57 / INT:1 / CHR:14)
Lionovyu	55	6 + 28	8` long	120`	The lionovyu seems to be a mutant lion. They are covered in dirty purple scales. They have eyes that are orange in color. They almost always get a surprise attack. (STR:21 / DEX:26 / LCK:17 / CON:55 / INT:1 / CHR:13)
Mantaur	59	6 + 30	7` tall	150`	A humanoid ant that is dark red in color. They attack with crude weapons like swords and powder guns, but have a stinger. They will use their poison stinger if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer a negative 2d6 to STR unless they can make a L7SR vs. CON. The `ant poison` will last an entire day unless cured and does not stack in effect. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)

Name	MR	Dice	Size	Move	Notes
Marner	55	6 + 28	6` tall	90` (Swim 120`)	Marners are an amphibious humanoid species that live in the swampy areas. Their scaly skin is a bluish green color and they stand about 6` tall. They are excellent hunters underwater. They are quite intelligent and deal with many different species. They often trade sharktacle ink and other artifacts they find at the bottom of the lakes. (STR:26 / DEX:21 / LCK:17 / CON:55 / INT:1 / CHR:13)
Scortzer	53	6 + 27	12` long	140`	These 12` long scorpions are metallic white in color. They are very fast and hard to outrun. They usually attack with their pinchers but will shoot a beam of energy if they roll a '6' at least 2x with their attack. This beam is bright red in color and comes from the tip of their stinger. They have no venom and do not use their tail to puncture. This beam will automatically do 2d6 points of damage to the target unless they can make a L7SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. Each target that gets damaged from the attack rolls 1 die to determine which one is hit by the beam, where the lowest number is hit with the beam. (STR:21 / DEX:26 / LCK:17 / CON:53 / INT:1 / CHR:13)
Shrukar	59	6 + 30	7` tall	120` (Swim 180`)	The shrukar are a race of humanoid sharks that stand about 7` tall and mainly live in the oceans. They are dark blue in color and have light blue coloring around their mouths. They can survive on land for about a day before they must return to the sea. This allows the shrukar to perform raids on various land settlements. They often use pitch forks or tridents as weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Sludgow	55	6 + 28	6` tall	60`	These sickly cows have tattered brown fur on a putrid green skin. They have huge fangs and attack with a radioactive spit. Anyone bitten by this creature will suffer radiation sickness unless they can make a L7SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. The illness lasts 1d6 weeks and can be cured with a toxshot. While ill, the victim cannot use any combat adds. (STR:26 / DEX:17 / LCK:21 / CON:55 / INT:1 / CHR:13)
Torus	53	6 + 27	6` tall	120`	These 6` tall humanoid bulls are a warlike race that hunt in groups and live in herds. They have dark brown skin with brown fur. They have dull yellow horns on their head and their eyes are usually dark red in color. They commonly use simple melee weapons and bows, but some have been encountered with guns and other types of technology. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Troll	59	6 + 30	9` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Troll, Sea	53	6 + 27	10` tall	30` (Swim 120`)	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have blue scales and have a deformed appearance. They regenerate if they are not burned after being slain. Very few have been reported killed as they sink to the depths below and thus cannot be burned. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Wolf, Spiked	53	6 + 27	4` tall	150` (Fly 120`)	These hairless wolves have black skin and white eyes. Their tails have spikes on the end, which they use for attacks. They have huge bat-like wings that wrap around them when on land. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Y3-I46 Defender Mech	59	6 + 30	5` tall	100`	The Y3-I46 Defender Mech is a guard mech that runs on nuclear 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. They are programmed to attack with: 2 fists or 1 built-in plasma grenade launcher. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
281-84 Company Bot	61	7 + 31	5` tall	70`	The 281-84 Company Bot is an escort bot that runs on radiation clips and is made mostly of a metallic, black hues, 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. They are programmed to attack with: 1 claw. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
747-V9 Android	59	6 + 30	4` tall	90`	The 747-V9 Android is an android built with artificial intelligence that runs on clockworks and is made mostly of a smooth, orange painted, aluminium. It is built in standard robotic form and is about 4 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 fist. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)

Name	MR	Dice	Size	Move	Notes
7854-D War Robot	57	6 + 29	7` tall	70`	The 7854-D War Robot is a combat robot that runs on nuclear cells and is made mostly of a dull, gray hued, aluminium. 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. They are programmed to attack with: 1 pincer or 1 attached plasma pistol. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Boargul	57	6 + 29	6` tall	120`	These 6 foot tall bipedal boars mainly hunt the forest and jungles. Their skin is a light green with dark green fur. Their eyes are black during the day but glow green at night, allowing them to see heat patterns up to 90 feet away. Their tusks are white with green ooze flowing from the tips. They will use their poison tusks if they roll a '6' at least 2x with their attack. This poison will cause the victim to suffer 2d6 damage per combat round unless they can make a L8SR vs. CON. This will keep happening until the poison is cured. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Bull, Slime	59	6 + 30	5` tall	120`	These blood red bulls have yellow eyes and green slime dripping from their mouth. They will spit radioactive goo if they roll a '6' at least 2x with their attack. This goo will cause the victim to suffer 2d6 points of damage unless they can make a L8SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is hit with the goo, where the lowest number suffers from the effects. (STR:27 / DEX:17 / LCK:22 / CON:59 / INT:1 / CHR:14)
Ceruphoix	61	7 + 31	17` tall	150`	The ceruphoix seems to be a large, mutant dinosauric ceratosaurus. They are covered in vibrant purple scales. They have eyes that are white in color. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Drakorian	57	6 + 29	35` long	60` (Fly 240`)	This is a very large lizard with shiny black scales and a huge scorpion-like tail. It has two feathered wings that are red in color. Anyone stung by this creature will die in 1d6 rounds unless they can make a L8SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Drucev	61	7 + 31	3` long	10` (Fly 360`)	The drucev seems to be a large, mutant dragonfly. They are covered in vibrant yellow skin and have thick forest-green bat-like wings. They have eyes that are black in color. They almost always get a surprise attack. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Gazheuc	61	7 + 31	30` long	Swim 300`	The gazheuc seems to be a large, mutant gar. They are covered in shiny tan scales. They have eyes that are white in color. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Hipuvik	61	7 + 31	12` long	90` (Swim 120`)	The hipuvik seems to be a mutant hippopotamus. They are covered in rich orange skin. They have eyes that are violet in color. (STR:28 / DEX:17 / LCK:22 / CON:61 / INT:1 / CHR:15)
Lobber	57	6 + 29	12` tall	60` (Swim 90`)	Lobbers are 12` tall juggernauts that live at the bottom of the sea. They resemble enormous bipedal lobsters. Their protective shell is dark red in color. They are massively strong and are known to punch right through metal hulls of ships. They remain on the bottom of the sea, watching for prey to pass overhead. They swim quite slowly due to their massive size. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Mitu	57	6 + 29	18` tall	60`	The mitu seems to be a large, mutant dinosauric monoclonyus. They are covered in thick silver skin. They have eyes that are silver in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
O97-0 Security Mech	63	7 + 32	6` tall	90`	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. They are programmed to attack with: 2 fists or 1 built-in laser rifle. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
Octomuc	61	7 + 31	35` long	30` (Swim 120`)	The octomuc seems to be a large, mutant octopus. They are covered in rich yellowish-green feathers. They have 8 eyes that are black in color. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. They will use their tentacle to grab someone if they roll a '6' at least 3x with their attack unless they can make a L8SR vs. LCK or STR. They will immobilize a victim unless they can free themselves by making a L8SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up. (STR:22 / DEX:28 / LCK:17 / CON:61 / INT:1 / CHR:15)

Name	MR	Dice	Size	Move	Notes
Oljiodli Recovery Bot	61	7 + 31	10` tall	160`	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. They are programmed to attack with: 1 fist. (STR:22 / DEX:28 / LCK:17 / CON:61 / INT:1 / CHR:15)
Platuthueph	57	6 + 29	20` tall	120`	The platuthueph seems to be a large, mutant dinosauric plateosaurus. They are covered in deep red scales. They have eyes that are tan in color. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Psych Serpent	57	6 + 29	20` long	90`	These bright blue snakes normally have black eyes. Their eyes will turn red if they roll a '6' at least 2x with their attack, hypnotizing one into paralysis unless they can make a L8SR vs. INT. Paralyzation lasts for 2d6 rounds. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to hypnotize, where the lowest number is the one hypnotized. (STR:17 / DEX:27 / LCK:22 / CON:57 / INT:1 / CHR:14)
Spigheuh	57	6 + 29	5` wide	150`	The spigheuh seems to be a large, mutant spider. They are covered in dark silver scales. They have eyes that are black in color. Anyone bitten by this creature will be paralyzed for 2d6 rounds unless they can make a L8SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. They are able to walk on water, but often wait underwater within an air bubble they create. (STR:17 / DEX:27 / LCK:22 / CON:57 / INT:1 / CHR:14)
Sundutek	57	6 + 29	5` wide	10`	The sundutek seems to be a large, mutant sundew. They are covered in rich orange fur. They have eyes that are yellowish-green in color, on each of their two heads. They do not attack but if one touches their tentacles without protection, they must make a L8SR vs. CON or STR or be paralyzed for 1d6 rounds. After the 1d6 rounds, they must make another L8SR vs. CON or STR unless they are somehow dragged away from it. Every round they are touching the creature, they suffer 1d6 damage from being digested. (STR:22 / DEX:17 / LCK:27 / CON:57 / INT:1 / CHR:14)
Tiger, Magma	59	6 + 30	6` long	120`	These cats roam caves mostly and are covered in a very hard red skin. They are immune to fire attacks and lasers only seem to do half damage. They often find pockets of lava or magma to build their dens. (STR:22 / DEX:27 / LCK:17 / CON:59 / INT:1 / CHR:14)
Timxe	57	6 + 29	12` long	120`	The timxe seems to be a large, mutant tiger. They are covered in light tan feathers. They have eyes that are blue-green in color. They almost always get a surprise attack. (STR:22 / DEX:27 / LCK:17 / CON:57 / INT:1 / CHR:14)
Troll, Giant	57	6 + 29	10` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:27 / DEX:22 / LCK:17 / CON:57 / INT:1 / CHR:14)
Vine, Hanging	61	7 + 31	20` long	None	These look like normal vines except they will sense any movement from a medium sized creature. The vines will then quickly attack those nearby. (STR:17 / DEX:22 / LCK:28 / CON:61 / INT:1 / CHR:15)
Wrapper	63	7 + 32	8` long	120`	These are 8` long leeches that dwell in the muck of the rivers and lakes. They are slimy and dark gray in color. They will attach themselves to a target if they roll a '6' at least 3x with their attack. They will then begin to suck the blood of the victim unless they can make a L8SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L8SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:28 / DEX:17 / LCK:23 / CON:63 / INT:1 / CHR:15)
0603-1 Protection Mech	49	5 + 25	9` tall	90`	The 0603-1 Protection Mech is a guard mech that runs on electricity 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. They are programmed to attack with: 1 jaw or 1 built-in gravitube. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)



