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

Phoenix Games
Spacefarers Guide to Alien Monsters

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INTRODUCTION

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

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

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

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

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

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

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

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

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

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

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

A second organization that may be of interest to the player is the Collections Office of the Galactic Zoo. This organization has branches all over the known Empire, and it has access to large amounts of money. In order for the Empire to keep up on the life-forms in the galaxy, a Galactic Zoo was founded on a solar system near the center of the Empire. All life-forms of interest are collected—forms of unusual size, deadliness, habitat, or possessing some other peculiarity. In general, the fees paid are total reimbursement of costs to capture and transport the beast, plus a fee of 100 credits per kilogram. For exceptionally dangerous beasts, this fee may be raised considerably.
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4. Cutter fleet. This (or rather these) creature is a complex organism that has not been adequately identified even after decades of research. Found in an otherwise sterile sea on Simpa IV in the Begnis Cluster, it was responsible for the total destruction of all marine life on that planet, resulting in a very peculiar and rare ecological system. Made up of microscopic constructs, it is essentially a molecular net that cuts its way through all obstacles. The strands of the net are manufactured from energy structures and powered by nuclear fusion of the deuterium in the ocean water. Again, these creatures seem to have a form of psionic sense, as they can locate life-forms at extreme distances. In addition to their other qualities, they have the ability to travel at speeds approaching 600 kilometers per hour in the water. The method of propulsion is not known, although a theory has been advanced that it utilizes the planet’s magnetic field in conjunction with the massive amounts of energy available.

5. Hammet’s Replicator. It is not clear that this is a biological construct at all, but the peculiar form of the creature and its abilities preclude any other theory about its creation. In form it is a simple bacterium, but it has the ability to transmit itself through any carrier, including air, water, food, and biologicals. Responsible for the total destruction of a Technology 9 planet, and the subsequent destruction of a good portion of a private exploration fleet, this simple organism has caused more destruction either directly or indirectly, than any of the others known. In function, it is relatively benign, causing no obvious damage to the host. In actuality, though, it enters the host’s genetic chain, and modifies it so that it is incapable of reproducing itself. This results in the rapid death of the organism, and also the rapid sterilization of all life-forms that depend on duplication for reproduction. It has proven impossible to remove these replicators from a victim as they infest all the cells of the host’s body, and will infect all cleansed cells within seconds. The discovery of this organism was responsible for the third use in recorded history (including the First Empire) of a Nova Bomb against a sun. This was done with the agreement of the Concours of Imperial Representatives, although the Emperor could have forced the issue by using his Emergency Powers in the protection of the Empire. All known samples of this construct have been destroyed, according to the official reports of the Empire.

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

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

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

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

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

In most cases, the mere observation of a suspect race by a member of the Psionic Branch of the ISC is enough to determine its intelligence. In many cases, however, the mind is not obvious. For example, many life-forms have automatic psionic defense abilities that make it impossible to scan them, while others may broadcast on peculiar and often unreachable frequencies. In addition, there are many races that hover on the edge between intelligence and mere cleverness. These indeterminate cases require the services of the third tool of the ISC.
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The third tool of the ISC is the LTM section. LTM stands for Long Term Monitor, and is exactly what it sounds like. Through the use of satellite and ground level monitoring in all wavelengths and sensor modes, and through the use of both computer and live controllers, this section is able to break the final mysteries about almost any life-form. However, after the incident on Reynold's World, and the subsequent destruction of Kamiana, a Technology 16 planet in the Second Empire, the LTM section has had to be very careful. The minimum time for observation has been extended from an initial year to a full standard decade, and even then it may be continued if the Section Head feels that the results are inconclusive. There is an additional danger in using this method of intelligence determination, and that is that the equipment could be obtained by the beings under observation, and used to threaten the Empire. The ISC cooperates very closely with the Technology Control Force, and all of its devices are equipped with self-contained and outside-activated destruct devices.

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

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

Games of Naeth

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

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

One of the most publicized things about the Games of Naeth is the fact that many simple intelligent beings have risen from ordinary combatant to the rank of Champion or Grand Champion. These Champions live in literal paradise, with every whim attended to, in return for which they agree to defend their titles against newcomers, in the newcomer's choice of weapons and of terrain. There are only 100 positions for Champion, and 10 for Grand Champion. Naturally, there are regulations that ensure that a Champion will not be asked to defend his title against the assault of a 500,000 ton 15-gravity monster, but many unlikely combats are scheduled.

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

Almost any being will be inducted into the starting ranks of the gladiators, commonly called the Doomed. The only way to advance in rank is to win all combats and progress upward in both difficulty and length of combat. Increasingly, the number of different opponents, weapons, and environments is raised, until at the level of the Champions, each combatant is capable of using any known combat weapon superbly, in almost any physical environment, and often with massive physical damage.
Almost never are there ties, due to the fact that the degree of medical science on Naeth is quite high, and unless the victim's body is literally in pieces and his mind missing, reconstruction can usually be accomplished. All of the combatants continue through the use of complex techniques of pain control and self-healing until one of the two combatants is dead. Usually, but not always, the loser has insured himself against death, and is reconstructed. The terms of the contract of the Gladiator are simple and to the point. Each Gladiator agrees not to leave the planet of Naeth without permission of the Gamers. Each Gladiator agrees to accept the standard percentage of gate receipts collected by the Gamers. Each Gladiator agrees that he must give notice to the public one year in advance of his leaving the Games of Naeth. Each Gladiator agrees that a flat fee of 10,000,000 credits is reasonable for reconstruction insurance, and assigns an heir to receive triple this amount if unsuccessful.

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

FIRST EMPIRE

BIOLOGICAL COMBAT MACHINERY

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

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

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

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

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

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

Naturally, many of the systems in the Empire are not so guarded, but these systems are either unoccupied or are bases for Empire Military establishments of one kind or another, and these tend to protect themselves even better against unwanted visitors, whether intelligent or bacterial.

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

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

In each case, the description of the animal or plant encountered should be checked inside the book for specific information, but the brief notes given in these charts may help to set up the encounter.
Spacefarer's Guide to Alien Monsters — Encounter Chart 1

