

SHADOWRUN®

PARAZOOLOGY



Writing
Adam Large

Development
Peter M. Andrew, Jr.

Art
Kat Hardy

Art Direction
Brent Evans

Proofing
Jean-Marc Comeau

Layout & Design
Matt Heerd

Shadowrun Line Developer
Jason Hardy

A PARAZOOLOGIST FIELD GUIDE

Hello again. While previous documentation on Awakened animals is very thorough, it is by no means complete, and never will be, for that matter. The world keeps changing so quickly that zoologists and parazoologists can't keep up with the cataloging, even with the DNA bar-coding index of animals initiated in 2013. Here are thirty more rare and unusual Awakened, toxic, and mutant species.

ⓘ Connecting Jackpoint VPN ...
✕ ... Matrix Access ID Spoofed.
 ... Encryption Keys Generated.
 ... Connected to Onion Routers.
 > Login

 > Enter Passcode

 ... Biometric Scan Confirmed.
 Connected to <ERROR: NODE UNKNOWN>
 "There are wonders of the wold that only nature can create."

JackPoint Stats

21 users currently active
 in the network

Latest News
 Someone tried to hack the network
 yesterday, make sure that you are
 using the latest protocols. - Fastjack

Personal Alerts
 * You have 1 new private message.
 * You have 4 new responses to your
 JackPoint posts.
 * Proximity sensors detect an
 aquatic creature within visual range.
 Do you wish to capture an image
 now? [Y/N]

First Degree
 No Members are online and in
 your area.

Your Current Rep Score: 411
 (53% positive)

Current Time: 19 Aug 2072, 0724 hrs

- PREFERENCES
- FEEDS
- TASKS
- LINKS
- HISTORY

Welcome back to JackPoint, chummer;
your last connection was severed:
16hours, 37 minutes ago



Today's Heads Up

The Sixth World is still being
 cataloged today as the changes of
 the Awakening are still happening.
 This document was originally part of
 a college professor's research. I figured
 since most of the miscreants here would
 never attend the lecture I would post it for you viewing pleasure. - Fastjack

Incoming

- * Sometimes it's about the clothes, sometimes the "I can take you, chummer" strut, but it's always about the Attitude. [Tag: [Attitude](#)]
- * The skies above are full of things that always come down. Learn about today's air transportation. [Tag: [Unfriendly Skies](#)]
- * Stories from the decadent cities of Asia don't always involve drunk tourists and sex parlors in dark alleys. [Tag: [99 Bottles](#)]

Top News Items

- * Scientist gets too friendly with aquatic predator. See the trideo images. [Link](#)
- * Four warehouses burn down in the Seattle Metroplex within a three hour period. Authorities are still trying to identify the bodies contained within. [Link](#)
- * Grid Guide collapses in Canton, Ohio. Federal authorities are baffled by the sophistication of the virus. Technomancers are suspected. [Link](#)

- CHAT
- MESSAGES
- FILES
- POSTS
- NEXUS
- SEARCH

Active

ComStar Firewall

Active

Jack in the Box Antivirus

Active

SpamWitch Filter

On/Receiving

Comcode

Excellent

Signal

Active

Hidden Mode

Local Map

PARAZOLOGY

Invited Guests
None

Posts/Files tagged with "Parazology":
 * Abrams Lobster
 * Alicanto
 * Bayard
 * Blood Kite
 ...

CONTINUE

ADVANCED SEARCH

SAVE

ABRAMS LOBSTER

HOMATUS HOMARUS IMMANIS

Habitat: Ocean bottom at depths of up to 50-75 meters.

Range: North Sea

Frequency: Uncommon

Identification: The Abrams lobster is a crustacean with a hard blue-green exoskeleton. Growing to an overall length of 1.5 meters, they can weigh over 100 kilograms. The first pair of its legs develops into intimidating claws approaching 50 centimeters in size while the other legs are used for walking along the ocean bottom or short periods out of water. Their powerful abdomen is tipped with a tail that propels it through the water to quickly escape danger.