Name	MR	Dice	Size	Move	Notes
08622-9 Android	67	7 + 34	9` tall	60`	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. They are programmed to attack with: 2 claws or 1 built-in flamethrower. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
0U1F3-9 Robot	49	5 + 25	10` tall	140`	The 0U1F3-9 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. They are programmed to attack with: 2 pincers. (STR:25 / DEX:20 / LCK:16 / CON:49 / INT:1 / CHR:12)
2P19-8 Android	67	7 + 34	5` tall	180`	The 2P19-8 Android is an android built with artificial intelligence that runs on petroleum 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. They are programmed to attack with: 1 pincer. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)
380-97Y Assault Droid	65	7 + 33	9` tall	30`	The 380-97Y Assault Droid is a combat droid that runs on petroleum and is made mostly of a metallic, blue hued, aluminium. It is built in standard robotic form and is about 9 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 claw or 1 built-in gyrojet pistol. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
7UDS-7E Capture Droid	63	7 + 32	11` tall	70`	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. They are programmed to attack with: 1 fist. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
8S8-D Cyborg	53	6 + 27	10` tall	120`	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. They are programmed to attack with: 2 fists. (STR:26 / DEX:21 / LCK:17 / CON:53 / INT:1 / CHR:13)
Ankani	67	7 + 34	15` tall	60`	The ankani seems to be a large, mutant dinosauric ankylosaurus. They are covered in bright white fur. They have eyes that are yellow in color. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Badap	49	5 + 25	3` wide	30` (Fly 180`)	The badap seems to be a large, mutant bat. They are covered in dull violet scales and have purple insect-like wings. They have one eye that is blue-green in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Barbuga	65	7 + 33	5` long	90` (Burrow 10`)	A large burrowing insect with huge jaws and a dark blue outer shell. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Bezes	65	7 + 33	14` tall	120` (Swim 90`)	The bezes seems to be a mutant bear. They are covered in green fur. They have eyes that are tan in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
BI-26 Assassin Droid	61	7 + 31	4` tall	50`	The BI-26 Assassin Droid is a combat droid that runs on electricity 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. They are programmed to attack with: 1 pincer or 1 built-in flamethrower. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Centidon	61	7 + 31	18` long	150`	This creature looks like a giant centipede but is covered in a reddish colored fur. The head appears to be somewhat feline and has dark green spots covering it. It appears to have a diet of leaves and grass. Some have managed to take these creatures as riding beasts. (STR:17 / DEX:28 / LCK:22 / CON:61 / INT:1 / CHR:15)
Cenughu	53	6 + 27	1` long	150`	The cenughu seems to be a large, mutant centipede. They are covered in bright purple feathers. They have 8 eyes that are violet in color, on each of their two heads Anyone bitten by this creature will die in 1d6 rounds unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Chekiqthe Recall Mech	47	5 + 24	7` tall	30`	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. They are programmed to attack with: 1 talon / 1 beak or 1 built-in missile launcher. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Crolhet	49	5 + 25	4` wide	10` (Fly 360`)	The crolhet seems to be a mutant crow. They are covered in thick orange feathers and have blue feathered wings. They have 4 eyes that are purple in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Crupiq	49	5 + 25	6` wide	10` (Fly 270`)	The crupiq seems to be a large, mutant crow. They are covered in dull yellowish-green scales and have dirty forest-green bat-like wings. They have eyes that are black in color. (STR:16 / DEX:25 / LCK:20 / CON:49 / INT:1 / CHR:12)
Facoor	53	6 + 27	4` wide	10` (Fly 330`)	The facoor seems to be a large, mutant falcon. They are covered in deep black skin and have bright yellowish-green insect-like wings. They have eyes that are gray in color. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Fish, Glowing	51	6 + 26	1` long	300`	This fish is mostly green in color and has two large yellow eyes. Their eyes will light up when it sees potential prey. Anyone looking at the fish must make a defense test for the mind or by hypnotized and cannot move. The fish then waits for either the creature to drown or they will simply start eating it while in this state. One can make another mind defense test each round to snap out of it. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Fishodo	67	7 + 34	24` long	Swim 180`	The fishodo seems to be a large, mutant fish. They are covered in deep gray fur. They have eyes that are white in color. They will swallow a target whole if they roll a '6' at least 3x with their attack and the victim fails a L9SR vs. DEX or LCK. While inside, the victim will suffer 2d6 points of damage each combat round, but they can continue to attack as normal. Each target that gets damaged from the attack rolls 1 die to determine which one is swallowed, where the lowest number gets swallowed. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Giant	65	7 + 33	10` tall	120`	These giant humanoids usually hunt with enormous clubs. They have brown skin and black hair. They usually wear bear skins and use large tree limbs for weapons. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Hulking Beast	65	7 + 33	8` tall	120`	This muscular humanoid is covered in dark blue fur and has bright red eyes. It can see in complete darkness and has huge claws. It generally makes a home in a cave but make their way through other underground areas to hunt for meat. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Hydra	61	7 + 31	16` tall	90`	From ancient stories of Zendynn`s past, these creatures have green scales and 8 heads. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Jackaweq	47	5 + 24	4` tall	120`	The jackaweq seems to be a mutant jackal. They are covered in thick gold scales. They have one eye that is blue in color. (STR:24 / DEX:20 / LCK:16 / CON:47 / INT:1 / CHR:11)
Jaw Lock	67	7 + 34	30` long	Swim 180`	These 30` long sharks are a slightly mutated version of a great white. They are completely blackened and have a much thicker skin than their ancestors. They are more aggressive than other sharks, as they will often lock their jaws onto the sides of small boats in the hopes of sinking it. The bite of a Jaw Lock is also poisonous if they roll a '6' at least 3x with their attack. The poison is far from lethal, but it will affect the nervous system. This venom will cause the victim to be paralyzed for 2d6 rounds unless they can make a L9SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the venom, where the lowest number suffers from the effects. This attack usually allows the Jaw Lock to consume its prey without dealing with the struggle. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Lion, Fire	67	7 + 34	5` tall	120`	This creature has bright orange scales and a large mane of red hair. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L9SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)

Name	MR	Dice	Size	Move	Notes
Majno	65	7 + 33	12` wide	Swim 150`	The majno seems to be a mutant mantaray. They are covered in light violet feathers. They have eyes that are purple in color. (STR:18 / DEX:29 / LCK:23 / CON:65 / INT:1 / CHR:16)
Man-Plant	61	7 + 31	8` tall	60`	This creature looks just like a tall humanoid but is made completely of vines and leaves. They attempt to grab a target if they roll a '6' at least 3x with their attack and suffocate (death occurs in 1d6+5 rounds) them unless they can make a L9SR vs. LCK or STR. The creature's body will produce a chemical to break down the corpse to absorb. One can attempt a L9SR vs. STR each round to try and break free. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up, where the lowest number is caught. (STR:22 / DEX:17 / LCK:28 / CON:61 / INT:1 / CHR:15)
Mold, Black	45	5 + 23	3` patch	None	This mold grows indoors and usually on ancient containers of what was once food. Anyone disturbing the mold will release spores where anyone within a 10` area will die unless they can make a L9SR vs. STR or CON. It can only be destroyed by fire. (STR:20 / DEX:16 / LCK:24 / CON:45 / INT:1 / CHR:11)
Muskito	67	7 + 34	5` long	120` (Fly 150`)	A muskito is a 5` long insect that drains the blood of its prey for food. They release a chemical that thins the blood, allowing it to drink faster. They will attach themselves to a target if they roll a '6' at least 3x with their attack. They will then begin to suck the blood of the victim unless they can make a L9SR vs. STR to get it off. Anyone getting blood drained will suffer 2d6 points of damage per combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to attach to, where the lowest number is the one it attaches to. Anyone attacking this creature while attached will hurt the victim as well. The victim may attempt to make a L9SR vs. STR each round to try and remove the creature. Anytime this creature is attached to someone, it no longer attacks normally but continues to drain blood. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Oteqi	47	5 + 24	2` long	120` (Swim 180`)	The oteqi seems to be a mutant otter. They are covered in red feathers. They have 8 eyes that are blue in color. (STR:16 / DEX:24 / LCK:20 / CON:47 / INT:1 / CHR:11)
Owlupoey	53	6 + 27	4` wide	10` (Fly 270`)	The owlupoey seems to be a mutant owl. They are covered in rich yellowish-green skin and have rich red insect-like wings. They have eyes that are red in color. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)
Pakech	63	7 + 32	20` tall	30`	The pakech seems to be a large, mutant dinosauric paleoscincus. They are covered in vibrant violet scales. They have 3 eyes that are orange in color. (STR:28 / DEX:23 / LCK:17 / CON:63 / INT:1 / CHR:15)
Raghiuh	45	5 + 23	3` long	120` (Burrow 60`)	The raghiuh seems to be a large, mutant rat. They are covered in rich orange fur. They have eyes that are blue in color. (STR:16 / DEX:20 / LCK:24 / CON:45 / INT:1 / CHR:11)
Raider/Bandit	59	6 + 30	6` tall	120`	These humanoids appear as many different species, not just humans. They vary in levels from 1 to 20 and travel in groups for better combat odds. They have weapons from simple clubs to plasma weapons. (STR:27 / DEX:22 / LCK:17 / CON:59 / INT:1 / CHR:14)
Rhixit	65	7 + 33	12` long	120`	The rhixit seems to be a mutant rhinoceros. They are covered in dull green fur. They have eyes that are orange in color. (STR:29 / DEX:18 / LCK:23 / CON:65 / INT:1 / CHR:16)
Sabre Grizzly	67	7 + 34	15` tall	120`	These 15` tall white bears hunt the snow region. They often dwell in burrows under the snow or caves formed in the ice shelves. A pelt from this animal would value at about 100 puxulite. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Shark, Land	67	7 + 34	9` long	140` (Burrow 30`)	These creature look like thick, muscular sharks. They have four powerful legs they use to burrow under the ground and surprise their prey. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Skuwu	53	6 + 27	2` long	120`	The skuwu seems to be a mutant skunk. They are covered in deep gray fur. They have 5 eyes that are orange in color. They will spray an opponent if they roll a '6' at least 2x with their attack. This spray will cause blindness for 2d6 rounds unless they can make a L9SR vs. LCK or DEX. Each target that gets damaged from the attack rolls 1 die to determine which one is sprayed, where the lowest number stinks. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. (STR:17 / DEX:26 / LCK:21 / CON:53 / INT:1 / CHR:13)