1. Nagran: group attack. first sign is always trailing, then attack.
2. Oboos: single attack. first sign is picnic attack on middle man of group.
3. Oromosthes: group attack. easy to see, only fights if bothered. hisses loudly.
4. Pterliner: single attack. easy to see, hard to recognize. first sign is petrification.
5. Knifegrass: group attack. first sign is total burning of lead member of party.
6. Superbeaver: group attack. first sign is barking noise, then rushes lead man.
7. Shieldplant: single attack. first sign is loss of one strength point per week.
8. Spinebug: single attack. first sign of attack is connection to host.
9. Trap Turtle: group attack. hard to see. first sign is trapper of lead man or two.
10. Phil's Beast: single attack. first sign is attack on lead man. usually works.
11. Phyllo: single attack. at night, will often attack watchman from ambush.
12. Purple Worm: single attack. first sign is sight of panpipe, then ground falls.
13. Quar: single attack. cannot be felt biting, only when bothered.
14. Rockrat: group attack. do not attack, but merely keep going in straight line.
15. Sargolbeast: group attack. first sound is pounding of shells, massed attack.
16. Sirenweb: single attack. first sign is high-pitched whine then stuns.
17. Spinechunker: group attack. easy to see. hard to recognize. first sign is attack.
18. Stinga: group attack. first sign is rustling trees, then mass ambush.
19. Arhan's News: group attack. no warning. first sign is evacuation of lead man.
20. Target Lizard: group attack. first sign is attack from cover in rush.
21. Kreesor: group attack. first sign is total burning of lead member of party.
22. Lerran: large group attack. first sign is loud buzzing, then attack by air.
23. Leprok: group attack. first sign is loss of man touching lake or stream.
24. Cef: single attack. jumps from ambush. first sign is actual attack.
25. Massmouth: single attack. first sign is appearance, and immediate attack.
26. Mockler: single attack. easy to see, but will attack all metallic or bodies.
27. Nayd: group attack. hard to see. first sign is dizziness in all man.
28. Nightspider: single attack. first sign is dripping sound, then bite into man.
29. Ooifik: group attack. first sign is sudden pit attack on entire group.
30. Oxuti: single attack. first sign of attack is ambush also, missing metal.
31. Quaf's Ret: group attack. first signs are threatening animals, then group ambush.
32. Peccary: group attack. easy to see, but aggressive. will attack nosily.
33. Tafar: single attack. easy to avoid. first sign is loud hissing.
34. Sundew: single attack. easy to see. first sign is stalk hitting prey.
35. Soft Crab: single attack. first sign of attack is sting of lead man.
36. Shoggu: single attack. first sign is direct attack when disturbed.
37. Saplin: group attack. hard to see. first sign is attack on closest man in group.
38. Rockete: single attack. impossible to see. first sign is actual attack.
39. Quelch: group attack. first sign is massive attack on all members at once.
40. Eest: group attack. first sign is silent diving attack from air.
41. Pilos Cat: pair attack. will attack from two sides at once, on saloon prey.
42. Phaladin: single attack. first sign is ambush from above, man knocked over.
43. Lakor: single attack. imitates lake. first sign is loss of man touching lake.
44. Leannor: common. group attack. in water, can strip prey in seconds.
45. Macromocker: single attack. first sign is when lead man dies inside.
46. Microtick: single attack. first sign is usually noticing it on body. later.
47. Mocktail: single attack. does not attack, merely makes other monsters noises.
48. Nailer: single attack. first sign is actual attack on lead man.
49. Nectarnoth: single attack. first sign of attack is immobility in closest man.
50. Nma: group attack. easy to see. first sign is group charge.
51. Oprate: single attack. first sign is when it is found in morning on something.
52. Blot: group attack. first sign is lead man stuck in glue. then attack.
53. Paravius: group attack. will attack anything, anytime. first sign is ground attack.
54. TineMocker: single attack. first sign is noticing loss of heat.
55. B'ondal's Waterbug: single attack. first sign is when found in morning. common.
56. Bron: single attack. first sign is attack on beholder people.
57. Speaker: group attack. hard to see. first sign is hissing, then spitting.
58. Sleeper: group attack. first sign of attack is collapse of lead man.
59. Shellbug: single attack. easy to see. usually found in morning, inside camp.
60. Salmadre: single attack. first sign is actual springing attack, with acid.
61. Richardson's Folly: single attack. first sign is electrocution of lead member.
62. Gatti's Gagulator: single attack. first sign is humming. then immediate attack.
63. Pteranodon: group attack. first sign is screaming. then perdition.
64. Phlox: group attack. hard to see. first sign is slicing of lead man.
65. Lasso: group attack. from above. first sign is lifting of random man.
66. Lescorp: group attack. first sign is spring from ambush. usually onto weakest.
67. Lungbug: common. first sign is loss of breathing ability. then death.
68. Macrochick: single attack. first sign is attack, and emplacement of head.
69. Miregeck: single attack. first sign is actual attack, but read mirage notes.
70. Mockwalnut: rare. single attack. thorns can touch flesh and inject poison.
71. Nok: pair attack. first sign is screech, and diving attack on random man.
72. Nestcat: group attack. from ambush. first sign is subsonic. then actual attack.
73. Cliger: common. first sign is continuing sounds of wounded animals nearby.
74. Orkish: group attack. first sign is grunting. then rush from side.
75. Peak fish: group attack. easy to see. first sign is usually to awake and be caught.
76. Parachute: single attack. hard to see. first sign is dehydration of victim.
77. Longnose: single attack. first sign is hit on man by poison globe.
78. Lescorp Drifter: group attack. first sign is drifting attack from above, on all.
79. Lanceballoon: group attack. easy to see, but first sign of attack is sunbeam.
80. Morrow's Pet: single attack. likes to sit and sun on stream bottom. stepped on.
81. Mockler: single attack. first sign is simple encounter. not always attack.
82. Mailbug: group attack. first sign is loud crunching sound. then column appears.
83. Lightning Tree: single attack. first sign is electrical attack on random man.
84. Lombo: group attack. first sign is thumping of legs, then lasso attack.
85. Manes: group attack. quiet. first sign is actual attack on lead member.
86. Lextin: large group attack. first sign is surrounding, and built wall.
87. Sutesaurous: single attack. first sign is rushing attack at high speed.
88. Sither: single attack. impossible to see. first sign is gall of lead man.
89. Mockler: single attack. first sign is zizzing noise of approach, then attack.
90. Sharkoid: group attack. easy to attack. first sign is dive from above.
91. Rorqual's Bear: pair attack. will attack at once from two sides on lead man or tall.
92. Radioactivity: group attack. any animal or area may have radioactive contamination.
93. Polymer Cloud: single attack but common. will instantly dissolve all plastic.
94. Pudgiter: single attack. first sign is aerial spinning, and psi-power loss.
95. Rustom: group attack. first sign is loud grunting. then charges.
96. Seig's Worm: single attack. easy to see, but may attack from ambush. tall man.
97. Stammler's Ox: group attack. first sign is threatening noise, then mass charge.
98. Tanta: group attack. first warning is scream, then charge by 1 at a time.
99. Armon: single attack. hard to see first sign is actual bite on random man.
100. Pulbrazier: single attack. first sign if disturbed is telepathic bolt, to all.
1. Airer: single attack from out of nearby small bush or pile of rocks.
2. Digger: group attack. first sign is ground collapsing under lead man.
3. Drummer: single attack. first sign is when men step on it and activate it.
4. Kalm: single attack, from air. first sign is tentacles from above.
5. Hairy Swooper: group attack. first attack is on last member of party. from air.
6. Backblair: single attack. random person is attacked from above. knocked down.
7. Dreamrake: single attack. only if bothered, first sign is bite, hallucinations
8. Fireblader: group attack. can be easily seen in groups, first attack is bite.
10. Caveplant: first animal into cave is captured and attacked by chemicals
11. Afign: single attack. much noise, then charge from 50 yards. unscarable.
13. Hair Swooper: group attack. first attack is on letzten member of party. from air.
14. Glaresnake: group attack. first sign is attack on closest moving object.
15. Grizzly: single attack. first sign is growing noise, then fast charge.
16. Efin: large group attack. all members at once. ground level.
17. Ink: single attack. easy to see. harmless, but is totally opaque.
18. Irisbeak: group attack. first sign is when random man stops still, asleep.
19. Julienne: single attack. first sign is attack on closest member of party.
20. Drake's Centipede: usually single attack. first sign is lots of nausea gas.
21. Crana: group attack. wave attack onto front. ground level.
22. Caver: single attack. first sign is hole in blocking object or man.
23. Argusharpooner: easily seen, unless unknown or fleeing. will see it. fatal.
24. Akelishao: single visible. will attack if within range. or if with surprise.
25. Dencat: group attack. psionic. first sign is heart attack of random man.
26. Ornone: group attack. first sign is high-pitched buzzing. attack at random.
27. Inar: single attack. first sign is sounds of snapping ice crystals.
28. Grokel: single attack. very quiet. first sign is actual change to attack.
29. Fungus Gloomroot: common. causes a gradual phosphorescence of skin, death by poison.
30. Ernte's Bane: single attack. will trail for weeks. then attack chosen men.
31. Exorant: group attack. first sign is calling in. then gliding attack.
32. Flanc: single attack. first sign is random man getting bitten in leg.
33. Fungus Skibum: rare. if contacted. causes gradual dissolution of skin by acids.
34. Greenendeer: group attack. easily seen. but if bothered, can attack with heat beam.
35. Improver: single attack. if approached, will probably use psionic attack at once.
36. Hom: group attack. males will threaten, then attack to defend herd.
37. Jowler: single attack. uses tentacles to catch prey. easy to avoid.
38. Covale: single attack. first sign is glue hitting prey. even attacks.
39. Barman's Striker: group attack. lead man is attacked. after he falls, will turn to #2.
40. Discus: group attack. suddenly burst out. will impact all members.
41. Icemoth: common. first sign is bite on exposed skin. only attacks once.
42. Garan: single attack. first sign is attack from cover. usual tree branches.
43. Direwolf: group attack. from all sides at once. usually trail first for day.
44. Chiselmouth: single attack. others nearby. first sign is one large bite out.
45. Caller: very common. first sign is increase in insect activity. hidden.
46. Fungus Breifroot: rare. causes loss of nerve control. followed by insanity. death.
47. Flying Carpet: single attack. very hard to see. first sign is envelopment of man.
48. Ghostfly: single attack. hard to see. first sign is gradual loss of nerves.
49. Heatrug: single attack. first sign is cracking sound through plants. then attack.
50. Alabgrund: group attack. usually attack from all sides at once.
51. Beachguard: small group attack. attack individually, extremely noisy.
52. Bulletbush: single attack. unless armored. one man suddenly sprouts. fatal.
53. Chanki: group attack. likes ambush. first attack is with jump. stir.
54. Cocoon: group attack. come out of ground. generally pull men to ground.
55. Chave: group attack. will defend hive. hear noise. then are attacked.
56. Deran Bee: group attack. usually take over vehicle, not bother single men.
57. Dreamrander: group attack. first sign is illusions of desires. (moderator's guess.)
58. Dritter Squirrel: group attack. gliding attack from air. first sign is actual attack.
59. Eletir: single attack. in water. will pull anything underwater.
60. Ferric Mine: common. hard to find. usually first sign is collapse of metal.
61. Fungus Rofungus: rare. causes cancerous eruptions and constant infection.
62. Gaff: single attack. first sign is lots of noise. then attack by horns.
63. Gelbeast: single attack. first sign is his on man by acid-bearing pseudopods.
64. Grokel: single attack. hard to see. first sign is usually loss of fire.
65. Hummock: single attack. looks like rock eutrop. attack is very swift. fatal.
66. Illusion Beast: single attack. first sign is psionic. attack on entire group.
67. Alligator: near water. group attack. will grab prey and pull towards water.
68. Army Ant: group attack. column comes out of cover. over side man.
69. Baggy: single attack. others nearby. random man falls into stomach.
70. Beater: single attack at night, sleeper has head bashed in. quiet.
71. Bymie: single attack. loud man is hit from above. on head. knocked down.
72. Capacitor Beast: group attack. hard to see. can drain all power in short time.
73. Chelin: group attack. hawks. then attacks at once. very dumb. charges.
74. Ch'hanic: paired attack. man stuck to glue. then coma gas hits. slow.
75. Coral Snake: single attack. if stepped on, or near, bite in will penetrate skin.
76. Crohn: single attack. first sign is digestion of sleeping man.
77. Crawler: single attack. from cover. attacks last man in group. bites bad.
78. Danson's Chance: all members of group entering cave will be attacked. instant.
79. Dragonspider: single attack. first sign is random member being stunned.
80. Dazzler: single attack. first sign is hole burned in straight line through.
81. Beerna: small group attack. from ambush. will attack to push prey into. other.
82. Blindrat: group attack. sudden heat beam. will raise temp to 800 F.
83. Caretakers: group attack. man on ground suddenly begins to sink out of sight.
84. Gir's Eater: single attack. in water. anything that steps on it is engulfed.
85. Greenie: single attack. first sign is random member being absorbed.
86. Fremcanon: small group attack. first sign is very fast attack from cover.
87. Emote: group attack. first sign is waking up after an attack. if live.
88. Esson: single attack. first sign is random man having heart attack.
89. Arguscage: single attack. front man is captured, possibly others around.
90. Blege: small group attack. very fast. attacks with jaws. if hurt. flees.
91. Ambrose's Beast: group attack. first sign is sight of beasts sucking blood.
92. Esphal: single attack. if touched. random telekinetic things happen.
93. Ethne: group attack. first sign is usually something missing in morning.
94. Fishbat: group attack. first sign is attack by group from air. usually over water.
95. Fungus Lungweed: rare, if breathed. causes loss of breathing ability slowly.
96. Glump: large group attack. first sign is massive attack on all members.
97. Floater: single attack. easy to see. first sign of attack is electric stun.
98. Aghorse: single male. will threaten, then attack. may call for help.
2. Xaler: group attack. First sign is surrounding of lead man.
3. Yeelcract: group attack. Hard to see when burrowed. First sign is insects.
4. Drake's Frog group attack. Hard to see. First sign is electrocution of lead man.
5. Zeblon: single attack. First sign is loud squeaking noise, then attack.
6. Maxbean: pair attack. First sign is ambush from ground on random man.
7. Akellaks: single attack. First sign is dragging noise, then tentacle attack.
8. Alsarland: group attack. First sign is noises in brush. Then surround prey.
9. Ambrose's Beast: group attack. First sign is noticing beasties.
10. Army Ant: group attack. First sign is when attack column appears nearby.
12. Belu: group attack. First sign is loud rumbling, then charge attack.
13. Brope: single attack. First sign is noise on skin, if bothered, will attack.
15. Ch'hanuk: paired attack. First sign is man stuck in glue, then coma gas.
17. Tyranosaurus: single attack. First sign is crunching noises, then attack fast.
19. Wa'mampa: group attack. First sign is observing eye, then tentacle attack.
20. Wynnio: group attack. First sign is attack whiney, then mass charge.
21. Xymplast: group attack. Easy to see. First sign is attack on closest member.
22. Yooffle: group attack. First sign is defensive growling and barking, then attack.
23. Zapper: group attack. First sign is sighting, then electrocution of lead man.
25. Arguscape: single attack. First sign is when first man is captured instantly.
27. Blindrat: group attack. First sign is sudden 900 degree heat beam.
29. Caretakers: group attack. First sign is sizzling out of sight of motionless man.
30. Clawbear: single attack. First sign is suffocating charge, will fight to death.
32. Toyfox: group attack. First sign is high-pitched squeal, collapse of lead.
33. Xele: group attack. Will snort and paw around, then charge if still bothered.
34. Veamish: group attack. First sign is see or touch, or later dehydration.
35. Webbon: single attack. First sign is bite on random member. No warning.
37. Xarai Hree: group attack. First sign defensive pawing, barks. Then mass charge.
38. Xordo: group attack. First sign is the binding of the closest man.
39. Yall: single attack. First sign usually discovery in morning and bite.
40. Yellowgator: group attack. First sign usually convulsions in water, then attack.
41. Yortgill: group attack. First sign is pawsing on ground, then group attack.
42. Zantar: group attack. First sign is scout, then return of entire hunters.
43. Airlur: single attack. First sign is ambush from bush or low rocks.
45. Anspider: single attack. Can be seen in air. Immediate attack on random man.
47. Adun: group attack. First sign is clicking form all around, then charge.
49. Arrowtree: single attack, but in groves. First sign is arrow attack.
51. Boa: single attack. First sign is drop of boa onto prey beneath.
52. Burnfrog: single attack. Other nearby. First sign is attack by poison.
53. Cave Plant: first animal into cave is captured and killed by plant.
54. Cliffs: single attack. First sign is drop from above, from tree or rock.
55. Cratosian Deathworms: group attack. First sign is vibration, then rapid charge.
56. Tree Lizard: single attack. Attacks by jumping from above, knocks down prey.
58. Venus Fly Trap: single attack. Hard to see. First sign is closing of trap.
59. Webs Ele: group attack. First sign is hit on random member with glue.
60. Wyaffle: group attack. First sign is loud buzzing, then steel begins to peel.
61. Xan's Dragon: single attack. First sign is loud growling, then flame attack.
62. Xink: single attack. First sign usually discovery in morning of missing plastic.
63. Yenner's Bear: group attack. First sign is attack from above onto entire party.
64. Alligator: group attack. Near water, first sign is jaws coming from water.
65. Aino: group attack. First sign is clicking from all around, then charge.
66. Angler Mini-Drag: single attack. First sign is hit by nerve poison on random man.
68. Bobcat: group attack. No warning, attacks from slightly higher position.
69. Byrine: single attack. Lead man is hit from above, on head, knocked down.
70. Cefer: single attack. First sign is blocking animal or man-getting hole.
71. Clostwhorm: single attack. First sign is sonic attack on random member.
73. Tressucker: group attack. Will rattle loudly, then attack if still bothered.
74. Ulymm: single attack. Hard to see. First sign is swarming around wound.
75. Vorg: group attack. Well-hidden. First sign is group attack on random man.
76. Vvya: group attack. First sign is sight of rapidly-moving vvyva attacking.
77. Wolf: group attack. No warning, may track for days first sign quick rush. Then charge.
78. Wercatops: group attack. Will growl defensively. Then attack in mass charge.
79. Udvar: single attack. First sign is growing weakness, of sighting.
80. Vitaslug: single attack. First sign is pain from affected area, increasing.
81. Vae: single attack. Hard to see, first sign is to hit in forest, lead man.
82. Vorydryn: group attack. From water, first sign is surrounding of prey.
83. Volane: single attack. First sign is loud growling, then charge.
84. Vondom: single attack. First sign is sound of charging feet, lead man battered.
85. Wolverine: single attack. Easy to see, but wouldn’t attack unless bothered.
86. Aughourse: single attack. First sign is threatening, then attack. Will call help.
87. Beater: single attack. Very quiet, at night, sleeper has head bashed in.
88. Callier: very common, first sign is increase in insect activity, hidden.
89. Cavewhore's Deer: group attack. Will threaten first, then charge in unison.
90. Chiselmouth: single attack. Others nearby. First sign is a large bite missing.
91. Coortin: group attack. Come out of ground, generally pull men down at once.
92. Crahm: single attack. First sign is digestion of sleeping man.
93. Azalea: group attack. First sign is actual attack from water, usually one at a time.
94. Beena: small group attack. Will surround and attack from ambush.
95. Cavewhore’s Mole: single attack. First sign is periscope, then injection attack.
96. Chelims: group attack. Horns, then attacks at once, very dumb in charges.
97. Coral Snake: single attack. If stepped on or near, bite will penetrate shoes.
98. Covain: single attack. Easy to see. Attacks from above with stinger.
99. Flock: group attack. Likes ambush. First attack is with jump/sting.
100. Cowalen: single attack. First sign is glue hitting prey, often aircars.
| 1. Drake’s Centipede: single attack. first sign is attack by nausea gas clouds. |
| 2. Drifter Squirrel: group attack, gliding attack from air. no warning given. |
| 3. Dyfius: group attack. first sign is surrounding bowing, then mass charge. |
| 4. Eester: group attack. first sign is attack with acid spray on rear man. |
| 5. Eletrin: single attack. in water, will pull prey under to fight. |
| 6. Emet: group attack. first sign is pnicotic attack, then physical. |
| 7. Ethen: single attack. first sign is gradual atrophy of muscle tissue. |
| 8. Ferric Mite: common. hard to find. first sign is usually collapse of metal. |
| 9. Flying Carpet: single attack, very hard to see. first sign is envelopment of man. |
| 10. Fuzzlebird: group attack. no warning. first sign is ambush from cover on rear. |
| 11. Fungus Lumphwood: rare. if breathed, causes gradual loss of breathing ability. |
| 13. Gelfish: in water, single attack. first sign is contact nerve poison. |
| 14. Gloomskake: group attack. first sign is attack on closest moving object. |
| 15. Grominc: single attack. first sign is random member being absorbed. |
| 16. Hairy Swooper: group attack. first sign is air attack onto last member of party. |
| 17. Harpy: single attack. first sign is scream, then dive from out of sun. |
| 18. Grodan: single attack. very quiet. first sign is actual attack through charge. |
| 19. Icomoth: common. first sign is bite on exposed skin, only attacks once. |
| 20. Illusion Beast: single attack. first sign is pnicotic attack on entire group. |
| 21. Innereye: single attack. if approached, will probably use pnicotic attack at once. |
| 22. Jack in The Box Spider: single attack. first sign is lifting trap, striking claws. |
| 23. Jeissend: group attack. in or near water. will attack with large herd. |
| 24. Kreshor: single attack. first sign is noisy stamping charge. will stamp on prey. |
| 25. Danosn’s Chance: all members of group entering a cave will be attacked instantly. |
| 26. Digger: group attack. first sign is ground collapsing under lead man. |
| 27. Dradongliss: single attack. first sign is random member being stunned. |
| 28. Druegan: group attack. will roar and attack at once. attacks anything. |
| 29. Drope: group attack. first sign is high-pitched buzzing, attack at random. |
| 30. Edgar’s Bane: single attack. first sign is wheezing, then choking charge. |
| 31. Elfin: group attack. attack all members at once, from the ground level. |
| 32. Elpg: single attack. first sign is choking noises, then slow charge. |
| 33. Ernita’s Bane: single attack. will trail for weeks, then attack chosen man. |
| 34. Etrnke: group attack. first sign is usually something missing in the morning. |
| 35. Firebiter: group attack. can easily be seen in groups, first sign is bite. |
| 36. Flying Fish: group attack. over water, will attack with warning. |
| 37. Fungus Skibnurn: rare, if contacted causes gradual dissolution of skin by acids. |
| 38. Gafl: single attack. first sign is lots of noise, then attack charge. |
| 40. Glup: group attack. first sign is massive simultaneous attack on enemy. |
| 41. Grizzly: single attack. first sign is growling, then sudden attack charge. |
| 42. Halog: triple attack. first sign is animal charging, others in ambush. |
| 43. Heatrur: single attack. first sound is crushing through plant, then attack. |
| 44. Hummock: single attack. looks like rock overturned. attack is swift, usually fatal. |
| 45. Inar: single attack. first sound is sound of snapping ice crystals. |
| 46. Ithil: group attack. first sign is scuttling cry, then gliding attack by group. |
| 47. Ion: group attack makes will threaten and growl, then charge to protect herd. |
| 48. Jenos’s Surprise: quad attack. first sign is high pitched humming, then acid strike. |
| 49. Kangar: group attack. first sign is threatening, then butts with head. |
| 50. Dazzler: single attack. first sign is straight-line hole through anything. |
| 51. Dilith: single attack. first sign is brushing off fly, getting stung. |
| 52. Dragonwasp: group attack. first sign buzzing, then encircle and attack prey. |
| 53. Dremmender: group attack. first sign is illusions of desires (moderators guess.) |
| 54. Droon: group attack. first sign is threatening noises, then singly charge. |
| 55. Enashi: single attack. if touched, random telekinetic things happen. |
| 56. Exonrant: group attack. first sign is calling in air, then gliding attack. |
| 57. Fishbat: group attack. first sign is attack by group from air, usually near water. |
| 58. Font: group attack. first sign is hissing and attack run from two sides. |
| 59. Fungus Rotfungs: rare. causes cancers eruptions and continuous infection. |
| 60. Garmir: single attack. no warning. first sign is attack run from cover. |
| 61. Ghostfly: single attack. hard to see. first sign is gradual loss of nerves. |
| 62. Ictaj: pair attack. first sign is lots of roaring, then slow charge. |
| 63. Grokel: single attack. hard to see. usually first sign is sudden loss of fire. |
| 64. HammyToy: group attack. first sign is attack charge at 90 k.p.h. silent. |
| 65. Hon: single attack. first sign is sudden triple attack on random man. |
| 66. Iceberg Beast: single attack. easy to see at distance. will move at random slowly. |
| 67. Ifkarus: single attack. first warning is firing of harpoon at victim near water. |
| 68. Immir: single attack. first sign is stepping on razor-sharp spine hidden. |
| 69. Irisbeast: group attack. first sign is when random man stops, asleep. |
| 70. Jowler: single attack. uses tentacles to catch prey, fairly easy to avoid. |
| 71. Kilpol: single attack. will immediately charge if threatened. |
| 72. Dencal: group attack. first sign is heart attack of random man. |
| 73. Direwolf: group attack. from all sides at once, usually trail for a day. |
| 74. Dreamsnake: single attack only if bothered, first sign is bite, hallucinations. |
| 75. Drummer: single attack. first sign is when man steps on it and activates it. |
| 76. Eflas: single attack. first sign is collapse of random man in group. |
| 77. Ectates: group attack. first sign is chuckling of teeth, then group attack. |
| 78. Emotor: group attack. first sign is waking up after attack if lives. |
| 79. Essno: single attack. first sign is random man having a heart attack. |
| 80. Fommonaca: group attack. no warning, first sign is very fast attack from cover. |
| 81. Planco: single attack. first sign is random man getting bitten in leg. |
| 82. Frangath: group attack. first sign is large stench, then attack charge. |
| 83. Fungus Glownot: rare. causes a gradual phosphorescence of skin, followed by death. |
| 84. Garmon: single attack. first sign is swelling and strangulation of man. |
| 85. Gil’s Eater: single attack. in water. anything that steps on it is engulfed. |
| 86. Gylasti: group attack. no warning. first sign is charge at 50 k.p.h. |
| 87. Inbecart: single attack. first sign is sleeping man being awakened by sting. |
| 88. Cyan: group attack. first sign is when lead man falls through into tunnel. |
| 89. Kniffegress: group attack. first sign is total burying of lead member. |
| 90. Dernin Bane: group attack. usually take over vehicle, not bother single men. |
| 91. Disco: group attack. suddenly bursts out of nest, will impact lead man. |
| 92. Elflorm: group attack. first sign is screech of dying animal onto prey. |
| 93. Folester: single attack. easy to see. first sign of attack is electric stun. |
| 94. Fungus Brain Rot: rare, causes loss of nervous control, followed by insanity and death. |
| 95. Gebesta: single attack. first sign is hit on man by acid-bearing pseudopods. |
| 96. Inkler: single attack. easy to see. harmless, but it is totally opaque. |
| 97. Doonab: single attack. first sign is whirring in flight, then impact on lead. |
Spacefarer’s Guide to Alien Monsters — Ablar to Alabgrund