Habits: The Abrams lobster was first discovered in 2037 by a UCAS maritime research expedition, working 100 kilometers off the east coast of Scotland. Because of its size and thick exoskeleton, it was named after a tank used in the late 20th century. Genetic testing by the research expedition identified it as the Awakened form of the European lobster (*Homarus vulgaris*). The Abrams lobster is both an opportunistic hunter and scavenger. It eats mostly fish, crustaceans, or other bottom-dwelling invertebrates, but it can also move on shore to hunt birds, scavenge eggs, and can also be a nuisance to metahuman bathers and divers who are between it and food. The Abrams lobster molts less frequently than other lobster species. The shell takes longer to grow with each molt, growing up to two millimeters more in thickness each year for seven years.

The Abrams lobsters are solitary creatures most of their lives. The exception comes when they migrate to spawning grounds and form a single-file caravan of lobsters. Caravans of twenty to thirty Abrams lobsters have been seen travelling along the ocean floor toward warmer waters. Cables and nets in the path of caravan migrations have been cut by Abrams lobsters, resulting in the construction of “lobster bridges” over certain communication cables since 2040.

While not a deadly paranormal animal, the Abrams lobster can pose a serious hazard when handled incorrectly. Special containment tanks and handling apparatus have been designed for harvesting and culinary preparation. As an Abrams lobster can fetch 100 to 150 nuyen per kilo, well-funded fishermen and finer restaurants are willing to pay for these precautions.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	3	2	5	1	3	4	3	2	6	5	1

Movement: 4/8 swimming

Skills: Swimming 3, Perception 2, Unarmed Combat 3

Powers: Enhanced Senses (Sonar), Gestalt Consciousness, Gills, Hardened Armor (6), Immunity to Poisons, Natural Weapon (Claw: DV 4P, AP 1)



ALICANTO

COLAPTES AURUM

Habitat: High-altitude grassland and desert

Range: Atacama Desert and mountain region in Amazonia

Frequency: Very rare

Identification: The alicanto is a black-and-gold-colored bird with a wing span of 35 centimeters and weighing 600 grams on average; a surprising amount when compared other birds of similar size. This additional weight can be attributed to the fact that the feathers are not merely colored gold, but are actually covered with gold.

Habits: Awakened from the Andean flicker, the alicanto is a very sought after bird because of its wings. The alicanto's primary diet consists of moths and other insects, but it must also ingest gold or silver. Although it is unclear why they feast on these precious metals, there are two hypotheses about how the bird finds them. The first assumes that the alicanto's nesting instincts take them to cliffs or caves where gold may exist and meet their dietary requirement. The second hypothesis suggests that their migratory instincts guide them to sources of ore for periodic feeding, like African elephants and their secret salt lick.

A noted side effect of metabolizing gold or silver is the bio-illumination of the feathers. The alicanto is a nocturnal hunter, its feathers supply a light source that attracts insects. Unfortunately this also attracts predators and impedes their ability to hide from them.

When the alicanto flies, the wings shed flakes of gold dust and nests reportedly contain large quantities of the dust, although the locations are elusive to treasure hunters and bird watchers alike. Hunters still

attempt to capture the alicanto for its valuable plumage and stomach contents. Fake alicanto feathers and "golden eggs" have been coming out of the Amazonia black markets, fueled by the demands of private collectors and talismongers alike. Miners attempt to follow the alicanto to ore veins and make a quick fortune. Tracking the alicanto is a very dangerous proposition. Hunters and bird watchers have reported becoming lost and have a high frequency of accidental deaths when engaged in this pursuit.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
2	5	3	2	2	3	3	3	0	6	3	6	1

Movement: 20/80 (flight)

Skills: Flight 3, Perception 3, Tracking 2, Unarmed Combat 3

Powers: Confusion, Magic Sense, Natural Weapon (Bite/Claw: DV 3P, AP 0)

Weaknesses: Dietary Requirement (Gold, Silver)

Qualities: Bioluminescence



BAYARD

EQUUS MAXIMUS

Habitat: Plains and grasslands

Range: Central Europe through central Asia.