Name	MR	Dice	Size	Move	Notes
Snake, Sea	67	7 + 34	26` long	Swim 120`	This snake is often found in water and has dark blue scales with a white underbelly. They will grab and constrict a target if they roll a '6' at least 3x with their attack unless the target can make a L9SR vs. STR to stop it. Anyone held by this creature takes all of the combat damage dealt each combat round. Each target that gets damaged from the attack rolls 1 die to determine which one it tries to constrict, where the lowest number is the one it grabs. The victim may attempt to make a L9SR vs. STR each round to try and escape the creature. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)
Squzoux	49	5 + 25	1` long	90`	The squzoux seems to be a mutant squirrel. They are covered in rich green skin. They have 3 eyes that are tan in color. (STR:16 / DEX:20 / LCK:25 / CON:49 / INT:1 / CHR:12)
Stingubus	45	5 + 23	3` wide	Swim 90`	The stingubus seems to be a mutant stingray. They are covered in light violet fur. They have eyes that are yellowish-green in color. Anyone stung by this creature will suffer 2d6 damage from venom unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is affected. (STR:16 / DEX:24 / LCK:20 / CON:45 / INT:1 / CHR:11)
Tinora	47	5 + 24	2` tall	120`	These small humanoids have a pale blue skin color and white hair. They look like miniature humans and use weapons like plasma knives or plasma pistols. (STR:16 / DEX:20 / LCK:24 / CON:47 / INT:1 / CHR:11)
Unihare	51	6 + 26	3` long	180`	A large, ferocious rabbit with a razor sharp horn on its head and dark green fur. (STR:16 / DEX:25 / LCK:21 / CON:51 / INT:1 / CHR:12)
Vampere	61	7 + 31	7` tall	180`	These humanoids have sickly white skin with pointy ears. They can speak somewhat and are often wearing old ragged clothing. They fear any bright light and sleep in dark corners during the day. At night they will hunt for any medium sized creature that has some form of blood. They will infect someone with vampirism if they roll a '6' at least 3x with their attack. Anyone suffering from this will turn into a vampere in about 1d6 days unless they can make a L9SR vs. STR or CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected. (STR:28 / DEX:22 / LCK:17 / CON:61 / INT:1 / CHR:15)
Wisp	63	7 + 32	1` wide	Fly 180`	These bluish orbs of light fly around only at night. These glowing creatures float around and only come out at night. From a distance it will always seem to look like a lantern being held. If they are not discovered as being wisps, they will attempt to lure adventurers to their death and then consume their souls unless a L9SR vs. INT can be achieved. The wisp will attempt to lead the prey in a direction that may cause their death (off a cliff, down a deep hole, etc.). Once they are dead, the wisp will consume the corpse within its light leaving only bones (or exoskeletons) behind. (STR:17 / DEX:28 / LCK:23 / CON:63 / INT:1 / CHR:15)
WO2H Hunter Mech	51	6 + 26	3` tall	100`	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. They are programmed to attack with: 1 pincer or 1 built-in electrical pistol. (STR:25 / DEX:21 / LCK:16 / CON:51 / INT:1 / CHR:12)
05SU2-D Military Droid	71	8 + 36	6` tall	110`	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. They are programmed to attack with: 1 pincer or 1 built-in gravitube. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
14J0-7 Guardian Mech	65	7 + 33	11` tall	100`	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. They are programmed to attack with: 1 jaw or 1 built-in razor disc launcher. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
4LU0-7 Guard Mech	69	7 + 35	10` tall	70`	The 4LU0-7 Guard Mech is a guard mech that runs on plutonium 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. They are programmed to attack with: 1 bite or 1 attached plasma broadsword. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
CL6-88 Recall Bot	69	7 + 35	12` tall	170`	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. They are programmed to attack with: 2 claws. (STR:24 / DEX:30 / LCK:18 / CON:69 / INT:1 / CHR:17)

Name	MR	Dice	Size	Move	Notes
CM111-L Convoy Droid	67	7 + 34	8` tall	150`	The CM111-L Convoy Droid is an escort droid that runs on uranium 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. They are programmed to attack with: 1 fist or 1 built-in flamethrower. (STR:23 / DEX:29 / LCK:18 / CON:67 / INT:1 / CHR:16)
Crystal Demon	65	7 + 33	12` tall	100`	No one knows where these 12 foot tall ice creatures came from, but they are only found in the very coldest regions. They compose of pure ice and look just like demons from ancient paintings. These creatures regenerate 10 damage points every combat round unless they were attacked by some fire based spell or weapon. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Dinibab	69	7 + 35	25` tall	210`	The dinibab seems to be a large, mutant dinosauric dinichthys. They are covered in thick gold feathers. They have eyes that are yellowish-green in color. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Draygun	67	7 + 34	48` tall	90` (Fly 240`)	From ancient stories of Zendynn`s past, these creatures have dark red scales and two large horns on its head. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Draygun, Ice	69	7 + 35	30` long	90`	These 30` long lizards have no skeletal system, but rely on the coldness of the air to form an icy exoskeleton. They are an icy color but you can see the tint of red muscle below the surface. Their body secretes a fluid that immediately starts to freeze, but there are other parts of the body that will emit enough heat to form joints. They will use their ice shard breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Draygun, Ooze	67	7 + 34	40` tall	90` (Fly 240`)	Drayguns are known to sleep for months at a time. It is not too uncommon that they get consumed by symbiotic ooze while they slumber. These creatures are the result of it. (STR:29 / DEX:23 / LCK:18 / CON:67 / INT:1 / CHR:16)
Eleczard, Greater	71	8 + 36	12` long	60`	These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d6 damage. A dead eleczard can charge many items before the corpses is fully discharged. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Elephubith	65	7 + 33	12` tall	120`	The elephubith seems to be a mutant elephant. They are covered in light green skin. They have 5 eyes that are black in color. (STR:29 / DEX:18 / LCK:23 / CON:65 / INT:1 / CHR:16)
Gargul	71	8 + 36	6` long	150`	These creature look like deformed wolves and are covered in a twisted pattern of red colored skin. They have huge fangs and their eyes glow with an odd green color. They will cause radiation sickness if they roll a '6' at least 3x with their attack. This illness will last for 1d6 weeks unless they can make a L10SR vs. STR or CON. The illness causes the victim to be unable to use any adds during combat. Each target that gets damaged from the attack rolls 1 die to determine which one is affected with the illness, where the lowest number suffers from the effects. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Giant, Stone	69	7 + 35	12` tall	120`	These giant humanoids have dark gray skin and black hair. They often live in large abandoned cities and can hold two-handed weapons in one hand. They often make armor from sheet metal and have been seed using old car doors for shields. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Lizard, Fire	71	8 + 36	20` long	90`	This lizard has bright orange scales with a red feathered head. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 2d6 points of damage to everyone in front of the dragon unless the targets can make a L10SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Mantighegh	67	7 + 34	12` long	120` (Fly 180`)	The mantighegh seems to be a large, mutant mantis. They are covered in shiny tan fur. They have eyes that are silver in color. They almost always get a surprise attack as they are able to remain hidden within trees and other plants. (STR:18 / DEX:29 / LCK:23 / CON:67 / INT:1 / CHR:16)

Name	MR	Dice	Size	Move	Notes
Mirroco	65	7 + 33	6` tall	120`	This creature walks on four legs and appears to have no head. The body does have a tail at one end and a large mouth at the other end. It appears to have no eyes but can see heat patterns from its prey. The body is covered in silver reflective scales. Anyone hitting with light beam weapons will have the beam directed back at themselves where they take the damage. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Porcubus	65	7 + 33	24` tall	120`	These 24` tall bipedal porcupines mainly live in the forest. They have dark brown skin and fur, but are also covered in black quills. They are carnivorous and hunt mainly for animals. Due to their size, it is hard for this creature to effectively sneak up on its prey. To accommodate this, they can launch a quill if they roll a '6' at least 3x with their attack. This quill poison will cause the victim to fall asleep for 2d6 rounds unless they can make a L10SR vs. CON. This allows the Porcubus to capture its prey. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. There is also a 1 in 6 chance that anyone landing a melee attack on these creatures will be stuck with a quill. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Slime, Acid	71	8 + 36	8` wide	60`	This bright yellow slime consumes almost any type of wood, metal, or organic materials. They suffer double damage from fire attacks. (STR:24 / DEX:18 / LCK:30 / CON:71 / INT:1 / CHR:17)
Styrowu	65	7 + 33	18` tall	60`	The styrowu seems to be a large, mutant dinosauric styracosaurus. They are covered in thick gray scales. They have eyes that are violet in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Tewot	65	7 + 33	20` tall	180`	The tewot seems to be a large, mutant dinosauric teratosaurus. They are covered in dull gold scales. They have 6 eyes that are silver in color. (STR:29 / DEX:23 / LCK:18 / CON:65 / INT:1 / CHR:16)
Troll, Giant, Two-Headed	71	8 + 36	10` tall	120`	These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)
Turtluraax	71	8 + 36	30` wide	30` (Swim 20`)	The turtluraax seems to be a large, mutant turtle. They are covered in thick red feathers. They have 8 eyes that are brown in color. (STR:24 / DEX:18 / LCK:30 / CON:71 / INT:1 / CHR:17)
Worm, Cave	71	8 + 36	30` long	60` (Burrow 20`)	This large worm lives in underground dwellings or the mountainous regions of the land. They will move through already existing tunnels before being forced to burrow. (STR:30 / DEX:18 / LCK:24 / CON:71 / INT:1 / CHR:17)
7U-UD Inspection Mech	69	7 + 35	7` tall	110`	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. They are programmed to attack with: 1 pincer. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Cave Tentacle	69	7 + 35	10` tall	30`	This gray bulbous mass of a creature has one enormous eye with a large mouth. It has 6 sticky tentacles that it uses to wrap around prey. They will use their tentacle to pull someone into their mouth if they roll a '6' at least 3x with their attack unless they can make a L11SR vs. LCK or STR. They will suffocate in 1d6+5 rounds unless they can free themselves by making a L11SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is pulled into the mouth. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
Darkwater Eye	73	8 + 37	3` wide	Swim 60`	This creature floats in the oceans. It looks like a huge eye but has a large mouth underneath. There are two long tentacles that it can grab prey with. It attacks from a red beam that comes from the eye. (STR:18 / DEX:31 / LCK:24 / CON:73 / INT:1 / CHR:18)
Giant, Frost	69	7 + 35	15` tall	120`	These giant humanoids usually hunt with enormous clubs. Their skin is white in color and they have bright blue hair. They have a natural resistance to cold. (STR:30 / DEX:24 / LCK:18 / CON:69 / INT:1 / CHR:17)
RZU-P Scout Bot	71	8 + 36	10` tall	100`	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. They are programmed to attack with: 2 jaws. (STR:30 / DEX:24 / LCK:18 / CON:71 / INT:1 / CHR:17)