**ABLER**

- **Size:** 30cm
- **Weight:** 15kg
- **Speed:** 40
- **Planet:** M, V, T
- **Terrain:** woods, plains

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

Ablar nest in family groups, but hunt alone.

**AIRLEECH**

- **Size:** 30cm
- **Weight:** 2kg
- **Speed:** 70
- **Hits:** 1/1
- **Planet:** V, T, S, J
- **Terrain:** all

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

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

**AIRSPIDER**

- **Size:** 1.8m
- **Weight:** 14kg
- **Speed:** 83
- **Hits:** 2/1
- **Planet:** V, T, S
- **Terrain:** all

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

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

**ACEKI**

- **Size:** 3cm
- **Weight:** 200gm
- **Speed:** 73
- **Hits:** 1/0
- **Terrain:** all tropical

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

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

**AKELLGISHO**

- **Size:** 10m
- **Weight:** 2,800kg
- **Speed:** 43
- **Hits:** 10/5
- **Terrain:** all

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

Akellgishan hunt alone, and are omnivorous.

**AFGIN**

- **Size:** 3.6m
- **Weight:** 950kg
- **Speed:** 57
- **Hits:** 7/3
- **Terrain:** all

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

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

**ALABGRUND**

- **Size:** 1.5m
- **Weight:** 100kg
- **Speed:** 60
- **Hits:** 5/2
- **Terrain:** mountain

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

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

size: 3m  
speed: 60  
planet: all  
weight: 300kg  
hits: 6/4  
terrain: swamp, river

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

Alligators appear in groups of up to 50.

ALLOSARUS

size: 3m  
speed: 63  
planet: V, T, J  
weight: 3,000kg  
hits: 5/2  
terrain: all

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

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

AMBROSE’S BEAST

size: 1m  
speed: 70  
planet: all  
weight: 100kg  
hits: 3/2  
terrain: all

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

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

ARGUSCAGE

size: 8cm  
speed: 88  
planet: all  
weight: —  
hits: 8/0  
terrain: plains

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

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

ARHAN’S NEWT

size: 3m  
speed: 71  
planet: V, T, S  
weight: 200kg  
hits: 5/3  
terrain: all

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

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

AOLUN

size: 60cm  
speed: 62  
planet: T, S, J, P  
weight: 25kg  
hits: 3/2  
terrain: all

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

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

ARHON

size: 15cm  
speed: 60  
planet: M, V, T, S, J  
weight: 500gm  
hits: 1/0  
terrain: desert

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

The Archon is nocturnal; it is common, but found singly. It prefers to lie in wait near fruit or flowers which may attract insects.
**ARROWTREE**
- **size:** 150m
- **speed:** —
- **weight:** —
- **hits:** —
- **planet:** T, S, J
- **terrain:** all

This is a tan-colored tree with leaf clusters at the top. When its network of subterranean tendrils (sensitive to ground pressure) detects an animal, the tree shoots an arrow at it. The arrow is actually a seed, which begins to grow in the ground fertilized by the dead animal. Arrowtrees grow in groves of as many as 10,000 trees.

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

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

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

**ARLNO**
- **size:** 1m
- **speed:** 60
- **weight:** 100kg
- **hits:** 5/6
- **planet:** V, T, S, J
- **terrain:** all

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

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

**ASTRON MINI-DRAG**
- **size:** 50cm
- **speed:** 38
- **weight:** 1kg
- **hits:** 1/0
- **planet:** T
- **terrain:** coastal trees

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

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

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

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

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

**ARMY ANT**
- **size:** 3cm
- **speed:** 60
- **weight:** —
- **hits:** 1 hit
- **planet:** all
- **terrain:** jungle

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

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

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

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

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

size: 1m
speed: 42
planet: M, V, T, S, J
weight: 135kg
hits: 5/3
terrain: woods

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

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

BAGGY

size: 5m
speed: —
planet: all
weight: 4,500kg
hits: 12/6
terrain: plains, woods

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

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

BAYBERRY’S BANE

size: 7.5m
speed: 40
planet: V
weight: 70kg
hits: 5/1
terrain: all warm

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

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

BARNMAN’S STREAKER

size: 60cm
speed: 99
planet: all
weight: 10kg
hits: 2/2
terrain: all

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

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

BCAL

size: 2m
speed: 72
planet: M, V, T
weight: 100kg
hits: 5/3
terrain: all water

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

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

BARYNKREG

size: 30m
speed: 62
planet: V, T, S, J
weight: 15,000kg
hits: 10/6
terrain: ocean

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

The Barynkreg hunts by day, always alone.

B’DONDAL’S WATERBUG

size: 8cm
speed: 66
planet: all
weight: 250gm
hits: 2 hits
terrain: desert

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

These bugs are common, and usually nocturnal. They will only sting if disturbed.
Spacefarer's Guide to Alien Monsters — Beachguard to Blindrat

BEACHGUARD
- **size:** 1.3m
- **speed:** 72
- **planet:** all
- **weight:** 90kg
- **hits:** 5/3
- **terrain:** coast

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

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

BELU
- **size:** 3.5m
- **weight:** 820kg
- **speed:** 60
- **planet:** V, T, S
- **hits:** 7/3
- **terrain:** all

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

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

BILINT
- **size:** 30cm
- **speed:** 61
- **planet:** S, J, P
- **weight:** 2kg
- **hits:** 1/1
- **terrain:** all

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

Blint are solitary hunters, and diurnal.

BEATER
- **size:** 50cm
- **speed:** 22
- **planet:** M, V, T, P
- **weight:** 35kg
- **hits:** 2/2
- **terrain:** plains, desert

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

The Beater is nocturnal, and hunts alone.

BLAGE
- **size:** 4m
- **speed:** 48
- **planet:** M, S, P
- **weight:** 75kg
- **hits:** 4/2
- **terrain:** rocky

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

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

BEENA
- **size:** 1m
- **speed:** 45
- **planet:** all
- **weight:** 37kg
- **hits:** 3/2
- **terrain:** plains, tundra

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

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

BLINDRAT
- **size:** 90cm
- **speed:** 60
- **planet:** M, V, T, S
- **weight:** 80kg
- **hits:** 4/4
- **terrain:** desert, coastal

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

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

size: 30cm  
weight: 50kg  
speed: 60  
planet: V, T, J  
terrain: jungle

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

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

**BOBCAT**

size: 60cm  
weight: 40kg  
speed: 73  
planet: V, T, S  
terrain: mountain

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

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

**BROPE**

size: 2cm  
weight: 100gm  
speed: 90  
planet: T, S  
terrain: all

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

Bropes are rare, and found alone.

**BOLIK**

size: 1.5m  
weight: 88kg  
speed: 87  
planet: M, V, T  
terrain: woods, plains

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

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

**BULLET BUSH**

size: 1.2m  
weight: 5kg  
speed: 76  
planet: all  
terrain: all

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

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

**BRON**

size: 25cm  
weight: 2kg  
speed: 70  
planet: all  
terrain: forest

A squirrel-like animal with a hard dorsal carapace. Its sides are covered with barbed quills which will cause constant, increasing itching.  
The Bron can “fire” its quills up to 4m if disturbed.

**BURNFROG**

size: 25cm  
weight: 300gm  
speed: 40  
planet: V, T, S  
terrain: swamp, river

Colored green or brown, this frog usually hides and avoids large creatures, but it can spit a tactile nerve poison up to 4m if frightened.  
The Burnfrog is egg-laying, with a tadpole stage, like Terran frogs. It is omnivorous, and uses its poison to shoot down small wildlife.
BYRINE

size: 1m  
speed: 51  
planet: M, V, T  
weight: 135kg  
hits: 5/3  
terrain: plains, forest

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

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

CALLER

size: 5cm  
speed: 19  
planet: all  
weight: 500gm  
hits: 1/0  
terrain: jungle, plains

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

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

CAVER

size: 10m  
speed: 40  
planet: all  
weight: 8,000kg  
hits: 18/4  
terrain: all

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

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

CAPACITOR BEAST

size: 2m  
speed: 22  
planet: all  
weight: —  
hits: 8/0  
terrain: all

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

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

CAWTTHORN'S DEER

size: 5m  
speed: 70  
planet: V, T, S, J  
weight: 110kg  
hits: 5/2  
terrain: plains

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

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

size: 30cm  weight: 10kg
speed: 80  hits: 2/2
planet: T, S  terrain: all

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

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

CEF

size: 2m  weight: 200kg
speed: 81  hits: 5/3
planet: V, T, S  terrain: all

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

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

CHELIM

size: 1.8m  weight: 80kg
speed: 80  hits: 4/3
planet: all  terrain: coast, plains

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

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

CENDRILL

size: 3m  weight: 450kg
speed: 71  hits: 6/2
planet: T, S, J, P  terrain: all

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

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

CHISELMOUTH

size: 35cm  weight: 5kg
speed: 60  hits: 1/2
planet: all  terrain: plains

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

Chiselmouths live in group burrows, but hunt singly.

CHANKL

size: 1m  weight: 37kg
speed: 80  hits: 3/2
planet: all  terrain: mountains, coast

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

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

CH’SHANK

size: 25cm  weight: 4kg
speed: 63  hits: 3/2
planet: all  terrain: woods

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

Ch’shank are always found in pairs.
**COORDIN**

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

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

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

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**CLAWBEAR**

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

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

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

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**CORAL SNAKE**

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

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

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

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**CLIFFCAT**

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

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

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

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**COVALEN**

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

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

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

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**CLOTHWORM**

- **size:** 18m
- **weight:** 3,200kg
- **speed:** 45
- **hits:** 6/4
- **planet:** T, S, J
- **terrain:** plains, desert

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

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

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**COVALN**

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

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

The Covaln drops on its prey from above. It is always found alone.
Spacefarer's Guide to Alien Monsters — Cozal to Creeh

**COZAL**

- **size:** 30m
- **speed:** 70
- **planet:** V, T, S, J
- **weight:** 15,000kg
- **hits:** 10/5
- **terrain:** ocean, river

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

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

**CRAHM**

- **size:** 3m
- **speed:** 20
- **planet:** V, T, S
- **weight:** 250kg
- **hits:** 6/6
- **terrain:** all

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

Crahm are nocturnal and solitary.