Frequency: Uncommon

Identification: The Bayard is a large horse, standing 2.2 meters tall at the shoulder, 2 meters in length and weighing over 550 kilograms. Its feet end in a three-toed hoof rather than the large single toe. The head has large eyes, normally in shades of gold or green. Bayards are mostly rust-hued with black mane and tail.

Habits: Bayards are the largest of the horse family and the Awakened form of the wild horse (*Equus ferus*) from both the Przewalski and the extinct Tarpan subspecies. They have three extra vertebrae, giving them a longer body, and studies of their anatomy indicate this morphology increases their lung capacity, allowing for better endurance. Bayards are vegetarian like their non-Awakened horse brethren, preferring to eat grains, fruit and grasses. The largest herds are located in France as nomadic groups of thirty or so members dominated by one or two alpha males.

Bayards are hard to catch because of their speed as well as their ability to transform into mist. The foals, however do not have this ability, which usually awakens in them after four years of maturity. To protect their young from predators, bayards have powerful legs to kick and have the ability to exhale noxious fumes. Bayard stallions can also project a deafening cry to scare off threats.

In 2049, Eurocorp Zeta-ImpChem developed a chemical spray that prevents the bayard from transforming into mist and reverts mist-form bayards into a solid state. The first herd was captured in Dendermonde, United Netherlands, but unfortunately no one has been able to domesticate them. Aymon Brothers Inc, part of the Krupp Thoroughbred Racing Association (KTRA), has made the most progress with sustainable herds. The results of the successful crossbreeding of bayards with normal horses are called rinaldos. Rinaldos are infertile and lack any Awakened abilities, but they are of the same large build and approach the same running speed as the bayard parent. There's a brisk trade in rinaldos for anything from horse racing to mounted patrols. KTRA is working on genetic adjustments to make rinaldos a viable line of horses.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
9	5	5	8	3	3	1	2	2	6	3	8	1

Movement: 20/100

Skills: Running 4, Unarmed Combat 2

Powers: Animal Control (Equines), Empathy (LOS), Movement, Mist Form (Adults Only), Noxious Breath, Natural Weapon (Kick: DV 4P, AP 0), Sonic Projection (Stallions Only)

AGHEXHEX

Vector: Contact

Speed: 2 minutes

Penetration: 0

Power: 9

Effect: While in contact with a subject, silver hexamagnohexaphosphate (A.K.A. AgHexHex) chemical compound prevents the transformation of a subject into vapor particles. If the target is in mist form when sprayed by AgHexHex, the target is forcibly reverted to solid form, causing stun damage (9S).

Note: Also effective on mist lynx and ghost dolphins

Price per dose: 2,500¥

Availability: 14R



BLOOD KITE

ELANOIDES CELERIS

Habitat: Woodlands and forested wetlands

Range: Southern North America and North East South America.

Frequency: Common

Identification: The blood kite is a small member of the hawk family, with a wingspan of about 75 centimeters and a body length of 20 centimeters. Its eyes are gold, and its beak and legs are blood-red in hue. It has white plumage ending in red patches on the trailing end of its wings and forked tail. These patches eerily resemble bloodstains. Young blood kites' plumage is brown in color, and the tail is not as pronounced.

Habits: The blood kite is an Awakened swallow-tailed kite with a similar migratory pattern; living in southern portions of North America in the summer, then migrating to northern parts of South America during the winter and mating season. They feed on mice, young rabbits and other small animals. It has a unique hunting technique of blinding its prey with magic before striking, preventing the prey from defending itself properly. Once blind, the prey can be easily picked up by the blood kite and impaled on a large thorn or barbed-wire fence to be eaten. The same blinding technique is used for defense against predators, such as larger birds-of-prey. The blood kite is cunning as it lures the predator into tight or difficult terrain before blinding it; putting the predator in a precarious and possibly deadly position.