Name	MR	Dice	Size	Move	Notes
S-1623 Guardian Robot	73	8 + 37	8` tall	None	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. They are programmed to attack with: 2 claws or 1 built-in flamethrower. (STR:31 / DEX:18 / LCK:24 / CON:73 / INT:1 / CHR:18)
UO-10E1 Assassin Droid	73	8 + 37	9` tall	180`	The UO-10E1 Assassin Droid is a combat droid that runs on petroleum 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. They are programmed to attack with: 2 fists or 1 attached plasma sword. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
YD8-6 Travel Bot	75	8 + 38	9` tall	170`	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. They are programmed to attack with: 2 pincers or 1 built-in flamethrower. (STR:25 / DEX:31 / LCK:18 / CON:75 / INT:1 / CHR:18)
269J-41 Cyborg	73	8 + 37	8` tall	180`	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. They are programmed to attack with: 2 jaws or 1 built-in plasma grenade launcher. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
923-0 Android	75	8 + 38	12` tall	180`	The 923-0 Android is an android built with artificial intelligence that runs on uranium 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. They are programmed to attack with: 2 jaws or 1 built-in plasma grenade launcher. (STR:25 / DEX:31 / LCK:18 / CON:75 / INT:1 / CHR:18)
Aklasaurus	77	8 + 39	25` tall	100`	These 25 foot tall reptiles look similar to a brontosaurus of ancient past. They are dark brown in color with a light brown underbelly. They are herbivores that live mainly in rivers and lakes. They often hide beneath the water, with their head just above the surface. When their prey comes close to shore, their head and neck will emerge from the water and attempt to bite the prey. They sometimes eat tree leaves as well. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Anuzueh	77	8 + 39	30` tall	120`	The anuzueh seems to be a large, mutant dinosauric anatosaurus. They are covered in thick silver skin. They have eyes that are blue-green in color. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
D0S-36 Combat Robot	79	8 + 40	6` tall	70`	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. They are programmed to attack with: 1 jaw or 1 attached plasma pistol. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Geolhbab Hunter Droid	77	8 + 39	12` tall	180`	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. They are programmed to attack with: 1 fist or 1 attached pulse knife. (STR:25 / DEX:32 / LCK:19 / CON:77 / INT:1 / CHR:19)
Giant, Fire	77	8 + 39	12` tall	120`	These giant humanoid usually hunt with enormous clubs. Their skin is orange in color and they have bright red hair. They have a natural resistance to heat. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
Giant, Mountain	73	8 + 37	14` tall	120`	These giant humanoid usually hunt with enormous clubs. They have pale skin and brown hair. They usually wear bear skins and use large tree limbs for weapons. (STR:31 / DEX:24 / LCK:18 / CON:73 / INT:1 / CHR:18)
Lamunilh	79	8 + 40	20` tall	120`	The lamunilh seems to be a large, mutant dinosauric lambeosaurus. They are covered in shiny green skin. They have eyes that are brown in color. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Mammodeuth	79	8 + 40	15` tall	150`	The mammodeuth seems to be a large, mutant mammoth. They are covered in light tan fur. They have 7 eyes that are brown in color. (STR:32 / DEX:19 / LCK:25 / CON:79 / INT:1 / CHR:19)
Meguhiep	77	8 + 39	25` tall	120`	The meguhiep seems to be a large, mutant dinosauric megalosaurus. They are covered in silver skin. They have eyes that are orange in color. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)

Name	MR	Dice	Size	Move	Notes
Mosasupouv	73	8 + 37	50` tall	30` (Swim 150`)	The mosasupouv seems to be a large, mutant dinosauric mosasaurus. They are covered in dark green scales. They have eyes that are purple in color. (STR:24 / DEX:31 / LCK:18 / CON:73 / INT:1 / CHR:18)
Peshe	73	8 + 37	20` tall	90`	The peshe seems to be a large, mutant dinosauric pentaceratops. They are covered in black scales. They have eyes that are green in color. (STR:31 / DEX:24 / LCK:18 / CON:73 / INT:1 / CHR:18)
QF674-J Cyborg	79	8 + 40	9` tall	130`	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. They are programmed to attack with: 2 fists or 1 attached plasma axe. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Sharashilh	79	8 + 40	50` long	Swim 180`	The sharashilh seems to be a large, mutant shark. They are covered in light gold scales. They have eyes that are blue in color. (STR:25 / DEX:32 / LCK:19 / CON:79 / INT:1 / CHR:19)
Slulhoc	73	8 + 37	30` long	60`	The slulhoc seems to be a large, mutant slug. They are covered in shiny green feathers. They have eyes that are white in color. Anyone striking it with fists or melee weapons will be stuck with mucus, slowing them down and causing a penalty of 3d6 to all combat and saving rolls. (STR:24 / DEX:18 / LCK:31 / CON:73 / INT:1 / CHR:18)
Squiduphoth	77	8 + 39	43` long	30` (Swim 180`)	The squiduphoth seems to be a large, mutant squid. They are covered in light gray feathers. They have eyes that are gold in color. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. They will use their tentacle to grab someone if they roll a '6' at least 3x with their attack unless they can make a L12SR vs. LCK or STR. They will immobilize a victim unless they can free themselves by making a L12SR vs. STR each round. Each target that gets damaged from the attack rolls 1 die to determine which one is wrapped up. (STR:25 / DEX:32 / LCK:19 / CON:77 / INT:1 / CHR:19)
Worm, Frost	79	8 + 40	42` long	60` (Burrow 60`)	This large worm is covered in white fur and travels under the snow and ice to surprise its prey. It can feel vibrations above and will attempt to surface at that spot. (STR:32 / DEX:19 / LCK:25 / CON:79 / INT:1 / CHR:19)
2M5-VZE Search Bot	79	8 + 40	10` tall	130`	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. They are programmed to attack with: 1 fist. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
494UG-7 Attack Droid	83	9 + 42	7` tall	80`	The 494UG-7 Attack Droid is a combat droid that runs on petroleum liquid and is made mostly of a rough, red hued, aluminium. It is built in standard robotic form and is about 7 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 jaw or 1 attached plasma broadsword. (STR:33 / DEX:26 / LCK:19 / CON:83 / INT:1 / CHR:20)
F757-3 Inspection Mech	79	8 + 40	5` tall	40`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma battle axe. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Goruchghi	79	8 + 40	30` tall	150`	The goruchghi seems to be a large, mutant dinosauric gorgosaurus. They are covered in light yellowish-green skin. They have one eye that is purple in color. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
O46R-11 Combat Robot	79	8 + 40	8` tall	90`	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. They are programmed to attack with: 1 stinger or 1 built-in plasma grenade launcher. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)
Obyuchoeth Survey Robot	79	8 + 40	5` tall	50`	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. They are programmed to attack with: 1 fist. (STR:32 / DEX:25 / LCK:19 / CON:79 / INT:1 / CHR:19)



Name	MR	Dice	Size	Move	Notes
Turteldon	77	8 + 39	30` wide	30` (Swim 90`)	This giant turtle has a long neck that it can extend above the open sea. This creature is known to have sunk many ships. (STR:32 / DEX:25 / LCK:19 / CON:77 / INT:1 / CHR:19)
21J-8 Defense Bot	87	9 + 44	12` tall	150`	The 21J-8 Defense Bot is a guard bot that runs on plutonium 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. They are programmed to attack with: 2 jaws or 1 attached plasma sword. (STR:27 / DEX:34 / LCK:19 / CON:87 / INT:1 / CHR:21)
2B903-3 Fighting Bot	81	9 + 41	4` tall	50`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 attached plasma broadsword. (STR:33 / DEX:26 / LCK:19 / CON:81 / INT:1 / CHR:20)
628-80 Military Bot	87	9 + 44	9` tall	100`	The 628-80 Military Bot is a combat bot that runs on plutonium 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. They are programmed to attack with: 1 fist or 1 attached plasma knife. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)
P829-C Android	81	9 + 41	10` tall	150`	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. They are programmed to attack with: 1 fist or 1 built-in laser pistol. (STR:26 / DEX:33 / LCK:19 / CON:81 / INT:1 / CHR:20)
Rhondaran	87	9 + 44	20` tall	120`	This tall descendants of rhinos attacks with a stomp and a swing of its large horn. It has thick skin that is dark gray in color, but the horn is a dirty white color. Some are able to tame these creatures for riding beasts. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)
U8-2B3 Attack Droid	85	9 + 43	9` tall	120`	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. They are programmed to attack with: 1 jaw or 1 built-in laser rifle. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Whethxi	87	9 + 44	67` long	Swim 180`	The whethxi seems to be a mutant whale. They are covered in bright silver feathers. They have eyes that are yellow in color. (STR:34 / DEX:19 / LCK:27 / CON:87 / INT:1 / CHR:21)
1U7-8 Android	85	9 + 43	12` tall	170`	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. They are programmed to attack with: 1 pincer or 1 built-in razor disc launcher. (STR:26 / DEX:34 / LCK:19 / CON:85 / INT:1 / CHR:21)
75-79 Assault Bot	91	10 + 46	8` tall	160`	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. They are programmed to attack with: 1 bite or 1 built-in missile launcher. (STR:27 / DEX:35 / LCK:20 / CON:91 / INT:1 / CHR:22)
95Z2G-8 Assault Bot	89	9 + 45	5` tall	80`	The 95Z2G-8 Assault Bot is a combat bot that runs on electricity and is made mostly of a dull, bronze tinted, aluminium. It is built in standard robotic form and is about 5 feet in size. It can move around on 2 legs. They are programmed to attack with: 1 pincer or 1 built-in razor disc launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
Antrogach	91	10 + 46	30` tall	150`	The antrogach seems to be a large, mutant dinosauric antrodemus. They are covered in deep gray fur. They have eyes that are violet in color. (STR:35 / DEX:27 / LCK:20 / CON:91 / INT:1 / CHR:22)

Name	MR	Dice	Size	Move	Notes
Draygun, Deep	87	9 + 44	60` long	Swim 180`	These giant sea serpents are usually about 50 feet to 60 feet long and are purplish in color. They not able to leave the sea so simply hunt near the shores. Some sailors have told tales about seeing these creatures wrapping around whales and crushing them to death. Deep Dragons can actually breathe fire like the ancient stories tell of other dragons. They will use their fire breath if they roll a '6' at least 3x with their attack. This breath will automatically do 3d6 points of damage to everyone in front of the dragon unless the targets can make a L15SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:34 / DEX:27 / LCK:19 / CON:87 / INT:1 / CHR:21)
Dredlasaur	85	9 + 43	22` tall	120`	These 22 foot long lizard is dark green in color with a dull yellow underbelly. Their eyes are bright yellow and only allows them to detect movement. They will attack anything that moves, if it is at least over 3 feet tall, and determine if it is meat afterward. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Dydra	89	9 + 45	40` long	Swim 180`	This eight headed serpent hunts the waters of rivers and lakes and is about 40 feet long. It has a dark green scaly skin with dark brown underbelly. They will shoot laser beams from their eyes if they roll a '6' at least 3x with their attack. This beam will automatically do 3d6 points of damage to everyone in front of the creature unless the targets can make a L15SR vs. LCK or DEX. This attack damage is in addition to any other damage during that round. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
Elheduox Android	89	9 + 45	3` tall	180`	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. They are programmed to attack with: 1 claw or 1 built-in fusion pistol. (STR:27 / DEX:35 / LCK:20 / CON:89 / INT:1 / CHR:22)
Eluphich	85	9 + 43	50` tall	150`	The eluphich seems to be a large, mutant dinosauric elasmosaurus. They are covered in shiny blue-green feathers. They have 6 eyes that are forest-green in color. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
G93W-J Defender Droid	85	9 + 43	8` tall	110`	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. They are programmed to attack with: 1 jaw or 1 attached plasma sword. (STR:34 / DEX:26 / LCK:19 / CON:85 / INT:1 / CHR:21)
Gatordon	91	10 + 46	50` long	Swim 150`	This large, snake like creature has the legs and head of an alligator and covered in bright blue scales. (STR:35 / DEX:27 / LCK:20 / CON:91 / INT:1 / CHR:22)
Turtezchi	91	10 + 46	20` wide	10` (Swim 150`)	The turtezchi seems to be a large, mutant turtle. They are covered in dull yellowish-green fur. They have eyes that are yellow in color. (STR:27 / DEX:20 / LCK:35 / CON:91 / INT:1 / CHR:22)
Worm, Giant	85	9 + 43	50` long	90` (Burrow 30`)	This giant black worm will usually gets a surprise attack when it emerges from under the ground, and only during that first combat round. (STR:34 / DEX:19 / LCK:26 / CON:85 / INT:1 / CHR:21)
049Y-4 Robot	89	9 + 45	5` tall	80`	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. They are programmed to attack with: 2 fists or 1 built-in missile launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
05-H0 Scout Droid	89	9 + 45	7` tall	30`	The 05-H0 Scout Droid is a spy droid that runs on radiation 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. They are programmed to attack with: 2 fists or 1 attached plasma battle axe. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
3K-86 Attack Bot	91	10 + 46	7` tall	180`	The 3K-86 Attack Bot is a combat bot that runs on uranium 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. They are programmed to attack with: 1 pincer or 1 attached plasma rifle. (STR:27 / DEX:35 / LCK:20 / CON:91 / INT:1 / CHR:22)