**CRATOSIAN DEATHWORMS**

- **size:** 90m
- **speed:** 63
- **planet:** V, T, J
- **weight:** 200,000kg
- **hits:** 20/3
- **terrain:** humid land

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

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

**CRAMER'S DEATH**

- **size:** 3m
- **speed:** 80
- **planet:** S, J, P
- **weight:** 600kg
- **hits:** 6/4
- **terrain:** all water

Cramer's Death is a shark-like animal with a long, single sucker arm coiled under its head. The arm is 1m long, and can uncoil and strike in a second.

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

**CRAWLER**

- **size:** 4.8m
- **speed:** 53
- **planet:** M, J, P
- **weight:** 1,360kg
- **hits:** 9/3
- **terrain:** all

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

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

**CRANLA**

- **size:** 1m
- **speed:** 73
- **planet:** all
- **weight:** 100kg
- **hits:** 5/4
- **terrain:** all

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

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

**CREEH**

- **size:** 5m
- **speed:** 48
- **planet:** all
- **weight:** 15gm
- **hits:** 1
- **terrain:** plains

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

Creeh will fight to defend themselves and their nest.
DENCAT

size: 1m  
speed: 53  
planet: M,V,T,S  
weight: 65kg  
hits: 4/2  
terrain: forest, desert

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

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

DANDER

size: 1.2m  
speed: 44  
planet: V,T,S,J  
weight: 9kg  
hits: 6/2  
terrain: plains

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

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

DERAN BEE

size: 15cm  
speed: 90  
planet: all  
weight: 500gm  
hits: 2 hits  
terrain: all

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

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

DANSON'S CHANCE

size: 30cm  
speed: 20  
planet: all  
weight: 2kg  
hits: 3/0  
terrain: caves

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

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

DIGGER

size: 60cm  
speed: 53  
planet: all  
weight: 14kg  
hits: 2/2  
terrain: forest, jungle

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

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

DAZZLER

size: 1cm  
speed: 80  
planet: all  
weight: —  
hits: —  
terrain: all

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

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

DILBISH

size: 2cm  
speed: 34  
planet: V,T,S  
weight: 100gm  
hits: 1 hit  
terrain: all

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

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

- **size**: 3m
- **weight**: 400kg
- **speed**: 70
- **planet**: all
- **hits**: 6/3
- **terrain**: plains, tundra

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

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

**Discus**

- **size**: 30cm
- **weight**: 2kg
- **speed**: 62
- **planet**: all
- **hits**: 4/1
- **terrain**: all

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

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

**Dragonwasp**

- **size**: 20cm
- **weight**: 100gm
- **speed**: 40
- **planet**: T
- **hits**: 1 hit
- **terrain**: in or near swamp

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

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

**Doonab**

- **size**: 60cm
- **weight**: 30kg
- **speed**: 58
- **planet**: V, T, S, J
- **hits**: 3/2
- **terrain**: plains, forest

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

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

**Drake's Centipede**

- **size**: 2.1m
- **weight**: 95kg
- **speed**: 51
- **planet**: all
- **hits**: 5/3
- **terrain**: swamp, jungle

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

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

**Dragonspider**

- **size**: 3.2m
- **weight**: 135kg
- **speed**: 51
- **planet**: M, V, T
- **hits**: 6/3
- **terrain**: plains, forest

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

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

**Drake’s Frog**

- **size**: 15cm
- **weight**: 250gm
- **speed**: 53
- **planet**: V, T, J
- **hits**: 1 hit
- **terrain**: plains, coastal

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

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

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

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

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

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

DREillumencer

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

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

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

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

DROON

size: 2m
speed: 58
planet: T, S

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

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

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

DREAMSNAKE

size: 60cm
speed: 73
planet: all

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

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

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

DRIFTER SQUIRREL

size: 30cm
speed: 40
planet: all

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

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

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

DROUNPE

size: 30cm
speed: 82
planet: all

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

Giant mosquitoes which can draw up to a quart of blood per minute if a human holds five quarts.

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

DRUMMER

size: 50m
speed: 10
planet: all

weight: —
hits: 15/6
terrain: all

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

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

- **Size:** 2.5m
- **Weight:** 200kg
- **Speed:** 80
- **Hits:** 5/3
- **Terrain:** plains, woods

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

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

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**DYRUN**

- **Size:** 30cm
- **Weight:** 5kg
- **Speed:** 45
- **Hits:** 1/2
- **Terrain:** all

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

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

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**EESTER**

- **Size:** 90cm
- **Weight:** 50kg
- **Speed:** 61
- **Hits:** 4/2
- **Terrain:** plains, forest

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

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

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**EDGAR'S BANE**

- **Size:** 7m
- **Weight:** 1,800kg
- **Speed:** 40
- **Hits:** 9/5
- **Terrain:** plains

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

Edgar's Bane hunts only by day, alone.

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**EFLAS**

- **Size:** 21cm
- **Weight:** 500gm
- **Speed:** 65
- **Hits:** 1/0
- **Terrain:** sea, swamp, river

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

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

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**EDISH**

- **Size:** 4m
- **Weight:** 400kg
- **Speed:** 40
- **Hits:** 6/3
- **Terrain:** swamp, jungle

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

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

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**EFTINN**

- **Size:** 35cm
- **Weight:** 10kg
- **Speed:** 55
- **Hits:** 1/2
- **Terrain:** all

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

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

**size:** 5cm  
**speed:** 86  
**planet:** all  
**weight:** —  
**hits:** 1 hit  
**terrain:** all

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

Eggbeetles are common in summer and fall seasons.

ELETRIN

**size:** 4m  
**speed:** 90  
**planet:** all  
**weight:** 350kg  
**hits:** 5/2  
**terrain:** inland water

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

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

EGG

**size:** 20m  
**speed:** 78  
**planet:** V, T, S, J  
**weight:** 6,000kg  
**hits:** 10/6  
**terrain:** all

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

The Egg hunts alone, by day or night.

EILATE

**size:** 1m  
**speed:** 63  
**planet:** V, T, S, J  
**weight:** 75kg  
**hits:** 4/2  
**terrain:** plains, woods

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

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

ELLISTER'S WEAVER

**size:** 60cm  
**speed:** 41  
**planet:** V, T, S, J, P  
**weight:** 23kg  
**hits:** 3/2  
**terrain:** woods, plains

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

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

EILOFORM

**size:** 45cm  
**speed:** 92  
**planet:** V, T, J  
**weight:** 7kg  
**hits:** 1/2  
**terrain:** woods, mountain

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

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

EMOTER

**size:** 30cm  
**speed:** —  
**planet:** all  
**weight:** —  
**hits:** 1 hit  
**terrain:** all

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

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

size: 2.4m  
speed: 62  
planet: M, V, T  
weight: 180kg  
hits: 5/4  
terrain: near water

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

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

ERNAT'S BANE

size: 2.5m  
speed: 80  
planet: all  
weight: 200kg  
hits: 5/3  
terrain: all

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

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

ESSSLIL

size: 2m  
speed: 72  
planet: V, T, J, P  
weight: 30kg  
hits: 3/2  
terrain: all

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

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

ESPBALL

size: 30cm  
speed: 50  
planet: all  
weight: —  
hits: —  
terrain: all

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

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

ETHUR

size: 1cm  
speed: 80  
planet: T, S, J, P  
weight: —  
hits: —  
terrain: all

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

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

ESSNO

size: 1m  
speed: 82  
planet: all  
weight: 10kg  
hits: 2/2  
terrain: all

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

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

ETTNEE

size: 1m  
speed: 42  
planet: M, V, T, J  
weight: 100kg  
hits: 5/2  
terrain: plains, tundra

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

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

size: 1.3m
speed: 73
planet: all
weight: 100kg
hits: 5/2
terrain: forest, mountain

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

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

FICKE

size: 2m
speed: 55
planet: S, J, P
weight: 100kg
hits: 5/2
terrain: all

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

Ficke hunt by day in groups of up to 50. They like to surround their prey, and then attack.

FIREBITER

size: 1cm
speed: 51
planet: all
weight: 1gm
hits: 1 hit
terrain: forest, mountain

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

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

FAMMONCAT

size: 3m
speed: 86
planet: M, V, T, S, J
weight: 115kg
hits: 5/2
terrain: coast, mountain

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

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

FIREBOA

size: 12m
speed: 63
planet: V
weight: 37kg
hits: 3/2
terrain: woods, jungle

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

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

FERRIC MITE

size: 3cm
speed: 16
planet: all
weight: 100gm
hits: 2/0
terrain: all

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

These mites are common on many worlds.

FISHBAT

size: 30cm
speed: 60
planet: all
weight: 10kg
hits: 2/2
terrain: near water

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

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

size: 2m  
speed: 76  
planet: M, V, T, S, J  
weight: 20kg  
hits: 3/2  
terrain: all

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

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

FLOATER

size: 10m  
speed: 30  
planet: M, V, T, J  
weight: 50kg  
hits: 2/2  
terrain: all

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

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

FONT

size: 3.5m  
speed: 58  
planet: T, S  
weight: 150kg  
hits: 5/3  
terrain: all

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

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

FLYING CARPET

size: 200m  
speed: 20  
planet: all  
weight: 280kg  
hits: 10/0  
terrain: all

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

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

FRANGATH

size: 1.3m  
speed: 50  
planet: T  
weight: 37kg  
hits: 3/2  
terrain: tundra, plains

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

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

FLYING FISH

size: 1m  
speed: 22  
planet: T  
weight: 35kg  
hits: 2/1  
terrain: ocean

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

Schools of Flying Fish usually number 30-50.

FUNGUS SPORES

size: varies  
speed: —  
planet: M, V, T, S  
weight: varies  
hits: —  
terrain: all but desert

1. Lungweed: grows in lungs until victim suffocates.
2. Skinburn: slime mold, causes outer or inner skin to melt.
3. Rotfungus: causes cancerous eruptions to spread on skin.
4. Glowroot: causes slow death, while skin grows phosphorescent.
6. Eyerot: attacks and dissolves eyes.
Spacefarer's Guide to Alien Monsters — Fuzzle Bird to Genebeast

**Fuzzle Bird**

- **Size:** 1.3m
- **Speed:** 43
- **Weight:** 600kg
- **Planet:** T, S, J, P
- **Hits:** 6/3
- **Terrain:** all

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

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

**Garonter**

- **Size:** 15cm
- **Weight:** 300gm
- **Speed:** 92
- **Planet:** T, S, J, P
- **Hits:** 1/0
- **Terrain:** all

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

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

**Gelbeast**

- **Size:** 2m
- **Speed:** 66
- **Weight:** 135kg
- **Planet:** all
- **Hits:** 7/4
- **Terrain:** all

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

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

**Gaffl**

- **Size:** 5m
- **Speed:** 50
- **Weight:** 1,400kg
- **Planet:** all
- **Hits:** 8/3
- **Terrain:** all

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

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

**Gelfish**

- **Size:** 2m
- **Speed:** 25
- **Weight:** 5kg
- **Planet:** all
- **Hits:** 4/4
- **Terrain:** water vegetation

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

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

**Garain**

- **Size:** 2.5m
- **Speed:** 92
- **Weight:** 300kg
- **Planet:** all
- **Hits:** 6/4
- **Terrain:** all

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

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

**Genebeast**

- **Size:** 3m
- **Speed:** —
- **Weight:** 20kg
- **Planet:** all
- **Hits:** 6/0
- **Terrain:** all

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

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

- **Size:** 2 cm
- **Speed:** 75
- **Planet:** All
- **Weight:** —
- **Hits:** 1 hit
- **Terrain:** Coastal, plains

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

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

## GIL'S EATER

- **Size:** 8
- **Speed:** 90
- **Planet:** All
- **Weight:** 200 kg
- **Hits:** 5/3
- **Terrain:** Lake, swamp

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

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

## GREENDEER

- **Size:** 1.2 m
- **Speed:** 50
- **Planet:** M, V, T
- **Weight:** 120 kg
- **Hits:** 5/1
- **Terrain:** Desert

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

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

## GLOWSNAKE

- **Size:** 1.8 m
- **Speed:** 71
- **Planet:** All
- **Weight:** 23 kg
- **Hits:** 3/2
- **Terrain:** Caves

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

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

## GREENIE

- **Size:** 40 m
- **Speed:** 60
- **Planet:** All
- **Weight:** —
- **Hits:** 15/8
- **Terrain:** All

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

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

## GLURP

- **Size:** 3 m
- **Speed:** —
- **Planet:** All
- **Weight:** 40 kg
- **Hits:** 8/2
- **Terrain:** All

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

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

## GRIZZLY

- **Size:** 3 m
- **Speed:** 80
- **Planet:** All
- **Weight:** 500 kg
- **Hits:** 7/3
- **Terrain:** Forest, Mountain

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

The Grizzly is a solitary creature. It usually fights only when forced to, but sometimes it goes crazy and attacks everything in sight.
**Spacefarer's Guide to Alien Monsters — Grodan to Harpy**

**Grodan**
- **Size:** 3m
- **Speed:** 70
- **Weight:** 450kg
- **Planet:** M, V, T, S, J
- **Terrain:** Plains, tundra

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

The Grodan is solitary, and hunts day and night.

**Hairy Swooper**
- **Size:** 61cm
- **Speed:** 46
- **Weight:** 16kg
- **Hits:** 2/2
- **Planet:** All
- **Terrain:** Forest

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

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

**Grokel**
- **Size:** 2m
- **Speed:** 35
- **Weight:** 250kg
- **Hits:** 5/3
- **Planet:** M, V, T, S, J
- **Terrain:** All

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

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

**Halog**
- **Size:** 1m
- **Speed:** 63
- **Weight:** 30kg
- **Hits:** 5/2
- **Planet:** T, S, J
- **Terrain:** Forest, plains

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

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

**Hamm's Toy**
- **Size:** 2m
- **Speed:** 70
- **Weight:** 40kg
- **Hits:** 4/2
- **Planet:** S, J, P
- **Terrain:** Plains, desert

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

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

**Gylatti**
- **Size:** 3m
- **Speed:** 90
- **Weight:** 115kg
- **Hits:** 5/3
- **Planet:** T, S, J, P
- **Terrain:** Plains

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

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

**Harpy**
- **Size:** 3m
- **Speed:** 56
- **Weight:** 37kg
- **Hits:** 4/1
- **Planet:** V, T, S, J
- **Terrain:** Desert, mountain

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

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

size: 30m
speed: 43
planet: all
weight: 200kg
hits: 8/0
terrain: all

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

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

HONT

size: 2m
speed: 78
planet: S, J, P
weight: 5kg
hits: 1/1
terrain: all

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

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

HYRADI

size: 60cm
speed: 25
planet: V, T, S
weight: 1kg
hits: 1/0
terrain: coastal waters

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

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

HUMMOCK

size: 8m
speed: 20
planet: all
weight: 2,000kg
hits: 10/6
terrain: mountains

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

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

ICEBERG BEAST

size: 75m
speed: 05
planet: S, J, P
weight: 100,000kg
hits: 20/10
terrain: all

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

Iceberg Beasts are found very rarely, and always singly.