Blood kites congregate into flocks of thirty individuals, called kettles, and will claim up to twenty square kilometers of territory. Blood kites territory is sometimes called a "kettle of blood" as they aggressively deter other birds from their area, littering the ground with tufts of feathers and intruder carcasses.

Blood kites mate in early spring and the females incubate the eggs through the summer. During mating season, blood kites are more aggressive and perform dazzling displays of aerial combat for potential mates. Nests are built high up in trees, with both sexes constructing

them. The female blood kite normally has a clutch of three to four eggs that are white with red speckles. Both parents nurture their young, with the female bringing food and the male defending the nest. Young blood kites take four weeks to develop their basic plumage and another three weeks before they can fly.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	4	3	1	2	4	2	2	0	6	3	7	1

Movement: 20/60 (flight)

Skills: Flight 3, Perception 3, Spellcasting 3, Tracking 2, Unarmed Combat 2

Powers: Natural Weapon (Bite/Claw: DV 2P, AP 0), Enhanced Senses (Improved Vision, Low-Light, Thermographic Vision), Innate Spell (Sight Removal)



BULLDOG STOAT

MUSTELA STALINII

Habitat: Forests

Range: Northern and Eastern Europe

Frequency: Uncommon

Identification: The bulldog stoat is a weasel-like creature with the male measuring about one meter in length and weighing about four kilograms. The females are significantly smaller. Bulldog stoats have a prominent jaw line with larger muscles and teeth compared to mundane stoats. This is covered by longer facial hair, giving it a “bulldog” appearance. The bulldog stoat’s thick fur turns white in the winter and is brown-red with a black tail in the summer.

Habits: The bulldog stoat is the Awakened form of the common stoat (*Mustela erminea*). It is mostly a nocturnal hunter, feeding on small mammals, birds, snakes, and frogs. Because of its strong jaw, it has been known to hunt larger animals such as sheep and goats. Bulldog stoats have become a hazard to corporate operations in Europe, primarily those with livestock farms or amphibian hatcheries as the stoats sneak in to raid the facilities like their personal fridge. Poison bait traps have little effect on deterring the bulldog stoat and Green and Blue Biotechnology’s attempt to genetically engineer a virus to kill off the whole species led to a severe public warning from Saeder-Krupp on such actions, citing Yamatetsu’s “engineered rabbit” incident in the Canton Confederation.

The male bulldog stoat is very territorial, often building several dens in its territory like castles from which it can defend against rivals and predators. Within this territory are a harem of female bulldog stoats, food, and water supplies. Female stoats breed once a year, having two to four kits in a season. The kits stay with their mother for a year before seeking their own territory. Young bulldog stoats will begin adulthood by taking over a den; either at the edge of their father’s territory or their father’s rival and wait to challenge the

owner. Such challenges are not lethal although ears and tails have been scarred from combat.

The bulldog stoat social group can be anthropomorphized as a feudal system of kingdoms; while they do challenge one another for food and females, if the group is threatened by an outsider, all the bulldogs will band together to face the threat.

In 2039, a group of bulldog stoats allegedly killed eleven meta-humans and the livestock on a co-op farm in Latvia. This incident led to the annual stoat culling in several areas and a black-market sale of bulldog stoat fur in Europe from 2040 to 2042. In 2042 news affiliates ran a story exposing the co-op farm incident as fake, designed to sway public opinion on the species. Unfortunately the public wouldn’t give up their bulldog stoat fur coats or bones for telesma, so the slaughter continued. Due to excessive hunting, bulldog stoats were becoming increasingly difficult to find and they received legally protected status in 2065. This resulted in the sale of permits limiting the quantity of bulldog stoats a hunter could harvest during the regulated hunting season. Although a slow increase of the bulldog stoat’s population is promising, poachers still pose the greatest threat to this species