Name	MR	Dice	Size	Move	Notes
7XW-8 Android	93	10 + 47	3` tall	None	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. They are programmed to attack with: 2 pincers or 1 attached plasma pistol. (STR:36 / DEX:20 / LCK:28 / CON:93 / INT:1 / CHR:23)
N597X-4 Military Bot	89	9 + 45	4` tall	40`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 built-in razor disc launcher. (STR:35 / DEX:27 / LCK:20 / CON:89 / INT:1 / CHR:22)
Ripper	91	10 + 46	30` high	10` (Run 40`)	These look like normal trees except they will sense any movement from a medium sized creature. The branches will then quickly attack those nearby. (STR:35 / DEX:20 / LCK:27 / CON:91 / INT:1 / CHR:22)
Tricezsa	95	10 + 48	24` tall	90`	The tricezsa seems to be a large, mutant dinosauric tricerotops. They are covered in vibrant blue-green scales. They have eyes that are blue in color. (STR:36 / DEX:28 / LCK:20 / CON:95 / INT:1 / CHR:23)
57-5X Battle Mech	99	10 + 50	6` tall	60`	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. They are programmed to attack with: 2 fists or 1 attached plasma rifle. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
6NI-79 Combat Droid	97	10 + 49	12` tall	130`	The 6NI-79 Combat Droid is a combat droid that runs on clockworks and is made mostly of a rough, gold hued, aluminium. It is built in the form of a spider and is about 12 feet in size. It can move around on 8 legs. They are programmed to attack with: 1 bite or 1 built-in heavy pistol. (STR:37 / DEX:28 / LCK:20 / CON:97 / INT:1 / CHR:24)
949-SN Recon Robot	97	10 + 49	9` tall	140`	The 949-SN Recon Robot is a spy robot that runs on petroleum 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. They are programmed to attack with: 1 fist or 1 built-in flamethrower. (STR:28 / DEX:37 / LCK:20 / CON:97 / INT:1 / CHR:24)
9639 Attack Droid	99	10 + 50	11` tall	90`	The 9639 Attack Droid is a combat droid that runs on electricity 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. They are programmed to attack with: 2 fists or 1 attached plasma sword. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
Alozom Exploration Mech	95	10 + 48	7` tall	30`	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. They are programmed to attack with: 2 pincers. (STR:36 / DEX:28 / LCK:20 / CON:95 / INT:1 / CHR:23)
1-5016 Combat Droid	101	11 + 51	5` tall	40`	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. They are programmed to attack with: 1 jaw or 1 built-in frag gun. (STR:38 / DEX:29 / LCK:21 / CON:101 / INT:1 / CHR:25)
3-319 Attack Bot	99	10 + 50	11` tall	50`	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. They are programmed to attack with: 2 fists or 1 built-in electrical pistol. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
44T-L Cyborg	101	11 + 51	5` tall	170`	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. They are programmed to attack with: 1 claw / 1 jaw or 1 built-in missile launcher. (STR:29 / DEX:38 / LCK:21 / CON:101 / INT:1 / CHR:25)

Name	MR	Dice	Size	Move	Notes
8482T-K Hunter Bot	97	10 + 49	8` tall	160`	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. They are programmed to attack with: 1 pincer or 1 attached plasma rifle. (STR:28 / DEX:37 / LCK:20 / CON:97 / INT:1 / CHR:24)
Stegibwi	103	11 + 52	25` tall	60`	The stegibwi seems to be a large, mutant dinosauric stegosaurus. They are covered in deep gray skin. They have 4 eyes that are blue in color. (STR:38 / DEX:29 / LCK:21 / CON:103 / INT:1 / CHR:25)
Tyraggo	99	10 + 50	50` tall	150`	The tyraggo seems to be a large, mutant dinosauric tyrannosaurus. They are covered in dark brown fur. They have eyes that are silver in color. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
X768F-V Sentry Mech	99	10 + 50	4` tall	100`	The X768F-V Sentry Mech is a guard mech that runs on steam and is made mostly of a light, black colored, aluminium. It is built in the form of a scorpion and is about 4 feet in size. It can move around on 8 legs. They are programmed to attack with: 1 pincer / 1 tail or 1 attached battle axe. (STR:37 / DEX:29 / LCK:20 / CON:99 / INT:1 / CHR:24)
18H1-X Guardian Bot	107	11 + 54	4` tall	130`	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. They are programmed to attack with: 1 jaw or 1 built-in frag gun. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)
2YB06-G Recovery Mech	105	11 + 53	6` tall	40`	The 2YB06-G Recovery Mech is a retrieval mech that runs on radiation 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. They are programmed to attack with: 1 claw / 1 jaw. (STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:26)
471-8 Recall Bot	107	11 + 54	9` tall	50`	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. They are programmed to attack with: 2 pincers. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)
7133-2 Defender Mech	103	11 + 52	10` tall	50`	The 7133-2 Defender Mech is a guard mech that runs on plutonium 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. They are programmed to attack with: 2 jaws or 1 built-in laser rifle. (STR:38 / DEX:29 / LCK:21 / CON:103 / INT:1 / CHR:25)
7R-235 Attack Droid	105	11 + 53	4` tall	170`	The 7R-235 Attack Droid is a combat droid that runs on radiation 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. They are programmed to attack with: 2 claws or 1 attached plasma pistol. (STR:30 / DEX:39 / LCK:21 / CON:105 / INT:1 / CHR:26)
14P1-K Military Mech	105	11 + 53	9` tall	40`	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. They are programmed to attack with: 2 claws or 1 built-in gravitube. (STR:39 / DEX:30 / LCK:21 / CON:105 / INT:1 / CHR:26)
898T-8 Exploration Robot	111	12 + 56	6` tall	60`	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. They are programmed to attack with: 2 pincers. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)
9D-0V Scanner Mech	111	12 + 56	9` tall	130`	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. They are programmed to attack with: 1 claw or 1 built-in plasma grenade launcher. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)
Camarubej	111	12 + 56	50` tall	60`	The camarubej seems to be a large, mutant dinosauric camarasaurus. They are covered in deep silver feathers. They have eyes that are red in color. (STR:40 / DEX:31 / LCK:21 / CON:111 / INT:1 / CHR:27)

Name	MR	Dice	Size	Move	Notes
K42X-1 Tactical Surveillance Droid	109	11 + 55	4` tall	160`	The K42X-1 Tactical Surveillance Droid is a spy droid that runs on electricity 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. They are programmed to attack with: 1 fist or 1 built-in gravitube. (STR:30 / DEX:40 / LCK:21 / CON:109 / INT:1 / CHR:27)
Ked-need Recall Robot	107	11 + 54	10` tall	130`	The Ked-need Recall Robot (from an ancient war with aliens known as the Ked-need) 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. They are programmed to attack with: 1 claw or 1 attached pulse battle axe. (STR:39 / DEX:30 / LCK:21 / CON:107 / INT:1 / CHR:26)
Krakevazh	111	12 + 56	50` long	Swim 200`	The krakevazh seems to be a large, mutant kraken. They are covered in dull gold scales. They have eyes that are silver in color. This enormous squid was once believed to be ancient legend, but many have reported this creature attacking their sailing ships. (STR:31 / DEX:40 / LCK:21 / CON:111 / INT:1 / CHR:27)
Plesipho	109	11 + 55	50` tall	150`	The plesipho seems to be a large, mutant dinosauric plesiosaurus. They are covered in vibrant forest-green feathers. They have 8 eyes that are blue in color. (STR:40 / DEX:30 / LCK:21 / CON:109 / INT:1 / CHR:27)
Cetiupho	115	12 + 58	60` tall	60`	The cetiupho seems to be a large, mutant dinosauric cetiosaurus. They are covered in bright forest-green scales. They have 4 eyes that are silver in color. (STR:41 / DEX:31 / LCK:22 / CON:115 / INT:1 / CHR:28)
Diplaxphu	119	12 + 60	80` tall	60`	The diplaxphu seems to be a large, mutant dinosauric diplodocus. They are covered in thick brown feathers. They have eyes that are gray in color. (STR:42 / DEX:32 / LCK:22 / CON:119 / INT:1 / CHR:29)
Brozes	127	13 + 64	70` tall	60`	The brozes seems to be a large, mutant dinosauric brontosaurus. They are covered in thick white fur. They have eyes that are tan in color. (STR:44 / DEX:33 / LCK:23 / CON:127 / INT:1 / CHR:31)
Brakued	141	15 + 71	60` tall	60`	The brakued seems to be a large, mutant dinosauric brachiosaurus. They are covered in bright orange fur. They have eyes that are yellow in color. (STR:48 / DEX:36 / LCK:24 / CON:141 / INT:1 / CHR:35)

# Creatures by Terrain

Below are simple listings of the creatures above, but shown in the terrain they dwell. They are sorted by difficulty of the creature to better aid you in designing adventures in Zendynn.