HYPERBEAST

size: 1m
speed: 66
planet: P
weight: —
hits: 15/5
terrain: all

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

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

ICEMOTH

size: 45cm
speed: 50
planet: all
weight: 10kg
hits: 1/2
terrain: all

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

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

- **Size:** 5m
- **Weight:** 1,800kg
- **Speed:** —
- **Hits:** 6/4
- **Planet:** all
- **Terrain:** all

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

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

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**Ictag**

- **Size:** 3m
- **Weight:** 450kg
- **Speed:** 55
- **Hits:** 6/3
- **Planet:** V, T, S, J
- **Terrain:** jungle

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

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

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**Iksal**

- **Size:** 1.3m
- **Weight:** 100kg
- **Speed:** 70
- **Hits:** 5/2
- **Planet:** T, S, J, P
- **Terrain:** all

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

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

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**Ictyosaurus**

- **Size:** 9m
- **Weight:** 1,000kg
- **Speed:** 91
- **Hits:** 7/4
- **Planet:** all
- **Terrain:** ocean

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

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

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**Immir**

- **Size:** 50cm
- **Weight:** 10kg
- **Speed:** 33
- **Hits:** 2/2
- **Planet:** S, J, P
- **Terrain:** swamp, riverside

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

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

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**Ikanus**

- **Size:** 5m
- **Weight:** 3,600kg
- **Speed:** 96
- **Hits:** 6/4
- **Planet:** all
- **Terrain:** coast, river

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

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

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**Inar**

- **Size:** 1m
- **Weight:** 600kg
- **Speed:** 71
- **Hits:** 8/7
- **Planet:** all
- **Terrain:** all

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

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

size: 2m  weight: 40kg
speed: 68  hits: 4/2
planet: T, S, J  terrain: desert

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

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

INKER

size: 15m  weight: —
speed: 15  hits: —
planet: all  terrain: all

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

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

IRSBEAST

size: 1m  weight: 250kg
speed: 30  hits: 5/5
planet: all  terrain: all

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

Irsbeasts hunt in packs of 6-20.

INNEREYE

size: 30cm  weight: 1kg
speed: 41  hits: 1/0
planet: all  terrain: all

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

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

JACK-IN-THE-BOX SPIDER

size: 3m  weight: 2,700kg
speed: 52  hits: 8/3
planet: V, T, S  terrain: tundra, forest

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

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

IOM

size: 1m  weight: 150kg
speed: 70  hits: 5/3
planet: all  terrain: all

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

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

JENSOI’S SURPRISE

size: 60cm  weight: 95kg
speed: 40  hits: 3/2
planet: V, T, S, J  terrain: all

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

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

- **Size:** 3m
- **Speed:** 68
- **Planet:** M, V, T
- **Weight:** 400kg
- **Hits:** 6/3
- **Terrain:** all water

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

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

**Julienne**

- **Size:** 40cm
- **Weight:** 10kg
- **Speed:** 42
- **Planet:** M, V, T
- **Hits:** 2/2
- **Terrain:** all

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

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

**Kalon**

- **Size:** 2.5m
- **Weight:** 230kg
- **Speed:** 33
- **Planet:** M, V, T
- **Hits:** 6/4
- **Terrain:** all

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

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

**Jobbuck**

- **Size:** 30cm
- **Weight:** 5kg
- **Speed:** 45
- **Planet:** M, V, T
- **Hits:** 1/2
- **Terrain:** all

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

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

**Kanger**

- **Size:** 2.4m
- **Weight:** 1,700kg
- **Speed:** 20
- **Planet:** T, S, J
- **Hits:** 8/3
- **Terrain:** plains, coastal

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

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

**Jowler**

- **Size:** 8m
- **Weight:** 2,000kg
- **Speed:** 32
- **Planet:** M, V, T, S
- **Hits:** 10/5
- **Terrain:** mountain

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

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

**Kiloxi**

- **Size:** 2.5m
- **Weight:** 850kg
- **Speed:** 20
- **Planet:** T, S, J, P
- **Hits:** 8/3
- **Terrain:** plains, coastal

A vegetarian creature with huge antlers and black fur.

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

- **size:** 2cm
- **speed:** 62
- **planet:** all
- **weight:** 200gm
- **hits:** 1 hit
- **terrain:** all

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

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

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**KRAKEN**

- **size:** 15m
- **speed:** 68
- **planet:** M, V, T, S, J
- **weight:** 7,200kg
- **hits:** 10/6
- **terrain:** ocean, coastal

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

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

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**LARKIN**

- **size:** 5m
- **speed:** 57
- **planet:** M, J, P
- **weight:** 1,500kg
- **hits:** 10/4
- **terrain:** all

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

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

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**KRESHOR**

- **size:** 15m
- **speed:** 44
- **planet:** V, T, S, J
- **weight:** 10,000kg
- **hits:** 10/5
- **terrain:** plains, forest

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

The Kreshor is solitary, and hunts by day.

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**LASOAPE**

- **size:** 2m
- **speed:** 65
- **planet:** V, T, S, J
- **weight:** 150kg
- **hits:** 5/3
- **terrain:** forest

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

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

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**LAKER**

- **size:** 30m
- **speed:** 41
- **planet:** all
- **weight:** 15,000kg
- **hits:** 12/8
- **terrain:** plains, desert

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

Lakers are solitary, with large, exclusive territories.

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**LANCEBALLOON**

- **size:** 60m
- **speed:** 45
- **planet:** all
- **weight:** 200kg
- **hits:** 10/3
- **terrain:** all

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

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

| size: 2.4m | weight: 160kg |
| speed: 70  | hits: 5/3     |
| planet: M, V, T | terrain: all |

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

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

LARPIKREG

| size: 4m | weight: 350kg |
| speed: 90 | hits: 6/2     |
| planet: all | terrain: inland water |

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

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

LEESCROP DRIFTER

| size: 2.4m | weight: 160kg |
| speed: 70  | hits: 5/2     |
| planet: M, V, T, J | terrain: all |

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

Leescrop Drifters tend to live on cliffs or mountain faces.

LARRAN

| size: 6cm | weight: 40gm |
| speed: 56  | hits: 1 hit |
| planet: all | terrain: all |

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

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

LIGHTNING TREE

| size: 25m | weight: 18,000kg |
| speed: —  | hits: —          |
| planet: M, V, T, J | terrain: woods, jungle |

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

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

LEANNDER

| size: 30cm | weight: 5kg |
| speed: 60  | hits: 2/2   |
| planet: all | terrain: fresh water |

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

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

LINKFOX

| size: 70cm | weight: 30kg |
| speed: 44  | hits: 3/1    |
| planet: M, V, T | terrain: plains, forest |

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

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

size: 1m
speed: 71
planet: all
weight: 75kg
hits: 4/2
terrain: all

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

Lomboos hunt by day in groups of up to 10.

LONGSNOUT

size: 30cm
speed: 28
planet: M, V, T, S, J
weight: 9kg
hits: 1/1
terrain: all

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

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

LYREWOLF

size: 1.5m
speed: 47
planet: T, S
weight: 90kg
hits: 4/3
terrain: plains

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

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

LUNGBUG

size: 3cm
ds speed: —
planet: all
weight: —
hits: —
terrain: all

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

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

MACROMOCKER

size: 10m
speed: 45
planet: all
weight: 24,000kg
hits: 12/6
terrain: all

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

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

LUREBIRD

size: 1m
speed: 30
planet: T, S
weight: 14kg
hits: 2/2
terrain: woods, coast

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

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

MACROTICK

size: 35cm
speed: 31
planet: all
weight: 3kg
hits: 3/1
terrain: all

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

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

**Size:** 2m  
**Weight:** 700kg  
**Speed:** 81  
**Planet:** T, S, J, P  
**Terrain:** all

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

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

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**MADBEAR**

**Size:** 1m  
**Weight:** 100kg  
**Speed:** 54  
**Planet:** T, S, J, P  
**Terrain:** all

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

Madbears always hunt in pairs, by day.

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**MAILBUGS**

**Size:** 13cm  
**Weight:** 50gm  
**Speed:** 91  
**Hits:** 1 hit  
**Planet:** all  
**Terrain:** all

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

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

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**MASSMOUTH**

**Size:** 30cm  
**Weight:**  —  
**Speed:** —  
**Planet:** all  
**Terrain:** all

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

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

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**MICRO TICK**

**Size:** 1cm  
**Weight:** 50gm  
**Speed:** 42  
**Hits:** 1/0  
**Planet:** all  
**Terrain:** all

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

Once attached, the Microtick is very difficult to notice and to remove. It will multiply once every 24 hours, leach tick producing 6 new ones if left alone. Eventually, they will eat up the host.

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**MANTA**

**Size:** 6m  
**Weight:** 800kg  
**Speed:** 82  
**Hits:** 7/3  
**Planet:** M, V, T, S, J  
**Terrain:** coastal, rivers

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

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

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**MIRAGECAT**

**Size:** 1m  
**Weight:** 75kg  
**Speed:** 71  
**Hits:** 4/2  
**Planet:** all  
**Terrain:** all

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

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

- **size:** 2m
- **speed:** 60
- **planet:** all
- **weight:** 100kg
- **hits:** 5/2
- **terrain:** all

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

**MOCKINKER**

- **size:** 15m
- **speed:** 20
- **planet:** all
- **weight:** —
- **hits:** —
- **terrain:** all

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

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

**MORROW'S PET**

- **size:** 30cm
- **speed:** 60
- **planet:** V, T, S, J
- **weight:** 5kg
- **hits:** 2/1
- **terrain:** water

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

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

**MOCKTOAD**

- **size:** 60cm
- **speed:** 27
- **planet:** all
- **weight:** 10kg
- **hits:** 1/2
- **terrain:** all

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

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

**NAGAN**

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

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

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

**MOCKWALNUT**

- **size:** 25m
- **speed:** —
- **planet:** V, T, S
- **weight:** 20,000kg
- **hits:** —
- **terrain:** forest

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

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

**NAILER**

- **size:** 30cm
- **speed:** 50
- **planet:** all
- **weight:** 10kg
- **hits:** 2/2
- **terrain:** forest, plains

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

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

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

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

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

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

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**NAKLE**

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

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

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

Nakle are common. Only two will inhabit a tree.

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**NIGHTSPIDER**

-size: 60cm
-speed: 90
-planet: V, T, S, J

**weight:** 48kg
**hits:** 4/2
**terrain:** all

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

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

---

**NAYD**

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

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

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

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

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**NMA**

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

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

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

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

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**NECTARMOTH**

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

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

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

Nectarmoths are most often found near large fields of flowers.

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**NOBLO**

-size: 5m
-speed: 96
-planet: all

**weight:** 3,900kg
**hits:** 8/5
**terrain:** coastal, river

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

The Noblo drifts rather than moving, but always attacks anything itencounters.
NOUHT

size: 30cm  
speed: 76  
planet: T, S  
weight: 10kg  
hits: 2/2  
terrain: all  

A flying owl, brown with a white head, that lives in burrows. It hunts by spitting a tactile nerve poison. Nouht live in colonies of up to 2,000 animals. They will defend their home areas fiercely.

NUMBER

size: 2m  
speed: 15  
planet: T, S  
weight: 20kg  
hits: 3/2  
terrain: water  

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

ODGOOD'S CAYMEN

size: 1m  
speed: 55  
planet: V, T, S, J  
weight: 13kg  
hits: 2/3  
terrain: water  

A small crocodile with two brains. It is yellow-green in color, with large, sharp teeth. It is sensitive to infrared radiation. Ogdood’s Caymen is nocturnal. It swims below the surface of the water and bites off anything hanging down.

OBEOW

size: 2m  
speed: 80  
planet: all  
weight: 5kg  
hits: 3/2  
terrain: all  

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

OLDCAT

size: 30cm  
speed: 37  
planet: T, S  
weight: 7kg  
hits: 1/2  
terrain: plains, mountains  

A small, chubby, long-tailed cat, tan with black patches. Its claws and teeth secrete a drug which causes rapid ageing. Oldcats prey on small animals, but will often attack others, just for fun. They live in packs of 10-30.

OCTOPUS

size: 5m  
speed: 60  
planet: all  
weight: 600kg  
hits: 7/3  
terrain: ocean  

A boneless animal with chameleon-like skin. Its eight to twelve tentacles are equipped with powerful sucker pads. Under its body is a strong cutting beak. Octopi are carnivorous. They can emit opaque ink clouds to hide in and to confuse pursuit.

OLIGOR

size: 20cm  
speed: 91  
planet: all  
weight: 5kg  
hits: 1/2  
terrain: all  

A small bird, its plumage blue with tan edges. It will often follow a group, staying out of sight and making noises in imitation of wounded animals. This tends to attract predators. Oligors are common, and appear during day and night.
**Oniu**

- **Size:** 5cm
- **Speed:** 63
- **Planet:** S, J, P
- **Weight:** 50gm
- **Hits:** 1/0
- **Terrain:** All

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

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

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**Orkshi**

- **Size:** 1.5m
- **Weight:** 58kg
- **Speed:** 87
- **Planet:** M, V, T
- **Terrain:** Woods, plains

Bear-like creatures with long hair, usually dark green to brown. Their long claws carry a venom which causes heart seizures and failure.

Orkshas hunt only by day, in groups of up to 10.

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**Ornitholestes**

- **Size:** 1.8m
- **Weight:** 80kg
- **Speed:** 86
- **Hits:** 4/3
- **Terrain:** Plains, coastal

A lightly-built bipedal dinosaur, which feeds on birds and small animals. It has long front arms (70cm) with claws. It will fight viciously if upset or cornered.

Ornitholestes are usually diurnal, travelling in groups of 8-10.