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	2	2	1	1	2	2	1	1	6	2	4	1

Movement: 10/30

Skills: Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 2

Powers: Concealment (Personal), Immunity to Pathogens, Gestalt Consciousness, Immunity to Poison, Magic Guard, Natural Weapon (Bite: DV 2P, AP 0, -1 Reach)

Weaknesses: Fragile 1



BUNYIP

DIPRODON IGNOTA

Habitat: Open forests and grasslands near freshwater

Range: Australia

Frequency: Rare

Identification: Superficially resembling a bear, the bunyip is three meters long and two meters tall at the shoulder, and it weighs an average 2,700 kilograms. It has a very large snout in respect to its eyes and ears. It has short brown fur with varying black color patterns. Each foot has thick claws for multiple purposes.

Habits: The bunyip is an elusive paranormal animal given its size. While its vision is poor, it has a very developed olfactory organ. Its nose is 20 centimeters in diameter giving it four times the sensitivity of a dog. Using its acute sense of smell and exceptional hearing, the bunyip is capable of avoiding metahumans and staying aware of its surroundings while stalking prey. The bone structure of the bunyip is similar to an extinct marsupial bear and is possibly an Awakened form of it.

The bunyip is omnivorous, preferring fish, crustaceans, tubers, and berries, but has been found to eat kangaroos, dingoes, koalas and their Awakened counterparts. Their fur has chromo-spectrum receptors, which will change color, depending on the light reflected around it. Aborigines stay away from bunyip territory as it is said that the bunyip walks in people's dreams to give them fair warning before they wake, and that they are not welcome.

There is a misconception that bunyips will hunt and eat metahumans. This myth is exacerbated by aboriginal tribes that have told their children for centuries that if they are naughty, the bunyip will come and eat them. Observations prove that bunyips don't like the taste of metahumans or many domesticated animals, which is attributed to the daily absorption of pollutants in urban lifestyles. Bunyips defend themselves like bears; first standing on their hind legs to intimidate and threaten the attacker, then charge. Bunyip claws are similar to bear claws, but feature venom sacks in the wrists of their forepaws. This venom can be released onto the nails as the bunyip strikes.

The venom is highly reactive to ultraviolet light, which makes the victim photo sensitive, inflicting pain and slowing an afflicted body's natural healing process. Wounded and envenomed prey that breaks free from an attack will be slow to escape, as the exposure to sunlight compounds the painful effects

of the venom over time. A pursuing bunyip does not have to chase its prey very far, and most victims do not survive a second encounter.

Bunyips mate in the spring, and females carry a single cub in their pouch for about seven months after a month-long gestation, much like other marsupials. Bunyips are usually solitary creatures, making their dens under fallen or toppled trees near a freshwater source. They are not aggressively territorial, and they do not view other bunyip as foraging competitors. It is not uncommon to find several individual dens in close proximity.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
9	4	4	9	3	3	2	3	0	6	5	7	1

Movement: 15/45

Skills: Climbing 2, Intimidation 2, Perception 3, Running 2, Spellcasting 4, Tracking 3, Unarmed Combat 4

Powers: Adaptive Coloration, Enhanced Senses (Hearing, Smell, Taste), Fear, Innate Spell (Dreams), Natural Weapon (Claws/Bite: DV 5P, AP 0), Regeneration, Venom (Phototoxin)

Weaknesses: Allergy (Pollution, Severe)



BUNYIP VENOM

Vector: Contact, Injection

Speed: 10 minutes

Penetration: 1

Power: 12

Effect: When in contact with skin or in the bloodstream, the subject becomes moderately allergic to sunlight. This is cumulative with an existing photosensitivity. It also reduces the effectiveness of modern medicine, reducing the dice pool of the medical test by the damage level of the poison.