RUINS	RUINS	RUINS	RUINS
Buzaoy	Batile	Morlock	3S3-7 Android
Categha	Battamor	Muck Man	C-11XN Observation Mech
Rusigh	Cave Man	Ooze, Symbiotic	Centuchup
2I-94 Robot	Crihku	Spicu	Crabman
3V6-D Android	Eye Crawler	Sturg Fly	Flobde
7M71-T Guard Bot	Frujogh	Teshe	Fungoid
Antodya	Human, Infected	Troll, Frost	Gublyn
Anusek	Luce	Zombie	Lizard Man
Badgegraph	Molipi Excavation Mech	375-UI Retrieval Droid	Lizard Man, Desert

RUINS
Snagiugh
Spider, Amber
Tewme
Towyu
Wolfucir
Woloya
88R6-C Military Droid
Attoid
Barvul
Intruder
KN-18 Cyborg
Lilo
Lizard, Ice
Slime, Giant
Sluskur
Snakemen
Snasfa
Trapjaw
TTG-03 Robot
Vambear
Waste Hound
Wedieph
Worm, Carcass
Worm, Glow
Wulog
Y4YD-5 Search Bot
Ape, Infected
Beetuwid
Chikunz
Coboar
Cruler
Cyclops
Gargoil
Horushiech
Nilhodli Robot
O2G-6 War Robot

RUINS
Ogre
Rutan
Sharz
Shellox
Skunkachiel
Snicfi
Spiduzun
Toaghaih
Toawi
Tusker
UCN-08 Recovery Mech
Wugha
Xorbucon
Yeti
Zormites
47-OO Hunter Droid
728-5 Android
Bird Beast
Crox
Flyumaos
J84E-3 Spy Droid
Lizard, Subterranean
Scobbe
Sulk
Wolf, Ice
0093-A Cyborg
Bearuthet
Behtho
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
Insectoid
IO008-0 Investigation Robot
Lionovyu
Mantaur
Troll

RUINS
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Psych Serpent
Sundutek
Tiger, Magma
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Barbuga
BI-26 Assassin Droid
Centidon
Cenughu
Giant
Hulking Beast
Hydra
Lion, Fire
Man-Plant
Mold, Black
Owlupoey
Raghiuh
Raider/Bandit
Skuwu
Unihare
Vampere
Wisp
WO2H Hunter Mech

RUINS
05SU2-D Military Droid
CL6-88 Recall Bot
Draygun
Draygun, Ooze
Eleczard, Greater
Gargul
Giant, Stone
Lizard, Fire
Mantighegh
Mirroco
Slime, Acid
Troll, Giant, Two-Headed
Worm, Cave
7U-UD Inspection Mech
Cave Tentacle
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
QF674-J Cyborg
Slulhoc
Worm, Frost
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
95Z2G-8 Assault Bot

<b>RUINS</b>
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neeep Recall Robot
<b>WASTELAND/DEADLANDS</b>
Rusigh
Antodya
Anusek
Eye Crawler
Human, Infected
Sturg Fly
Vultuyeq
Zombie
Centuchup
Lizard Man, Desert

<b>WASTELAND/DEADLANDS</b>
Thorntus
Vultughiuh
Ape, Beast
Armor Dilo
Attoid
Bruk
Horsemen
Intruder
Sluskur
Snakemen
Trapjaw
Waste Hound
Wecha
Worm, Glow
Ape, Infected
Beetuwid
Coboar
Cruler
Horushiech
Ogre
Rutan
Sharz
Shellox
Toawi
Unicorn
Zormites
Bird Beast
Canna
Crox
Flyumaos
Frogigator
Radigator
Scobbe
Sulk
Behtho
Boufghe

<b>WASTELAND/DEADLANDS</b>
Eleczard
Insectoid
Mantaur
Sludgow
Troll
Bull, Slime
Drakorian
Drucev
Tiger, Magma
Troll, Giant
Badap
Barbuga
Centidon
Cenughu
Crupiq
Lion, Fire
Raghiuh
Shark, Land
Unihare
Wisp
Draygun
Eleczard, Greater
Gargul
Lizard, Fire
Mirroco
Slime, Acid
Troll, Giant, Two-Headed
Giant, Fire
Rhondaran
Worm, Giant
<b>FOREST</b>
Buzaoy
Categha
Hayi
Rusigh

<b>FOREST</b>
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Antodya
Anusek
Badgegraph
Batile
Battananor
Cave Man
Eaglexa
Frujogh
Horsanef
Molipi Excavation Mech
Mysticul
Spicu
Sqitca
Sturg Fly
Teshe
Vultuyeq
375-UI Retrieval Droid
3S3-7 Android
Antlerg
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Centuchup
Cheetaphvu
Flobde
Lokist
Mulethu
Snagiugh
Spider, Amber
Staguphich
Tewme

FOREST
Towyu
Wolfucir
88R6-C Military Droid
Bahttho
Barvul
Bealha
Boabbe
Bruk
Horsemen
KN-18 Cyborg
Leopovyu
Lilo
Owaqoc
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Beetuwid
Bukith
Chikunz
Coboar
Cruler
Draygur
Gargoil
Hoppler
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
UCN-08 Recovery Mech
Unicorn
Vine Lasher

FOREST
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Algorum
Bebuoc
Bird Beast
Flyumaos
Frogigator
Glow Flower
J84E-3 Spy Droid
Liodieph
Petzho
Radigator
Scobbe
Tigeziegh
0093-A Cyborg
Bearuthet
Behtho
Boufghe
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Sludgow
Torus
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Sundutek
Troll, Giant

FOREST
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Barbuga
Bezes
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Jackaweoq
Owlupoev
Raghiuh
Raider/Bandit
Rhixit
Shark, Land
Skuwu
Squzoux
Tinora
Unihare
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater

FOREST
Gargul
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Aklasaurus
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
Rhondaran
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Ripper
6NI-79 Combat Droid



FOREST
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-need Recall Robot
HILLS
Buzaoy
Categha
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Antodya
Anusek
Badgegaph
Battanor
Cave Man
Goalhoc
Hawkan
Horsanef
Human, Infected
Molipi Excavation Mech

HILLS
Raqoc
Spicu
Sturg Fly
Teshe
Vultuyeq
Zombie
375-UI Retrieval Droid
3S3-7 Android
Antlerg
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Cheetaphvu
Flobde
Lokist
Mulethu
Snagiugh
Spider, Amber
Staguphich
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Bahtho
Barvul
Bealha
Boabbe
Bruk
Goayuar
Horsemen
KN-18 Cyborg
Leopovyu
Lionewla
Owaqoc
Raguix
Sluskur

HILLS
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Beetuwid
Bukith
Chikunz
Coboar
Cruler
Cyclops
Draygul
Hoppler
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
Stugar
UCN-08 Recovery Mech
Unicorn
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Bebuoc
Glow Flower
J84E-3 Spy Droid
Liodieph
Petzho
Scobbe
Sulk
Tigeziegh
0093-A Cyborg
Bearuthet

HILLS
Behtho
Boufghe
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Torus
Troll
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
O97-0 Security Mech
Oljiodli Recovery Bot
Sundutek
Troll, Giant
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Barbuga
Bezes
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Jackaweq
Owlupoeu

HILLS
Raghiuh
Raider/Bandit
Rhixit
Shark, Land
Skuwu
Squzoux
Tinora
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater
Gargul
Giant, Stone
Mantighegh
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot

HILLS
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neep Recall Robot
MOUNTAINS
Buzaoy
Categha
Hayi
Rusigh

MOUNTAINS
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Anusek
Badgegaph
Battanor
Cave Man
Eaglexa
Goalhoc
Hawkan
Horsanef
Human, Infected
Molipi Excavation Mech
Raqoc
Spicu
Sqitca
Teshe
Vultuyeq
Zombie
375-UI Retrieval Droid
3S3-7 Android
Antlerg
C-11XN Observation Mech
Cheetaphvu
Flobde
Mulethu
Snagiugh
Spider, Amber
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Bahtho
Barvul

MOUNTAINS
Goayuar
Intruder
KN-18 Cyborg
Leopovyu
Lionewla
Owaqoc
Raguix
Sluskur
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Beetuwid
Bukith
Chikunz
Coboar
Cruler
Cyclops
Draygur
Gargoil
Hoppler
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
Stugar
UCN-08 Recovery Mech
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Bebuoc
Bird Beast

MOUNTAINS
Flyumaos
J84E-3 Spy Droid
Liodieph
Petzho
Scobbe
Sulk
Tigeziegh
0093-A Cyborg
Bearuthet
Behtho
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Torus
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Sundutek
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Bezes
BI-26 Assassin Droid
Centidon
Cenughu

MOUNTAINS
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Owlupoe
Raghiuh
Raider/Bandit
Rhixit
Skuwu
Squzoux
Vampere
Wisp
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater
Gargul
Giant, Stone
Lizard, Fire
Mantighegh
Porcubus
Slime, Acid
Worm, Cave
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid

MOUNTAINS
Giant, Fire
Giant, Mountain
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech

MOUNTAINS
9D-0V Scanner Mech
Ked-need Recall Robot
PLAINS
Buzaoy
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Antodya
Badgegaph
Battanor
Cave Man
Frujogh
Goalhoc
Horsanef
Human, Infected
Molipi Excavation Mech
Raqoc
Spicu
Sturg Fly
Teshe
Vultuyeq
375-UI Retrieval Droid
3S3-7 Android
C-11XN Observation Mech
Cameleda
Centuchup
Cheetaphvu
Flobde
Lokist
Mulethu

PLAINS
Snagiugh
Spider, Amber
Staguphich
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Barvul
Boabbe
Bruk
Goayuar
Horsemen
KN-18 Cyborg
Leopovyu
Lilo
Lionewla
Owaqoc
TTG-03 Robot
Wecha
Wedieph
Wulog
Y4YD-5 Search Bot
Bukith
Chikunz
Coboar
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Skunkachiel
Snicfi
UCN-08 Recovery Mech
Unicorn
Vine Lasher
3KU1-ES Android
47-OO Hunter Droid

PLAINS
728-5 Android
Algorum
Flyumaos
Glow Flower
J84E-3 Spy Droid
Liodieph
Petzho
Scobbe
Tigeziegh
0093-A Cyborg
Behtho
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Torus
Troll
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Sundutek
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Barbuga
Bezes
BI-26 Assassin Droid
Centidon

PLAINS
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Jackaweoq
Owlupoev
Raghiuh
Raider/Bandit
Rhixit
Shark, Land
Skuwu
Squzoux
Unihare
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Eleczard, Greater
Gargul
Mantighegh
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Aklasaurus
Geolhbab Hunter Droid
Giant, Fire

PLAINS
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
Rhondaran
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Ripper
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid

PLAINS
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neep Recall Robot
SWAMP
Buzaoy
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Anusek
Badgegaph
Battanor
Cave Man
Frujogh
Horsanef
Human, Infected
Luce
Molipi Excavation Mech
Muck Man
Spicu
Sturg Fly
Teshe
Vultuyeq
Zombie
375-UI Retrieval Droid
3S3-7 Android
Antlerg
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Centuchup

SWAMP
Cheetaphvu
Crabman
Crabus
Crocokiq
Doguyeor
Flobde
Lizard Man
Mulethu
Snagiugh
Spider, Amber
Tewme
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Bahtho
Barvul
Boabbe
Bruk
Intruder
KN-18 Cyborg
Lamprey
Leopovyu
Lilo
Owaqoc
TTG-03 Robot
Wecha
Wedieph
Wulog
Y4YD-5 Search Bot
Beetuwid
Boghound
Bukith
Chikunz
Coboar
Crayaguf

SWAMP
Draygur
Fruglum
Gargoil
Hoppler
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Toaghaih
UCN-08 Recovery Mech
Unicorn
Vine Lasher
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Algorum
Bebuoc
Bird Beast
Flyumaos
Frogigator
Glow Flower
J84E-3 Spy Droid
Liodieph
Mucktupus
Petzho
Radigator
Raxumar
Scobbe
Tigeziegh
0093-A Cyborg
Behtho
Boufgehe
Crazoux