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**Ooliak**

- **Size:** 20cm
- **Speed:** 30
- **Planet:** M, V, T, S
- **Weight:** 4kg
- **Hits:** 1/1
- **Terrain:** Forest, plains

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

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

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**Otexi**

- **Size:** 3m
- **Weight:** 300kg
- **Speed:** 73
- **Planet:** M, V, T, J
- **Hits:** 5/4
- **Terrain:** Inland waters

Much like a crocodile, but with eight legs, and colored brown. It has twelve eyes, along its spine on stalks. Its jaws are capable of cutting steel.

Each Otexi has its own nest under water. In addition to food, they also actively collect metal objects for their nests.

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**Oprate**

- **Size:** 2m
- **Weight:** 5kg
- **Speed:** 80
- **Hits:** 3/2
- **Terrain:** All

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

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

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**Packfish**

- **Size:** 1m
- **Weight:** 100kg
- **Speed:** 30
- **Hits:** 5/2
- **Terrain:** Plains, coastal

A hard-shelled jellyfish that crawls on land. They travel in packs, and encircle large areas, using their tentacles to capture prey.

Packs may number 100-2,000. The Packfish moves slowly, but steadily; once a circle is completed, nothing escapes.
**PANTH**

*size: 1.3m*
*speed: 63*
*planet: V, T, S*
*weight: 50kg*
*hits: 4/3*
*terrain: ocean*

This aquatic mammal, shaped somewhat like a shark, has a partial carapace over its head and shoulders. It hunts by heat-sensing, and uses its teeth to tear its prey.

Females raise young for one year; both members of a mated pair will guard their offspring very carefully.

**PARASS**

*size: 30cm*
*speed: 42*
*planet: all*
*weight: 5kg*
*hits: 2/2*
*terrain: all*

A grey-furred squirrel with 5cm claws and fangs. They multiply very rapidly, and always attack the nearest food.

Parass are very common, usually found in groups of 2-6.

**PETRIFIER**

*size: —*
*speed: —*
*planet: all*
*weight: —*
*hits: —*
*terrain: all*

Blocks of a coral-like substance, with many sharp spikes and edges. If one of these penetrates an animal, the animal will be turned into “coral” within one hour, by virus-like spores.

Scent-lures for various kinds of animals grow on top of Petrifier outcroppings.

**PARCHPLANT**

*size: 2mm*
*speed: —*
*planet: V, T, S, J*
*weight: —*
*hits: —*
*terrain: desert*

Parchplant seeds are often found floating in desert water holes. If drunk with the water, they will slowly absorb all water from the drinker. An adult plant looks like a barrel cactus, and is covered with the 2mm seeds.

**PHIL’S BEAST**

*size: 10m*
*speed: 61*
*planet: V, T, S, J*
*weight: 2,200kg*
*hits: 12/7*
*terrain: swamp, lake*

A giant frog, blue on top and green on the bottom, with two eyes on stalks. It shoots its tongue at nearby animals (10m) and pulls them back into its mouth. Digestion is rapid.

These beasts are solitary, but common.

**PECCARY**

*size: 1m*
*speed: 63*
*planet: all*
*weight: 150kg*
*hits: 5/2*
*terrain: plains, forest*

A small pig-like animal with brown and black fur and long tusks.

Peccaries are herbivores, but will fight if their herd is disturbed. Herds number from 5-50.

**PHUOLINC**

*size: 2m*
*speed: 76*
*planet: all*
*weight: 150kg*
*hits: 5/2*
*terrain: forest*

A large scorpion, usually brown or grey, with eight legs and an upraised tail. It hunts game by pouncing. It will attack anything if surprised.

Phuolincs are solitary, and usually hunt only by day.
Spacefarer’s Guide to Alien Monsters — Phylore to Plutoid

**PHYLORE**

- **size:** 1m
- **speed:** 63
- **planat:** T, S, J, P
- **weight:** 50kg
- **hits:** 5/3
- **terrain:** all

A blue-shelled crustacean with eight legs and four claws. Its antennae are 4m long.

Phylores are nocturnal, and prefer to eat mammals. They are fairly common, though they are slow hunters, often several will show up when one is fighting or feeding.

**PILOS CAT**

- **size:** 2.6m
- **weight:** 450kg
- **speed:** 88
- **planet:** all
- **terrain:** all

A feline carnivore with six legs and numerous teeth. Its color is varied, according to the terrain.

Pilos Cats hunt in mated pairs, sometimes with up to four kittens.

**PLANDIS**

- **size:** 3m
- **speed:** 73
- **planet:** M, V, T, S, J
- **weight:** 600kg
- **terrain:** river, lake

A large, aquatic, air-breathing mammal similar to the dolphin. Its skin is resistant to almost all damage except from energy weapons.

Plandes swim in schools of 5-30. Often, one will act like a wounded fish, to draw predators into the main school.

**PILAST**

- **size:** 10cm
- **speed:** 88
- **planet:** all
- **weight:** 500gm
- **terrain:** all

Immobile land-clams, deeply rooted in the soil. They watch for prey through a slightly-opened shell, and shoot out an ultra-tough wire at their target when in range (3m).

The wire serves to drain off the prey’s life-force rapidly. Pilast colonies number 20-2,000 animals.

**PLESIORN**

- **size:** 10m
- **speed:** 88
- **planet:** M, V, T, J
- **weight:** 3,000kg
- **terrain:** ocean

A reptilian sea-beast with a long, wedge-shaped head on a long, flexible neck. Its jaws are huge. Its rear end is broad, with two large paddle-feet.

The Plesiorn is a solitary creature, and will hunt anything.

**PILOS-BEAR**

- **size:** 4.5m
- **speed:** 26
- **planet:** T
- **weight:** 280kg
- **terrain:** deciduous forest

The Pilos-Bear has a barrel-shaped body, four legs, four upper arms and two tentacles. Its head is round, and its fur very thick and smelly.

Pilos-Bears are nocturnal carnivores. They run in packs of up to 15. Often, they encircle their prey before the kill.

**PLUTOID**

- **size:** 30cm
- **speed:** 51
- **planet:** P
- **weight:** —
- **terrain:** all

This wierdie appears as a floating red eye, sometimes with 1-4 tentacles below it. It is conjectured that the rest of its body is extra-dimensional, and of planetary or greater mass—possibly a naked singularity. It can “disappear” at will.

The Plutoid is always seen alone. Occasionally, seemingly at random, it sucks in a nearby creature or object, to an unknown fate.
**POLYMER CLOUD**

- **Size:** 30m
- **Weight:** 20
- **Speed:** 20
- **Hits:** —
- **Terrain:** all

A cloud of almost invisible gas, usually whitish, which will instantaneously dissolve all plastics.

Polymer Clouds are solitary, but fairly common.

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**PSIBLASTER**

- **Size:** 60cm
- **Weight:** 4kg
- **Speed:** 60
- **Hits:** 1/1
- **Terrain:** plains, desert

A violet snake which lives on beetles and grubs. In times of danger or of pain, it emits a very powerful, non-directional telepathic stun-bolt.

Psiblasters occur in colonies of 10-100 by night, but forage alone by day.

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**PURPLE WORM**

- **Size:** 16m
- **Weight:** 10,000kg
- **Speed:** 54
- **Hits:** 10/5
- **Terrain:** all

A huge worm, up to 3m in diameter. It drills tunnels in the soil, and uses its periscope-like eyes to see prey above ground.

The Purple Worm has a stinger (bearing paralysis venom) and can chew up and digest anything up to 10m across.

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**PSI-DRIFTER**

- **Size:** 1.2m
- **Weight:** 4kg
- **Speed:** 31
- **Hits:** 1/1
- **Terrain:** all

A brilliant gold and green butterfly, which feeds on insects by sieving them out of the air.

These insects are attracted to psi-sources, and will circle such sources for days, absorbing psi-power at a slow rate.

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**GALROCK**

- **Size:** 30m
- **Weight:** —
- **Speed:** S, J, P
- **Hits:** —
- **Terrain:** all

Coral-like creatures, which resemble vari-colored rock.

The edges of Galrock structures are razor-sharp, and can cut any material except steel.

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**PTERANODON**

- **Size:** 3m
- **Weight:** 40kg
- **Speed:** 70
- **Hits:** 3/2
- **Terrain:** all

A flying lizard with green and gold scales and an armored beak. Its claws are 60cm long. It will attack anything it sees.

Pteranodons live in colonies of up to 200 on top of mountains or cliffs.

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**QARTR’S COAGULATOR**

- **Size:** 1.2m
- **Weight:** 50kg
- **Speed:** 53
- **Hits:** 4/2
- **Terrain:** near water

A huge, mosquito-like, flightless insect. It uses its atrophied wings to aim a tight ultrasonic beam at its prey. This causes coagulation of body liquids and rapid death.

Qartr’s Coagulators are solitary, and fairly common. They usually hunt at night, using echo-ranging to “see.”
QUORRN

size: 20cm
speed: 90
planet: T, S, J, P

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

A duck-shaped bird, colored gold and brown, with a red head. It likes to follow animals (and people), producing ultrasonic noises that attract almost any sort of mammalian predator. It hopes to feed on the leavings.

Quorrins are solitary, and common.

QUAL'S RAT

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

weight: 4.5kg
hits: 1/1
terrain: mountains

A grey rat with loose webbing between its legs, with which it can glide. It eats carrion, but will always attack to defend its territory.

Nests contain up to 150 animals; the home area of a nest can be several square kilometers. If carrion is scarce, they may issue in packs to kill game, then let it sit for a while.

QUALCH

size: 20cm
speed: 45
planet: V, S, J, P

weight: 3kg
hits: 1/2
terrain: marsh, coastal

An armored turtle with gliding wings and large jumping legs. Its shell is black with orange trim, and its flesh green.

Qualch groups of 100-1,000 will mark out an area, and jump in unison on prey within it, killing with teeth and claws. They will move the area about 30m per day.

QUARN

size: 10cm
speed: 20
planet: all

weight: 250gm
hits: 1 hit
terrain: water, swamp

A leech, usually dark brown. It attaches itself to almost any living thing, and can penetrate almost any natural hide or shell.

Any creature touching a Quarn absorbs secretions which will render it unconscious. Quarn are common.

RICHARDSON'S FOLLY

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

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

A semi-transparent sheet of muscle/nerve tissue. It lays on the ground, typically on a game trail. When touched, it will contract and dispose of the prey with a 50,000-volt shock.

These horrors are solitary, and move by drifting or gliding. They hunt constantly. If one is cut in two, it will become two smaller ones.

RADIOACTIVITY

size: —
speed: —
planet: all

weight: —
hits: —
terrain: all

Any monster encountered may be contaminated with radiation. In such a case, the survivors will soon begin to suffer from degenerative disorders and cancers.
ROBARD'S UNICORN

Size: 2.4m  
Speed: 43  
Planet: T  
Weight: 360kg  
Hits: 5/3  
Terrain: Plains

An equine creature, slate-gray in color, with a single horn on its head. These Unicorns are found in herds of up to 50; if one is in pain, it will call the rest to its rescue. Their hooves are sharp, and used as weapons.

ROCKETTE

Size: 3m  
Speed: 60  
Planet: All  
Weight: 20kg  
Hits: 8/4  
Terrain: All

This creature resembles a small rock, like sandstone. It waits near paths and trails, leaps on prey and uses its stinger, which causes swelling and death. Rockettes are solitary, but very common.

ROCKRAT

Size: 0.3m  
Speed: 40  
Planet: All  
Weight: 60kg  
Hits: 8/3  
Terrain: Rocky

A small ovoid blob, with light-sensitive areas on its spine. It eats its way through rock, leaving a 1cm cylindrical hole. The Rockrat's tissues are composed of silicon, and it is immune to all but energy weapons. Rockrats occur in colonies of up to 10,000. Occasionally they will migrate over the land, through all obstacles.

ROTTENROCK

Size: 5m  
Speed: -  
Planet: T, S, J  
Weight: -  
Hits: -  
Terrain: All

Coral-like organisms which utilize natural rock for coloration. They form large air pockets, which serve as traps. The "coral" formations have sharp edges capable of cutting anything but steel to shreds. This usually disables anything that falls into an air pocket, until digestive secretions can get to work.

RUSTOM

Size: 1m  
Speed: 69  
Planet: All  
Weight: 180kg  
Hits: 5/4  
Terrain: Plains, Forest

A large pig-like animal with green and blue striped fur (which is valuable). They are herbivores, but the males have long tusks and will defend themselves against creatures of any size. Rustoms are found in herds of 100-1,000.

RORQUAL'S BEAR

Size: 8m  
Speed: 61  
Planet: V, T, J  
Weight: 1,800kg  
Hits: 8/3  
Terrain: Tundra, Icecap

Much larger than an ordinary bear, and extremely strong. It is equipped with two tentacles at waist level. These bears are carnivorous, concentrating on fish. They always occur in mated pairs, with either zero or two young.

SALAMANDRE

Size: 2.4m  
Speed: 68  
Planet: M, V, S  
Weight: 230kg  
Hits: 6/2  
Terrain: Desert, Tundra

Shaped like a salamander, but with eight legs, usually orange or red in color. Its body is covered with powerful digestive acid secretions. It has no pain sensors on its body. The Salamandre attacks by sprinting into contact with its prey, or by trapping it in a corner and forcing contact.
**SEIG’S WORM**

**size:** 10m  
**weight:** 1,000kg  
**speed:** 64  
**hits:** 7/5  
**planet:** M, V, T, S  
**terrain:** mountain, desert

A snake-like animal with thirty pairs of legs, colored brown with red and gold stripes. It uses constriction to kill its prey.

Seig’s Worm is solitary, but many may be attracted to the scent of blood.

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**SANDCAT**

**size:** 1.8m  
**weight:** 60kg  
**speed:** 56  
**hits:** 4/2  
**planet:** T, S  
**terrain:** desert

A carnivorous cat, tan-colored, with huge pads on its paws. The hump on its back stores water as fat.

Sandcats are found in prides of about eight, usually around a waterhole.

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**SELSHOR**

**size:** 2m  
**weight:** 2kg  
**speed:** 73  
**hits:** 1/1  
**planet:** T, S, J, P  
**terrain:** swamp, river

A snake, brown with yellow rings. Along its spine are short barbs coated with a poison that causes a rapid increase in metabolism. The barbs are defensive; it hunts small prey with its fangs.

Selshor hunt alone, but sleep in large colonies of 10-100.

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**SAPLIN**

**size:** 10cm  
**weight:** 1kg  
**speed:** 75  
**hits:** 4/1  
**planet:** all  
**terrain:** all

Shellfish, brown and dark red in color. They lie with their shells partly open and wait for prey. They spit a toxin which causes epilepsy.