Price per dose: 2500

Availability: 15R

BURROWING BEAVER

CASTOR EFFORDERIS

Habitat: Forested areas near rivers and streams

Range: Northern Europe, Germany, and some pockets in central Asia.

Frequency: Uncommon

Identification: The burrowing beaver is a large, semi-aquatic rodent measuring 1.4 meters long with seventy-centimeter-long, round, hairless tail, and an average weight of forty kilograms. The burrowing beaver has webbed hind feet and large claws on its forepaws. The burrowing beavers have very short fur with colors ranging from amber to umber brown.

Habits: The burrowing beaver is the largest known Awakened beaver from the European beaver (*Castor fiber*). Like its non-Awakened kindred, it lives in dens and feeds on young trees; instead of building dams, however, it builds tunnels. Burrowing beavers build tunnel complexes, diverting water from rivers and aquifers to new locations, creating marshland or lakes in which to live. These lakes have been found as far as fifty kilometers from the original source. The tunnels are engineering marvels as the burrowing beavers adjust their diameter to ensure a positive flow of water to the new location. Within the new lake, they create a den of raised earth and stone. Access to this den is impossible to non-phasing creatures as they don't leave a door. The beavers magically phase through the mound. After they excavate and create small breathing holes, they collapse the construction tunnel. Given time, the burrowing beaver can build extraordinary structures. Four kilometers north of Svarvarnuten in Norway, near the Otra river, burrowing beavers have modified a glacial lake to

include a geothermal vent and a seventy-meter waterfall to channel runoff. This has created a lush environment that other wildlife have gathered at and also increased the lake's size by ten percent. Extended family groups of up to fifty members can dwell and work at a single location. They communicate and check their surroundings through the slapping of their tail against the tunnel walls, or they employ high-frequency chatter.

The burrowing beavers can range from a nuisance to dangerous in rural areas and urban sprawls. Burrowing can damage urban water, sewage, and drainage pipes; causing loss of water, or sink and flood structures from collapsed tunnels. Brick and concrete do not deter them as they ram the structure and use their magical ability to break through. Several corporations that own facilities in Europe hire pest control services to check properties for any burrowing beaver infestation. The exterminators have an additional incentive of a one hundred and fifty nuyen bounty for captured beavers in AGS, Norway, and the Scandinavian Union for relocation, or fifty nuyen per tail for dead ones from several governments like Poland as they try to keep tabs on the Awakened wildlife.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	3	3	1	2	3	2	3	0	6	4	6	1

Movement: 10/20

Skills: Perception 2, Spellcasting 2, Swimming 2, Unarmed Combat 1

Powers: Enhanced Sense (Thermosense, Echolocation), Engulf (Earth), Innate Spell (Shatter), Natural Weapon (Bite: DV 2P, AP 0, -1 reach), Phasing



CENTURY FERRET

MUSTELA CENTURAE

Habitat: Lightly forested areas

Range: North America

Frequency: Uncommon

Identification: A large, amber-colored ferret, averaging one meter in length and three kilograms in weight. It has long, brown tail that is about twenty centimeters long. Its feet and tail are dark brown and a similar dark brown stripe runs along its face like a mask. Its pupils have a reddish tint to them and its fore paws have short claws allowing them to dig.

Habits: The century ferret has the renown of being the first Awakened species recorded. In the beginning of the 21st century, at eight o'clock in the morning on January first in Chicago, Illinois, the independent news station WSAF reported the discovery of unusual colored black-footed ferrets near Edgebrook Woods, Chicago. Peter Haskle, the witness, showed WSAF his woodshed where he saw the mother and pups. The reporter, Steven Collins, dubbed them "Century Ferrets" in his commentary. Mr. Collins took one of the pups to the U.S. Fish and Wildlife Service to get further explanation on this anomaly. Two weeks later Fish and Wildlife gave WSAF the news; the century ferrets didn't match black-footed ferret DNA, or any other ferret species.