SWAMP
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Marner
Torus
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
Drakorian
Drucev
O97-0 Security Mech
Oljiodli Recovery Bot
Sundutek
Troll, Giant
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra

SWAMP
Jackaweq
Man-Plant
Muskito
Owlupoey
Raghiuh
Raider/Bandit
Rhixit
Skuwu
Squzoux
Tinora
Vampere
Wisp
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Eleczard, Greater
Gargul
Mantighegh
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Aklasaurus
Geolhbab Hunter Droid
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot

SWAMP
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Ripper
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neep Recall Robot
DESERT
Buzaoy
Categha
Hayi

DESERT
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Badgegaph
Battanor
Cave Man
Goalhoc
Horsanef
Molipi Excavation Mech
Raqoc
Spicu
Teshe
Vultuyeq
Zombie
375-UI Retrieval Droid
3S3-7 Android
C-11XN Observation Mech
Cameleda
Cheetaphvu
Doguyeor
Flobde
Lizard Man, Desert
Snagiugh
Spider, Amber
Thorntus
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Armor Dilo
Attoid
Barvul
Boabbe

DESERT
Bruk
Goayuar
KN-18 Cyborg
Leopovyu
Lionewla
Owaqoc
Trapjaw
TTG-03 Robot
Waste Hound
Worm, Glow
Wulog
Y4YD-5 Search Bot
Bukith
Chikunz
Coboar
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Rutan
Sharz
Skunkachiel
Snicfi
Toawi
UCN-08 Recovery Mech
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Canna
Crox
Flyumaos
J84E-3 Spy Droid
Liodieph
Scobbe
Sulk
Tigeziegh

DESERT
0093-A Cyborg
Behtho
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Torus
Troll
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Barbuga
BI-26 Assassin Droid
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Jackaweoq
Lion, Fire
Owlupoey
Raghiuh
Raider/Bandit
Rhixit
Shark, Land
Skuwu

DESERT
Squzoux
Vampire
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Gargul
Mantighegh
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
Worm, Frost
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid

DESERT
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neep Recall Robot
FRESHWATER
Hayi
Dracoshark
Eaglexa
Frujogh
Hawkan
Luce
Muck Man
Ooze, Symbiotic
5555C-L Android
Crabus
Crocokiq
J28-A1P Attendant Mech
Lizard Man
Sheel

FRESHWATER
Shockeel
Weeder
Bealha
Beshe
C2B4-N Research Bot
Eaglushuth
Lamprey
Pikuhiep
Wecha
4F-S3 Cyborg
Boghound
Chikunz
Crayaguf
Fruglum
Gargoil
Gillard
Lamuqtha
Otite
7R-9T War Mech
Frogigator
Radigator
Raxumar
Sharktacle
Crazoux
Marner
281-84 Company Bot
7854-D War Robot
Drucev
Gazheuc
Hipuvik
Octomuc
Spigheuh
Wrapper
2P19-8 Android
Bezes
Facoor

FRESHWATER
Fish, Glowing
Fishodo
Oteqi
14J0-7 Guardian Mech
CM11I-L Convoy Droid
Draygun
Mantighegh
Turtluraax
Aklasaurus
D0S-36 Combat Robot
Turteldon
21J-8 Defense Bot
628-80 Military Bot
Dydra
Eluphich
G93W-J Defender Droid
Gatordon
57-5X Battle Mech
898T-8 Exploration Robot
K42X-1 Tactical Surveillance Droid
SEA
Hayi
Barrugaph
Eaglexa
Eeghiom
Fisuthu
Hawkan
Jelihze
Mermen
5555C-L Android
Crabman
Crabus
Dolphayauth
J28-A1P Attendant Mech

SEA
Sathca
C2B4-N Research Bot
Eaglushuth
4F-S3 Cyborg
Gillard
Lamuqtha
Razorwhale
7R-9T War Mech
Atlantix
Shuce
Archucir
Eelikxi
Shrukar
Troll, Sea
281-84 Company Bot
7854-D War Robot
Lobber
Octomuc
2P19-8 Android
Facoor
Fish, Glowing
Jaw Lock
Majno
Oteqi
Snake, Sea
Stingubus
Wisp
14J0-7 Guardian Mech
CM11I-L Convoy Droid
Dinibab
Draygun
Mantighegh
Darkwater Eye
D0S-36 Combat Robot
Mosasupouv
Sharashilh

SEA
Squiduphoth
Turteldon
21J-8 Defense Bot
628-80 Military Bot
Whethxi
Draygun, Deep
Eluphich
G93W-J Defender Droid
Gatordon
Turtezchi
57-5X Battle Mech
898T-8 Exploration Robot
K42X-1 Tactical Surveillance Droid
Krakevazh
Plesipho
SNOWY FOREST
Buzaoy
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Badgegaph
Batile
Battanor
Cave Man
Eaglexa
Horsanef
Molipi Excavation Mech
Sqitca
Troll, Frost

SNOWY FOREST
375-UI Retrieval Droid
3S3-7 Android
Antlerg
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Doguyeor
Flobde
Lynapin
Mulethu
Snagiugh
Wolfucir
Woloya
88R6-C Military Droid
Bahtho
Barvul
Bealha
Boabbe
KN-18 Cyborg
Lionewla
Owaqoc
TTG-03 Robot
Wulog
Y4YD-5 Search Bot
Burtos
Gargoil
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Skunkachiel
Toaghaih
UCN-08 Recovery Mech
Wugha
3KU1-ES Android
47-OO Hunter Droid
728-5 Android



SNOWY FOREST
Bebuoc
Flyumaos
J84E-3 Spy Droid
Petzho
Tigeziegh
Wolf, Ice
0093-A Cyborg
Bearuthet
Boufghe
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Scortzer
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
O97-0 Security Mech
Oljiodli Recovery Bot
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Bezes
BI-26 Assassin Droid
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor

SNOWY FOREST
Giant
Hydra
Owlupoey
Raghiuh
Raider/Bandit
Sabre Grizzly
Skuwu
Squzoux
Tinora
Vampire
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Crystal Demon
Draygun
Draygun, Ice
Gargul
Mantighegh
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech

SNOWY FOREST
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
Rhondaran
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Ripper
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neep Recall Robot
SNOWY HILLS
Buzaoy

SNOWY HILLS
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Badgegaph
Battanor
Cave Man
Goalhoc
Hawkan
Horsanef
Human, Infected
Molipi Excavation Mech
Raqoc
Troll, Frost
Zombie
375-UI Retrieval Droid
3S3-7 Android
Antlerg
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Dogyueor
Flobde
Lynapin
Mulethu
Snagiugh
Wolfucir
Woloya
88R6-C Military Droid
Bahtho
Barvul
Bealha

SNOWY HILLS
Boabbe
Goayuar
KN-18 Cyborg
Lionewla
Lizard, Ice
Owaqoc
Raguix
TTG-03 Robot
Wulog
Y4YD-5 Search Bot
Burtos
Cyclops
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Skunkachiel
Toaghaih
UCN-08 Recovery Mech
Wugha
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Bebuoc
J84E-3 Spy Droid
Petzho
Sulk
Tigeziegh
Wolf, Ice
0093-A Cyborg
Bearuthet
Boufghe
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Scortzer
Troll

SNOWY HILLS
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
O97-0 Security Mech
Oljiodli Recovery Bot
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Bezes
BI-26 Assassin Droid
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Owlupoey
Raghiuh
Raider/Bandit
Sabre Grizzly
Skuwu
Sqzoux
Tinora
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Crystal Demon
Draygun

SNOWY HILLS
Draygun, Ice
Gargul
Giant, Stone
Mantighegh
Porcubus
Troll, Giant, Two-Headed
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
Worm, Frost
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android

SNOWY HILLS
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neeep Recall Robot
SNOWY MOUNTAINS
Buzaoy
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Badgegaph
Battanor
Cave Man
Eaglexa
Goalhoc
Hawkan
Horsanef

SNOWY MOUNTAINS
Human, Infected
Molipi Excavation Mech
Raqoc
Sqitca
Troll, Frost
Zombie
375-UI Retrieval Droid
3S3-7 Android
Antlerg
C-11XN Observation Mech
Doguyeor
Flobde
Lynapin
Mulethu
Snagiugh
Wolfucir
Woloya
88R6-C Military Droid
Bahtho
Barvul
Eaglushuth
Goayuar
Intruder
KN-18 Cyborg
Lionewla
Lizard, Ice
Owaqoc
Raguix
TTG-03 Robot
Wulog
Y4YD-5 Search Bot
Burtos
Cyclops
Gargoil
L8610-S Battle Mech
Nilhodli Robot

SNOWY MOUNTAINS
O2G-6 War Robot
Skunkachiel
Toaghaih
UCN-08 Recovery Mech
Wugha
Yeti
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Bebuoc
Flyumaos
J84E-3 Spy Droid
Petzho
Sulk
Tigeziegh
Wolf, Ice
0093-A Cyborg
Bearuthet
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Scortzer
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Boargul
Bull, Slime
O97-0 Security Mech
Oljiodli Recovery Bot
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid

SNOWY MOUNTAINS
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Bezes
BI-26 Assassin Droid
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Owlupoey
Raghiuh
Raider/Bandit
Sabre Grizzly
Skuwu
Squzoux
Vampere
Wisp
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Crystal Demon
Draygun
Draygun, Ice
Gargul
Giant, Stone
Mantighegh
Porcubus
Troll, Giant, Two-Headed
Worm, Cave
7U-UD Inspection Mech
Giant, Frost
RZU-P Scout Bot

SNOWY MOUNTAINS
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Giant, Mountain
Mammodeuth
QF674-J Cyborg
Worm, Frost
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot

<b>SNOWY MOUNTAINS</b>
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neeep Recall Robot
<b>SNOWY PLAINS</b>
Buzaoy
Categha
Hayi
Rusigh
Wealhji
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Badgegaph
Battanor
Cave Man
Goalhoc
Horsanef
Human, Infected
Molipi Excavation Mech
Raqoc
Troll, Frost
375-UI Retrieval Droid
3S3-7 Android
C-11XN Observation Mech
Cameleda
Doguyeor
Flobde
Lynapin

<b>SNOWY PLAINS</b>
Mulethu
Snagiugh
Wolfucir
Woloya
88R6-C Military Droid
Barvul
Boabbe
Goayuar
KN-18 Cyborg
Lionewla
Owaqoc
TTG-03 Robot
Wulog
Y4YD-5 Search Bot
Burtos
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Toaghaih
UCN-08 Recovery Mech
Wugha
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Flyumaos
J84E-3 Spy Droid
Petzho
Tigeziegh
0093-A Cyborg
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Scortzer
Troll
Y3-I46 Defender Mech

<b>SNOWY PLAINS</b>
747-V9 Android
Bull, Slime
O97-0 Security Mech
Oljiodli Recovery Bot
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Badap
Bezesh
BI-26 Assassin Droid
Cenughu
Chekiqtthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Owlupoeey
Raghiuh
Raider/Bandit
Sabre Grizzly
Squzoux
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Crystal Demon
Draygun, Ice
Gargul
Mantighegh
Porcubus