Saplin occur in clusters of 20-2,000.

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**SHARK**

**size:** 7m  
**weight:** 500kg  
**speed:** 85  
**hits:** 7/5  
**planet:** all  
**terrain:** ocean, coastal

A rapacious fish with a very tough skin, and a wide mouth full of sharp teeth. It can scent blood up to a mile away. It will attack any animal that appears to be damaged or in trouble.

Sharks are solitary, but the smell of blood will rapidly bring more.

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**SARGOLBEAST**

**size:** 2.5m  
**weight:** 300kg  
**speed:** 55  
**hits:** 6/3  
**planet:** all  
**terrain:** coastal waters

An armored reptile, with powerful jaws and claws, and many segmented legs.

Sargolbeasts are nocturnal, and hunt in packs of 2-30, but will not assist or defend each other.

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**SHARKOID**

**size:** 3m  
**weight:** 300kg  
**speed:** 62  
**hits:** 5/4  
**planet:** all  
**terrain:** all

A flying animal shaped vaguely like a shark. It has large fins, and many hydrogen cells throughout its body. It is carnivorous.

Sharkoids occur in swarms of 100-1,000. They hunt only by day.
**SHARK-SQUID**

*size: 7m*

*weight: 2,000kg*

*speed: 92*

*planet: M, V, T*

*hits: 8/4*

*terrain: ocean*

This odd sea-beast looks as though the tail and flukes of a shark had been mated with the front end of a squid (including the tentacles). It usually uses its fins to move, but can move and change direction very quickly for short distances. It is black in color.

Shark-Squids are solitary. They often attack boats.

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**SHIELDPLANT**

*size: 3m*

*weight: 1kg*

*speed: 76*

*planet: V, S*

*hits: 5/5*

*terrain: forest*

An ivy plant with small blue flowers. The leaves are large (30cm) and dark, shiny green.

When its leaves are disturbed, a flower will shoot out a seed. If it penetrates, it will drain the victim of one strength level each week, but will also endow him with an impenetrable psionic shield.

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**SHORTCAT**

*size: 45cm*

*weight: 20kg*

*speed: 53*

*planet: T, S, J*

*terrain: forest, plains*

Similar to a bobcat, but with six legs. Its colors and markings are varied. Its ears are large, and its eyesight very poor.

Shortcats are usually found in mated pairs. They love to ambush animals from cover.

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**SHELLSLUG**

*size: 3m*

*weight: 280kg*

*speed: 48*

*planet: all*

*hits: 5/5*

*terrain: all*

A large slug, protected by a carapace on top and part way down the sides. It glides over and absorbs food, and can spit acid up to 10m.

Shellsugs are solitary; their shells are extremely efficient dissipators and radiators of heat.

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**SIRENWEB**

*size: 50m*

*weight: 250kg*

*speed: —*

*planet: V, T, S, J*

*hits: 6/6*

*terrain: woods*

An almost invisible, color-adaptive web. The main body of the creature is below ground. The web produces ultrasonic noise lures, then stuns the prey with sound, and the main body eats it.

The Sirenweb begins life as a 2cm web (preying on tiny insects), and can grow indefinitely.

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**SOGGU**

*size: 40m*

*weight: —*

*speed: 60*

*planet: all*

*hits: 15/8*

*terrain: all*

A bright pink amoeboid organism. It will convert wood and cloth to protoplasts at a rate of 10kg per minute.

If annoyed (or curious) the Shoggu can also convert flesh. It is invulnerable except to energy weapons.

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**SITPHLAR**

*size: 2m*

*weight: 100kg*

*speed: 32*

*planet: all*

*hits: 5/2*

*terrain: plains, desert*

A very large rodent. It digs spacious tunnel complexes just under the surface, and waits for prey to fall in, attacking them with teeth and claws.

Sitphlars are solitary in their hunting, but nest together up to 30 in a central tunnel complex.
SOFTCRAB

size: 1m
speed: 60
planet: M, V, T, S, J
terrain: coast, beach

A mutant horseshoe crab, with a long, flexible stinger in the rear. Its shell is soft. The venom in its stinger causes swelling and loss of muscle control.

Softcrabs are hard to see on sand. They will automatically attack anything within a 1m radius.

SPINEBUG

size: 60cm
speed: 93
planet: all

A long, narrow beetle, usually green in color. It will wait in tall grass and leap upon any warm-blooded creature, attaching itself to and completely covering the spine.

It will not harm its host, but will reduce its dexterity by 25%.

SLEEPER

size: 90cm
speed: 50
planet: all

A yellow-furred fox, with black mane and tail. The fur is very valuable. A hump between the rear legs houses a second brain. Sleepers generate a sleep-gas, which dissipates rapidly.

Sleepers live in families of 15-20, led by a dominant male.

SLITHAR

size: 13m
speed: 48
planet: S

A crimson-colored reptile with four splayed feet. Its tail is long and prehensile, and its mouth contains six rows of fangs.

SLithar are found wild in herds of 30-300. They are often tamed and used as riding beasts.

SLEEPER

size: 4m
speed: 60
planet: all

A large cactus-like plant, sensitive to vibrations. When it detects an animal within 1m, it shoots its spines in an attempt to kill it for its moisture (and to propagate, for the spines function as seeds).

Spinechuckers can occur singly or in clusters of indefinite size.

SPITTER

size: 3m
speed: 71
planet: M, V, T
terrain: all

A slate-grey lizard, herbivorous. When upset, it puffs up. It can spit a nerve toxin, usually instantly fatal, up to 20m.

Spitters are common, and occur in groups of 10-50. They are very upset by sudden movements.
**STAMMLER'S OX**

**size:** 90cm  
**weight:** 230kg  
**speed:** 33  
**planet:** V, T, S, P  
**hits:** 6/3  
**terrain:** plains, tundra

A short but hefty ox, with much thick, black hair and a hump between its shoulders. Males are armed with a heavy mace at the tail.

Herds of these oxen number 50-1,000. The males will protect their females and young fiercely.

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**STINGAPE**

**size:** 2.4m  
**weight:** 400kg  
**speed:** 63  
**planet:** V, T, S  
**hits:** 6/3  
**terrain:** all

An extremely strong ape, usually black. It has two legs and four upper arms. Its long tail bears a stinger; its venom causes total sensory loss.

Stingapes sleep in trees at night, in groups of 1-30. They hunt during the day. Their favored tactic is to hold prey with their arms and use their stingers.

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**SULL**

**size:** 1cm  
**weight:** —  
**speed:** 10  
**planet:** T, S, J  
**hits:** 1 hit  
**terrain:** all

Tiny shellfish which grow in patches, usually ground-colored. The edges of their shells are razor-sharp, and can cut any material but steel.

Colonies of Sull can be as large as 100 square meters.

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**STRIDERS**

**size:** 2m  
**weight:** 100kg  
**speed:** 66  
**planet:** all  
**hits:** 5/2  
**terrain:** inland water

A ten-legged insectile creature. Each foot has wide pads, allowing it to walk on water. Its fangs deliver knock-out venom.

Striders are common, appearing up to 20 at a time. They will attack any living thing in the water.

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**SUNDEW**

**size:** 90cm  
**weight:** —  
**speed:** 58  
**planet:** all  
**hits:** 7/3  
**terrain:** all

A large patch of plant stalks with red globs on top. When a stalk is approached, it swings down to touch the prey.

The heads of the stalks secrete a combination of powerful acid and glue. Mobile root systems drain the prey of fluids.

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**SUBSCOR**

**size:** 3m  
**weight:** 400kg  
**speed:** 50  
**planet:** T, S, J, P  
**hits:** 6/4  
**terrain:** plains

A panther-like cat. Its fur is mottled gold, brown and green, with a blue mane. It is always hungry, and always attacks any animal it sees.

Subscors hunt in packs of 10-30; they will defend their young to the death.

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**SUPERBEAVER**

**size:** 1.2m  
**weight:** 140kg  
**speed:** 63  
**planet:** V, T, S, J  
**hits:** 5/2  
**terrain:** river, lake

A mutated beaver with shaggy orange fur, and very powerful claws and incisors. Its strength is four times that of a man.

Families of up to 100 Superbeavers build dams up to 50m tall.
SUTEROSAURUS

size: 6m  
speed: 61  
planet: V, T, J  

weight: 325kg  

A small carnivorous dinosaur with a very long tail. Its small front arms are used for grasping and slashing. Its large skull holds teeth up to 4cm long.

Suterosauri are solitary and strictly diurnal.

TARGET LIZARD

size: 2.3m  
speed: 48  
planet: all  

weight: 150kg  
hits: 6/5  
terrain: all

Similar to an iguana, but purple in color, with a yellow underside. It has two brains, and so is quite hard to kill. It can regenerate organs and limbs, up to four times its body weight.

Target Lizards are carnivorous, and occur in packs of 4-40.

SWALLOWFISH

size: 20m  
speed: 51  
planet: V, T, J  

weight: 1,000kg  

A blue, whale-like beast with a perpetually open mouth. It uses powerful suction to draw in fish, then strains out the water.

A Swallowfish often parks just off shore, and may be activated by splashes nearby.

TINIMOCKER

size: 15cm  
speed: 63  
planet: all  

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

An animal of amorphous shape. It draws off and feeds on the body heat of animals within 1m. It can assume the shape of any convenient object, natural or artificial, near its victim.

Tinimockers are solitary, but common. If one finds a good place to feed, others will soon begin to appear.

TLAFAR

size: 3.6m  
speed: 32  
planet: V, J  

weight: 360kg  
hits: 5/2  
terrain: swamp, jungle

An annelid resembling a giant earthworm, covered with short quills. The quills grow in a pattern that mimics huge eyes and a set of fangs. It has a stinger at the tail which injects a usually fatal nerve poison.

Tlafaru are herbivorous, and solitary.

TANTA

size: 7.5m  
speed: 22  
planet: V, T  

weight: 2,750kg  

A hairy, green and brown creature resembling an elephant with six legs. It has four triangular tusks in its mouth, and two tendrils below the jaw, with which it picks up animals to skewer on its tusks.

Tanta travel in nomadic herds of 10-30. They are very protective of their young.

TLEASE

size: 4.5m  
speed: 30  
planet: T, S, J  

weight: 280kg  
hits: 5/4  
terrain: forest

Roughly bear-shaped animal, with four legs and four arms. Its paws have long claws. Its hair is long, and blue.

Tlease are nocturnal, and are found in packs of up to 30. For some reason, they hate powered vehicles, and always attack them.
TOYFOX

size: 30cm
speed: 82
planet: V, T, S
weight: 7kg
hits: 1/2
terrain: plains

A variant fox, colored tan/brown/white, with a long tail. It has a partial shell down its spine for protection. It stuns prey by ultrasonic projections.

Toyfoxes usually hide from larger creatures, but if surprised or frightened they will defend themselves. They usually occur in groups of 8-12.

TRAP TURTLE

size: 2.5m
speed: 49
planet: all
weight: 200kg
hits: 6/4
terrain: desert, beach

This turtle's shell is covered with growing plants. It sends out a net of 2m tentacles. If touched, a tentacle will attack; tentacles are very strong, with claws on the end.

Trap Turtles always occur in groups of three.

TRICERATOPS

size: 2.5m
speed: 46
planet: V, T, J, P
weight: 3,000kg
hits: 8/5
terrain: all

A four-footed dinosaur, herbivorous. It has an armored shield around its neck, and three long, forward-pointing horns about 5m long.

Triceratops occur in herds of 10-100. The males will aggressively defend their territory and their females.

TREE LIZARD

size: 2m
speed: 64
planet: V, T, S, J
weight: 150kg
hits: 5/3
terrain: forest

A scarlet lizard. Its eight legs are equipped with powerful sucker pads. It has a long neck, and sharp teeth, which inject a slow-acting sleep-drug-venom.

Tree Lizards are solitary, but quite common.

TYRANNOSAURUS

size: 4.8m
speed: 73
planet: V, T, J
weight: 6,500kg
hits: 9/5
terrain: all

A ferocious dinosaur about 15m long, with small, almost useless front limbs. Its teeth are long and sharp, and its jaws extremely powerful.

Tyrannosaurus are solitary, and hunt by day. They will automatically attack any large moving object in their hunting domains.

TREESUCKER

size: 1m
speed: 40
planet: all
weight: 50kg
hits: 4/2
terrain: forest

A long stick-like body with twelve legs. Its color is that of the bark of local trees—usually brown. It feeds by hanging on a tree and sucking the sap, but it will also use its drill on anything that disturbs it.

As many as 10 Treesuckers can be found on a single large tree.

UELE

size: 2m
speed: 50
planet: V, T, S, J
weight: 500kg
hits: 6/4
terrain: forest

A four-footed bovine animal, its coat black with red spots. Its tail bears a heavy bone mace, and its head three forward-pointing 1m horns.

A Vele will attack anything it thinks is threatening its mate or young. Vele herds number up to 500.
UDWAN

**size:** 40cm  
**speed:** 30  
**planet:** all  
**weight:** 1kg  
**hits:** 1/0  
**terrain:** all water

A leech, usually yellow and white. It attaches to any living thing, and steadily draws off its life-force. It cannot be felt, due to the injection of a local anesthetic.

Udwan are solitary, and common.

VAMPIRE

**size:** 4m  
**speed:** 98  
**planet:** all  
**weight:** —  
**hits:** 12/0  
**terrain:** all

A ball of pink gas, which drifts on winds currents, exercising some control. It absorbs blood from any animal; when fed, it will turn redder in color. It can seep through cracks, but not through solid material.

Vampires are solitary. They are sensitive only to energy weapons.

UGSLUG

**size:** 90cm  
**speed:** 27  
**planet:** all  
**weight:** 55kg  
**hits:** 5/4  
**terrain:** jungle, coast

A limbless lizard, grey-green in color, and covered with brown slime. It moves like a slug, leaving a trail. Its tongue is 2m long and bears a strong nerve poison.

Ugsugs are nocturnal. During the day, they sleep in the shade, in groups of 3-10.

VEEMISH

**size:** 5cm  
**speed:** 50  
**planet:** all  
**weight:** 500gm  
**hits:** 1/0  
**terrain:** coastal water

A small, slug-shaped organism. It will attach itself to any living thing and proceed to suck it dry of fluids. If touched, it will deliver a massive electrical shock.

Veemish are found in colonies of up to 1,000.