WSAF had a whole new headline: *New species of ferret found in Chicago*. It would take another fifteen years before the century ferret was classified as a paranormal animal. Parageologists and parazoologists have hypothesized that a short-lived increase of magic, or "mana spike," occurred in Chicago, causing the Awakening of century ferrets.

Besides the different coloration and slightly larger size, the century ferret has similar behaviors to other ferret species. They are fast, agile and aggressive. Century ferrets are diurnal hunters, eating rodents and small birds. They will build dens, and will take advantage of man-made structures. Century ferrets are monogamous in their relationships and mate in the spring. The female ferret can have three to six pups in a litter. There was one unusual behavior unique to century ferrets that could not be explained at the time. Some scholars thought the captured subjects were mentally deficient

in some way as they would avoid certain spaces or react crazily to certain people. MRIs and autopsies were inconclusive. Today we know the century ferret can sense magical energies and tries to avoid them. It also has aggressive tendencies toward Awakened people. Parazoologists still don't understand its natural behavior to avoid magic. Some corporations have taken advantage of this instinct to train century ferrets to alert security handlers to the presence of Awakened individuals.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	2	2	0	1	2	2	1	1	6	2	4	1

Movement: 10/30

Skills: Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 2

Powers: Magic Sense

Notes: -1 die to resist magical effects and damage



KatVandy '11

ELECTRIC MARTEN

MARTES AMPERE

Habitat: Heavily forested areas and taigas

Range: Small pockets in northern Europe and North America

Frequency: Rare

Identification: The electric marten has a narrow, weasel-like body, sixty centimeters long and twenty centimeters high at the shoulder. Adults weigh approximately five kilograms. It has a short, red fur with black patches with large ears that are hairless and leathery with a slightly blue tinge.

Habits: The electric marten is a rare species, with the first sighting in April of 2065. They were discovered by a search and rescue team tracking radio bursts in the forest at the base of the Carpathian Mountains. The rescuers thought the bursts were coming from hikers needing assistance and signaling with a broken commlink.

The electric marten is a social animal with a high density of dens and groups as large as twenty individuals in a five square kilometer area. They mate in the summer, and the female can have three to five kits. The electric marten kits are nurtured by their mother for one year before they are mature enough to live and hunt on their own. Their primary prey was not discovered until much later. While it can survive hunting rats and insects, it has special method to hunt their preferred meal of technocritters, such as nezumi and digits. The electric marten has highly developed ears, which are sensitive to electromagnetic waves, specifically radio waves, to track prey by. Once it finds its prey, it has the magical ability to stun the target with an electrical bolt, following up the attack with a static discharge to prevent communication to other technocritters.

This hunting specialization hinders the electric marten in an urban environment as well as making it a nuisance to civilization. An electric marten cannot tell the difference between a nezumi and a rat next to a RFID or power line, so its attack on the rat can disrupt nearby devices. A few pest control companies such as Seattle's independently operated Emerald Exterminators or Lone Star's Paranormal Animals Investigative Services (PAIS) have successfully bred and trained electric martens, getting them to use their abilities on command. These companies have helped prove that the electric marten is not a rapscallion as originally hypothesized.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	2	2	0	1	2	2	1	1	6	4	4	1

Movement: 10/30

Skills: Infiltration 2, Perception 2, Spellcasting 4, Tracking 2, Unarmed Combat 2

Powers: Enhanced Senses (electrosense, radar), Innate Spell (Interference), Innate Spell (Lightning Bolt), Natural Weapon (Bite: DV 2P, AP 0, -1 reach)

A BRIEF LIST OF AWAKENED INSECTS

Astral Flies – Fireflies that naturally produce dual natured motes of light.

Phantom Moths – Attracted to bright auras of Awakened and dual natured people and artifacts.

Dante's Bees – Bees that resists fire and heat. They are the pollinators of the Crimson Orchid.

Morpheus Butterfly – Large black and blue winged butterfly, whose wings glow in the presence of astral energy.