<b>SNOWY PLAINS</b>
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Mammodeuth
QF674-J Cyborg
Worm, Frost
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
Rhondaran
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Ripper
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid

SNOWY PLAINS
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neeep Recall Robot
JUNGLE/TROPICS FOREST
Buzaoy
Categha
Hayi
Rusigh
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Antodya
Anusek
Babuman
Batile
Battanor
Cave Man
Frujogh
Horsanef
Molipi Excavation Mech
Ostradon
Spicu
Sturg Fly

JUNGLE/TROPICS FOREST
Teshe
Vultuyeq
375-UI Retrieval Droid
3S3-7 Android
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Centuchup
Cheetaphvu
Flobde
Hyenalhtha
Lizard Man, Desert
Mulethu
Snagiugh
Spider, Amber
Tewme
Towyu
Wolfucir
88R6-C Military Droid
Ape, Beast
Barvul
Boabbe
Bruk
KN-18 Cyborg
Leopovyu
Lilo
Lionewla
Owaqoc
Snakemen
Snasfa
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Ape, Infected
Beetuwid

JUNGLE/TROPICS FOREST
Bukith
Chikunz
Coboar
Cruler
Draygur
Gargoil
Goriluneeep
Hoppler
Horushiech
Hyefum
Jaguahuij
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
Tusker
UCN-08 Recovery Mech
Vine Lasher
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Algorum
Flyumaos
Frogigator
Glow Flower
Igiyge
J84E-3 Spy Droid
Liodieph
Radigator
Scobbe
Tigeziegh
0093-A Cyborg
Behtho

JUNGLE/TROPICS FOREST
Eleczard
GF0-FI Fighting Mech
Gorilus
HZ681-U Robot
IO008-0 Investigation Robot
Sludgow
Torus
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Ceruphoix
Drakorian
Mitu
O97-0 Security Mech
Oljiodli Recovery Bot
Platuthueph
Sundutek
Timxe
Troll, Giant
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Ankani
Badap
Barbuga
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet

JUNGLE/TROPICS FOREST
Crupiq
Facoor
Giant
Hydra
Jackaweq
Owlupoey
Pakech
Raghiuh
Raider/Bandit
Skuwu
Tinora
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater
Elephubith
Gargul
Mantighegh
Styrowu
Tewot
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Aklasaurus
Anuzueh
Geolhbab Hunter Droid
Giant, Fire
Lamunilh

JUNGLE/TROPICS FOREST
Meguhiep
Peshe
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
Goruchghi
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
Rhondaran
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Dredlasaur
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Tricezsa
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
Stegibwi
Tyraggo
X768F-V Sentry Mech
18H1-X Guardian Bot

JUNGLE/TROPICS FOREST
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Camarubej
Ked-neep Recall Robot
Cetiupho
Diplaxphu
Brozes
Brakued
JUNGLE/TROPICS HILLS
Buzaoy
Categha
Hayi
Rusigh
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Antodya
Anusek
Babuman
Battanor
Cave Man
Hawkan
Horsanef
Human, Infected
Molipi Excavation Mech
Ostradon
Spicu
Sturg Fly
Teshe
Vultuyeq

JUNGLE/TROPICS HILLS
Zombie
375-UI Retrieval Droid
3S3-7 Android
Beetle, Giant, Acid
C-11XN Observation Mech
Cameleda
Cheetaphvu
Flobde
Hyenalhtha
Lizard Man, Desert
Mulethu
Spider, Amber
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Barvul
Boabbe
Bruk
KN-18 Cyborg
Leopovyu
Lionewla
Owaqoc
Ptufaup
Sluskur
Snasfa
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Ape, Infected
Beetuwid
Bukith
Chikunz
Coboar
Cruler

JUNGLE/TROPICS HILLS
Cyclops
Draygur
Goriluneep
Hoppler
Horuschiech
Hyefum
Jaguahuij
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
Tusker
UCN-08 Recovery Mech
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Glow Flower
Igiyge
J84E-3 Spy Droid
Liodieph
Scobbe
Sulk
Tigeziegh
0093-A Cyborg
Behtho
Boufghe
Eleczard
GF0-FI Fighting Mech
Gorilus
HZ681-U Robot
IO008-0 Investigation Robot
Mantaur
Torus

JUNGLE/TROPICS HILLS
Troll
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Ceruphoix
Mitu
O97-0 Security Mech
Oljiodli Recovery Bot
Platuthueph
Psych Serpent
Sundutek
Timxe
Troll, Giant
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Ankani
Badap
Barbuga
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Jackaweoq
Owlupoey
Pakech
Raghiuh
Raider/Bandit

JUNGLE/TROPICS HILLS
Rhixit
Skuwu
Tinora
Vampere
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater
Elephubith
Gargul
Giant, Stone
Mantighegh
Styrowu
Tewot
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Meguhiep
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
Goruchghi
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android

JUNGLE/TROPICS HILLS
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Dredlasaur
Elheduox Android
Worm, Giant
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Tricezsa
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
Stegibwi
Tyraggo
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Ked-neeep Recall Robot
JUNGLE/TROPICS MOUNTAINS
Buzaoy
Categha

JUNGLE/TROPICS MOUNTAINS
Hayi
Rusigh
236-F Robot
2I-94 Robot
3V6-D Android
7M71-T Guard Bot
Anusek
Battantor
Cave Man
Hawkan
Horsanef
Human, Infected
Molipi Excavation Mech
Spicu
Teshe
Vultuyeq
Zombie
375-UI Retrieval Droid
3S3-7 Android
C-11XN Observation Mech
Cheetaphvu
Flobde
Lizard Man, Desert
Mulethu
Snagiugh
Spider, Amber
Towyu
Vultughiuh
Wolfucir
88R6-C Military Droid
Ape, Beast
Barvul
Intruder
KN-18 Cyborg
Leopovyu
Lionewla

JUNGLE/TROPICS MOUNTAINS
Owaqoc
Ptufaup
Sluskur
Snasfa
TTG-03 Robot
Wecha
Wulog
Y4YD-5 Search Bot
Beetuwid
Bukith
Chikunz
Coboar
Cruler
Cyclops
Draygur
Gargoil
Hoppler
Horushiech
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Spiduzun
UCN-08 Recovery Mech
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Flyumaos
Igiyge
J84E-3 Spy Droid
Liodieph
Scobbe
Sulk
Tigeziegh

JUNGLE/TROPICS MOUNTAINS
0093-A Cyborg
Behtho
Eleczard
GF0-FI Fighting Mech
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Mantaur
Torus
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Ceruphoix
Drakorian
O97-0 Security Mech
Oljiodli Recovery Bot
Platuthueph
Psych Serpent
Sundutek
Timxe
Troll, Giant
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid
8S8-D Cyborg
Ankani
Badap
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet

JUNGLE/TROPICS MOUNTAINS
Crupiq
Facoor
Giant
Hydra
Owlupoey
Pakech
Raghiuh
Raider/Bandit
Rhixit
Skuwu
Vampere
Wisp
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Draygun
Eleczard, Greater
Gargul
Giant, Stone
Lizard, Fire
Mantighegh
Slime, Acid
Troll, Giant, Two-Headed
Worm, Cave
7U-UD Inspection Mech
RZU-P Scout Bot
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Geolhbab Hunter Droid
Giant, Fire
Giant, Mountain
Peshe



JUNGLE/TROPICS SWAMP
Beetuwid
Boghound
Bukith
Chikunz
Coboar
Crayaguf
Draygur
Fruglum
Gargoil
Goriluneep
Hoppler
Horushiech
Hyefum
Jaguahuij
L8610-S Battle Mech
Nilhodli Robot
O2G-6 War Robot
Shellox
Skunkachiel
Snicfi
Tusker
UCN-08 Recovery Mech
Vine Lasher
3KU1-ES Android
47-OO Hunter Droid
728-5 Android
Algorum
Flyumaos
Frogigator
Glow Flower
Igiyge
J84E-3 Spy Droid
Lodieph
Mucktupus
Radigator
Raxumar

JUNGLE/TROPICS SWAMP
Scobbe
Tigeziegh
0093-A Cyborg
Behtho
Boufghe
Crazoux
Eleczard
GF0-FI Fighting Mech
Gorilus
HZ681-U Robot
IO008-0 Investigation Robot
Lionovyu
Marner
Torus
Troll
Wolf, Spiked
Y3-I46 Defender Mech
747-V9 Android
Bull, Slime
Ceruphoix
Drakorian
Drucev
Hipuvik
Mitu
O97-0 Security Mech
Oljiodli Recovery Bot
Platuthueph
Sundutek
Timxe
Troll, Giant
Vine, Hanging
0603-1 Protection Mech
08622-9 Android
0U1F3-9 Robot
380-97Y Assault Droid
7UDS-7E Capture Droid

JUNGLE/TROPICS SWAMP
8S8-D Cyborg
Ankani
Badap
BI-26 Assassin Droid
Centidon
Cenughu
Chekiqthe Recall Mech
Crolhet
Crupiq
Facoor
Giant
Hydra
Jackaweoq
Man-Plant
Muskito
OwlupoeY
Pakech
Raghiuh
Raider/Bandit
Rhixit
Skuwu
Tinora
Vampere
Wisp
WO2H Hunter Mech
05SU2-D Military Droid
4LU0-7 Guard Mech
CL6-88 Recall Bot
Eleczard, Greater
Elephubith
Gargul
Mantighegh
Styrowu
Troll, Giant, Two-Headed
7U-UD Inspection Mech
RZU-P Scout Bot

JUNGLE/TROPICS SWAMP
S-1623 Guardian Robot
UO-10E1 Assassin Droid
YD8-6 Travel Bot
269J-41 Cyborg
923-0 Android
Aklasaurus
Anuzueh
Geolhbab Hunter Droid
Lamunilh
Meguhiep
Peshe
QF674-J Cyborg
2M5-VZE Search Bot
494UG-7 Attack Droid
F757-3 Inspection Mech
Goruchghi
O46R-11 Combat Robot
Obyuchoeth Survey Robot
2B903-3 Fighting Bot
P829-C Android
U8-2B3 Attack Droid
1U7-8 Android
75-79 Assault Bot
95Z2G-8 Assault Bot
Antrogach
Dredlasaur
Elheduox Android
049Y-4 Robot
05-H0 Scout Droid
3K-86 Attack Bot
7XW-8 Android
N597X-4 Military Bot
Tricezsa
6NI-79 Combat Droid
949-SN Recon Robot
9639 Attack Droid

JUNGLE/TROPICS SWAMP
Alozom Exploration Mech
1-5016 Combat Droid
3-319 Attack Bot
44T-L Cyborg
8482T-K Hunter Bot
Stegibwi
Tyraggo
X768F-V Sentry Mech
18H1-X Guardian Bot
2YB06-G Recovery Mech
471-8 Recall Bot
7133-2 Defender Mech
7R-235 Attack Droid
14P1-K Military Mech
9D-0V Scanner Mech
Camarubej
Ked-neep Recall Robot
Cetiupho
Diplaxphu
Brozes
Brakued





**Map of Zendynn**