UHYM

**size:** 2cm  
**speed:** 15  
**planet:** V, T, S, J  
**weight:** —  
**hits:** 1 hit  
**terrain:** all

A small red worm which lives in the ground. It will bore into any flesh that touches it. If allowed, it will remain in the organism, emerging as a beetle 40cm long.

Uhyms are quite common on many worlds.

VENUS FLY TRAP

**size:** 40m  
**speed:** 55  
**planet:** M, V, T  
**weight:** —  
**hits:** 8/2  
**terrain:** all

A monstrous variant of the well-known carnivorous plant of Earth. The trap portion of the plant is 2.5m wide, and its inside resembles the forest floor.

These plants are usually found growing in patches. Their reflexes are quite sharp.
SPACEFARER’S GUIDE TO ALIEN MONSTERS — V-FROG TO WA’AMPA

V-FROG

- Size: 25cm
- Speed: 43
- Planet: All
- Weight: 500gm
- Hits: 1 hit
- Terrain: Coastal, swamp

A green or blue frog, capable of jumping up to 2m. Its eight eyes give it 360° vision. It uses electric shock to stun its prey, then secretes an enzyme to liquify its proteins.

V-Frogs live in colonies of 30-400; often a large group will hunt in unison.

VITASLUG

- Size: 85mm
- Speed: —
- Planet: V, T, S
- Weight: 5gm
- Hits: —
- Terrain: All

A small, translucent white slug. It moves very slowly, and is sensitive to alcohol and to similar poisons. Vitaslugs occur as parasites in many animals.

A Vitaslug lengthens the lifespan of its host, but also causes it slowly increasing amounts of pain. The longer it is in its host, the harder it is to remove without damage. It may be transmitted by touch (absorbed through the skin).

VORYADRAY

- Size: 8m
- Speed: 58
- Planet: All
- Weight: 500kg
- Hits: 7/3
- Terrain: Swamp

A crocodilian-type creature, but with longer legs. It is colored emerald and amber. Its long tail has a bony bludgeon on the end.

Voryadrays pack enough up to 20. They are active carnivores, and once they spot prey they do not give up.

VOLANE

- Size: 6m
- Speed: 53
- Planet: V, T, J, P
- Weight: 1,800kg
- Hits: 8/4
- Terrain: Forest, tundra

A bear-like animal with eight long tentacles instead of upper limbs. It is very strong, but will usually only attack deer or similar animals.

During mating season, Volane are seen only in fours; at other times, they are solitary.

VYVA

- Size: 90cm
- Speed: 60
- Planet: All
- Weight: 55kg
- Hits: 4/3
- Terrain: All

A small canis-like creature, its fur white with blue stripes. It emits a nerve-rending spray (3m range) to slow down its prey (causing it to move and react at 10% normal speed), then finishes it off with fangs and claws.

Vyva are nocturnal, and hunt in packs of 8-30.

VONDAM

- Size: 2m
- Speed: 62
- Planet: T, S
- Weight: 500kg
- Hits: 6/4
- Terrain: Plains, woods

Similar to oxen, but with six legs, and fangs. The Vondam is generally lethargic, but if one is annoyed, it will not rest until either it or its enemy is dead.

Vondams are solitary. They are generally herbivorous, but enjoy an occasional meat snack. They attack by gathering speed and butting with full force.

WA’AMPA

- Size: 1.8m
- Speed: 51
- Planet: All
- Weight: 115kg
- Hits: 5/4
- Terrain: Swamp, river

A blue and green aquatic salamander, with long, very strong tentacles. Its eyes are on the ends of long stems.

The Wa’ampa detects its prey by sight and touch, then uses its tentacles to pull it to its jaws. Wa’ampas occur in groups of 2-10.
**Spacefarer's Guide to Alien Monsters — Webcrab to Wooma**

**WHALESHARK**
- size: 75m
- speed: 38
- planet: all
- weight: 25,000kg
- hits: 12/7
- terrain: ocean

Basically whale-like mammals, but carnivorous, and with large, very sharp teeth. Each Whaleshark marks out a vast hunting area on the coastal shelf.

Whalesharks are very hard to damage, due to extensive vegetable and animals growths on their skins.

**WEBCRAB**
- size: 1.9m
- speed: 44
- planet: all
- weight: 170kg
- hits: 5/4
- terrain: inland water

A black-shelled crab with two large claws. Its eyes are sensitive only to motion. It shoots a glue-like substance (3m) at anything it sees moving, then walks over to cut it up and eat it.

Webcrabs hunt singly, but live in underwater colonies of 20-2,000. They can survive for eight hours out of water.

**WOLF**
- size: 1m
- speed: 80
- planet: V, T, S
- weight: 100kg
- hits: 5/3
- terrain: forest, tundra

Dog-like carnivores, usually black or grey. Their sense of smell is very sharp, and they exhibit a high degree of cooperation in hunting.

Wolves usually hunt by day, unless especially hungry. Packs number up to 30. Mated pairs will defend each other, usually with the help of the pack.

**WEBERIEN**
- size: 2.4m
- speed: 73
- planet: V, T, S
- weight: 8kg
- hits: 1/2
- terrain: desert oases

A snake with gills near the head, that lives in desert wells and springs. It is colored a mottled grey and tan. Its venom is a strong paralytic agent.

The Weberien uses telepathic projection to achieve a sort of invisibility.

**WOLVERINE**
- size: 2m
- speed: 85
- planet: V, T, S
- weight: 300kg
- hits: 6/3
- terrain: woods

A four-footed bear-like carnivore, usually grey, with a long snout and very sharp teeth. It uses its claws for digging and fighting.

Wolverines are solitary. They are curious, and so may be found almost anywhere. They love salt.

**WHALE**
- size: 300m
- speed: 60
- planet: all
- weight: 120,000kg
- hits: 25/12
- terrain: ocean

A large, blue-grey, fish-shaped mammal with massive fins. It lives by sweeping up plankton and other small sea-life. Whales are generally phlegmatic, but can sink almost any boat by accident, or if sufficiently annoyed.

Whales travel in groups of up to 10.

**WOOMA**
- size: 10m
- speed: 53
- planet: S, J, P
- weight: 2,000kg
- hits: 8/4
- terrain: desert, plains

A reptile, similar to the iguana. It has razor-sharp plates down its spine, and its tail is a spiked fial.

Wooma are diurnal, a herd of up to 500 will stake out an area of terrain, totally strip it of life, and move on.
WRAPPER

- **size:** 4.4m
- **speed:** 82
- **planet:** S, J, P
- **weight:** 380kg
- **hits:** 6/3
- **terrain:** swamp, river

An immobile, stump-shaped plant that leaches proteins out of the soil. It has eyes, and uses them to detect animals, at which it shoots seeds. The seed sprouts to enclose the prey in a cocoon, and begins to break down its tissues.

Wrappers usually grow in vast groves.

WRAPPER BEAST

- **size:** 3m
- **speed:** 71
- **planet:** V, T, S, J
- **weight:** 350kg
- **hits:** 6/3
- **terrain:** swamp, river

This mutant alligator stalks its prey under water, then springs out, and uses a brilliant flash of light to stun and blind the prey. It then uses a stinger to put the prey to sleep, wraps it in a cocoon, and either eats it or injects its eggs into it.

Wrapper Beasts hunt singly, and only by day.

WYNTO

- **size:** 2.5m
- **speed:** 70
- **planet:** V, T, S
- **weight:** 500kg
- **hits:** 6/4
- **terrain:** plains, forest

A horse, colored blue or grey, with black trim. A long, single horn protrudes from its forehead.

Wynts are carnivorous, and herds number 5-20 animals. Herds will attack in unison. Male Wynts will fight to the death to defend their young.

WURT

- **size:** 2m
- **speed:** 44
- **planet:** T, S
- **weight:** 800kg
- **hits:** 7/3
- **terrain:** plains, desert

An extremely massive turtle. Its shell is whitish with large green splotches. It has long claws on its feet.

Wurts are solitary. They will often sit in a waterhole and attack the first animal that comes to drink.

XA’AL HORSE

- **size:** 2.4m
- **speed:** 65
- **planet:** all
- **weight:** 500kg
- **hits:** 6/4
- **terrain:** plains

A horse-like animal, usually blue in color with purple patches. The male has two long, slightly curved horns on its head.

The often gigantic herds of Xa’al Horses (50-10,000) will aggressively defend their females, their young and their pasture areas.

WYFFLE

- **size:** 2cm
- **speed:** 90
- **planet:** all
- **weight:** 10gm
- **hits:** 1 hit
- **terrain:** all

An orange bee with four 10cm wings. It uses a special catalyzer to chemically strip off long strips of steel, which it then uses to build nests.

Wyffle swarms may number up to 50,000. They never attack living creatures.

XALTER

- **size:** 2cm
- **speed:** 92
- **planet:** M, V, T, S, P
- **weight:** 10gm
- **hits:** 1 hit
- **terrain:** all

Similar to ants, but always found in groups of exactly 32. A group will surround prey, then herd it to its hive, by use of resonating telepathic force-fields.

Hives contain 5,000-50,000 Xaltera. Once at the hive, the prey is killed by a telepathic self-destruct command.
XAM'S DRAGON

size: 30m
speed: 73
planet: all

A quadrupedal reptile, with green or blue armored scales, and spines down its back. It shoots flaming methane/oxygen at its prey, and its claws and teeth are also formidable.

These dragons are solitary, carnivorous and always hungry. They can use the flame weapon five times in succession before exhausting it.

XYMPLAST

size: 60cm
speed: 16
planet: all

The Xymplast looks like a large bush, but is actually an animal. Its tendril carry a fast-acting contact paralysis poison, and will draw prey into the main body of the creature.

The ground near the Xymplast contains many semi-detached sensors for weight and vibration.

YALL

size: 2cm
speed: 78
planet: T, S, J, P

A red spider which likes to snuggle up to heat sources at night.

Its bite causes loss of sensation in the bite area, which spreads 1cm per day and is very difficult to arrest. Yalla are solitary.

XARDER

size: 30cm
speed: 71
planet: V, T, S, J

A frog, totally encased in a protective carapace, and usually yellow in color. It has small but sharp teeth and claws. The Xarder spits a small pellet of a magnesium compound at its prey, blinding it.

Colonies of Xarder always number about 200 animals. They often act in unison.

YELLERCRAB

size: 30cm
speed: 06
planet: all

A small land-dwelling lobster, colored red to brown, and very slow. Yellercrabs live in burrows in the sand.

If frightened or hurt, Yellercrabs will emit a scent that attracts all types of insects for kilometers around. Up to 2,000 Yellercrabs may inhabit an acre of beach.

XINK

size: 1m
speed: 61
planet: all

A turtle with a dark blue shell. Its flesh is light blue. Xinks feed on plants, but if they have been in contact with technological civilization for any length of time, they will come to prefer all types of plastic over any other food.

Xinks are nocturnal, solitary and quite common.

YELLOWGATOR

size: 3m
speed: 21
planet: all

A large creature of the alligator family, grey in color. It secretes a drug which floats on the surface of the water; it causes convulsions, and sometimes death. Occasionally, one will have a precious gem or two in its gizzard.

Yellowgators usually float in the water, waiting to consume at leisure the victims of their drug. They appear in groups of up to 10.
**YINNER’S BEAR**

- **size:** 40cm
- **weight:** 10kg
- **speed:** 86
- **hits:** 1/2
- **planet:** M, V, T, S, J
- **terrain:** all wooded

A small bear with large, rounded ears. Its fur is grey with black trim. It will sit high in a tree and drop onto its prey from above, then drive its single long claw into the victim’s head.

Packs of Yinner’s Bears may number 5-50.

**YOROFFE**

- **size:** 6m
- **weight:** 680kg
- **speed:** 90
- **hits:** 6/4
- **planet:** all
- **terrain:** plains

A very tall, long-necked, egg-laying quadruped. Its fur is gold with brown spots. The long spikes just under its jaw are used in defense.

Yoroffe are herbivorous, and herds can number 50-100. They lay their eggs in a protected area, and all adults protect this area aggressively.

**ZIPFISH**

- **size:** 2.2m
- **weight:** 260kg
- **speed:** 95
- **hits:** 5/4
- **planet:** all
- **terrain:** ocean

These sea-creatures look like dolphins, but are true fish. Their color is variable (like the chameleon). The tail is equipped with a heavy barbed feel.

Zipfish will hunt in packs of up to 50, often just offshore. The females will fight fiercely to protect their young.

**YORTGILN**

- **size:** 1.7m
- **weight:** 300kg
- **speed:** 66
- **hits:** 5/3
- **planet:** V, T, S, P
- **terrain:** plains, forest

A big four-legged herbivore, white with random green stripes. The horns on the males are up to 1m long and slightly curved.

During mating season, Yortgiln will attack all animals larger than themselves that they see. They occur in herds of 10-100.

**ZANTOR**

- **size:** 10cm
- **weight:** 100gm
- **speed:** 40
- **hits:** 1 hit
- **planet:** M, V, T, J
- **terrain:** all

Silver or copper colored carnivorous ants. They use crude telepathy to coordinate group action. Each has an acid-bearing stinger that causes severe burning, and sometimes death. Their jaws are sharp and powerful.

Zantor nests contain thousands of individuals.

**ZEBULON**

- **size:** 3m
- **weight:** 260kg
- **speed:** 73
- **hits:** 8/3
- **planet:** V, T, S, J, P
- **terrain:** coastal

Large yellow and green lobsters. Their claws are sharp and they use them with considerable speed. They can survive out of water up to two hours without ill effects.

Zebulons are solitary. They often hunt on shore, or wait for prey in shallow water.

**ZAPPER**

- **size:** 1.8m
- **weight:** 210kg
- **speed:** 82
- **hits:** 5/3
- **planet:** all
- **terrain:** coast, plains

A massive lizard with armored plates on its back. It has a long tongue which it can uncoil very rapidly (note speed above). It transmits a high-voltage shock to stun prey. The Zapper itself is rather slow, both in and out of the water.

Entire coastal areas may be infested with hundreds of Zapers.
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Hi fellow sapients, I'm Professor Starymaple from the University of Zacania. I have compiled this little dissertation for your edification. Enclosed I have listed some of the more interesting faunae, that reside on Second Empire planets. It is hoped that this presentation will alert you to the various shapes and abilities nature has spawned to amuse, interest and frighten the sophont beings of the universe. It is hoped that you will walk, crawl, fly or swim with more care after reading this volume.

If you should come across a new species of fauna, or perhaps a heretofore unknown new ability of a known species, please write me care of the University of Zacania. May you learn something new every day.

—Professor Starymaple
University of Zacania
4221