Parchment Butterfly – Its wings are white in the normal world, but are a rainbow of color on the astral plane.



PUTRIMART

MUSTELA PUTORIUS MAGNUS

Habitat: Forested areas, riverbanks, and urban fringes throughout Europe

Range: European Continent

Frequency: Uncommon

Identification: The putrimart is a large Awakened mink species, averaging 90 centimeters in length with a 40 centimeter long tail and weighing approximately 8 kilograms. Its silky dark brown fur lightens to a yellowish hue under fur and changes to white on its face with three thin white stripes running parallel down its back and tail. The putrimart exudes a foul stench comparable to rotting meat.

Habits: The putrimart is the Awakened version of the common western polecat (*Mustela putorius*) or foulmart. It lives in underground burrows with multiple entrances in communities of sixty or more members. Putrimart territory can be easily identified by the strong odor that they produce. The putrimart has several sets of glands to produce the malodorous chemical; one at the base of its tail and two more in its forepaws. The odor is used for hunting, mating, marking territory, and defense.

When hunting, the putrimart will scratch the ground or a tree, marking the spot like a trap to attract carrion eaters like ravens, rodents, reptiles, and insects. When threatened, the putrimart will raise its tail to warn the attacker, before turning to spray with its anal musk gland. With much of their territory invaded by metahuman suburbs, the putrimart has adopted scavenging behaviors, raiding garbage cans and dump sites.

The putrimart has been a valuable commodity since the late '30s; Flure Essential Oils of Renraku Europia (RE) has been harvesting putrimart musk glands for cosmetics products, Lepken Leisure of RE processes the fine fur into high priced textiles

for other clothing companies, and the putrimart meat is made into food products by GoodTreats, also of RE. Unfortunately putrimarts have low survival rates in captivity, including on free-range farms. Putrimart farms have to continually bring in wild putrimarts to keep the sparse breeding program viable. Due to excessive trapping and black-market hunting, Scandinavian countries agreed to a unified protection of the species, enforceable by hefty fines and possible prison sentences for the possession and transportation of putrimarts in or out of their countries.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	2	2	0	1	2	2	1	1	6	2	4	1

Movement: 10/30

Skills: Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 2

Powers: Concealment, Natural Weapon (Bite: DV 2P, AP 0, -1reach), Substance Extrusion (Skunk Fluid)

Notes: Double the duration for the skunk fluid to remain on subject. Subjects attacked by a putrimart's claws are coated by the same skunk fluid.



GHAZU HORSES

EQUUS FERUS BEDOUII

Habitat: Plains and Grasslands

Range: Middle East and pockets in Central Asia.

Frequency: Uncommon

Identification: Ghazu horses are black skinned with fur in three possible colors; black, white, or dull silver. They have a similar morphology to Arabian horses with a larger, angular head that tapers into a small, narrow muzzle, though ghazu horses' heads have a more streamlined bone structure with smaller angled nostrils. They have a compact body with strong bones, graceful legs, and a slightly upturned tail. They stand 150-160 centimeters tall at the shoulder and average 475 kilograms in weight.

Habits: The ghazu horse is an Awakened species of horses; more specifically Arabian horses. After examining historical data on the species, scientists have confirmed that approximately eighty percent of the Seglawi and Muniqi lines of Arabian horses Awakened into ghazu horses. Ghazu horses are just as intelligent and stubborn as Arabians and have been known to hold grudges. They have a closer bond to meta-humans and can become fiercely loyal, even to the death. Ghazu horses have the same reproduction and development cycle as other horses with females having one foal a season and ghazu horses reaching maturity at four years old. Training and bonding with a ghazu horse begins two

years earlier. This millennium old tradition is assumed to be what makes ghazu horses more trainable than bayards. Crossbreeding ghazu with normal horses only produces sterile, Arabian-looking horses with no Awakened abilities. Attempts at crossbreeding ghazu with bayards or farasi have proven impossible due to genetic divergence.

Several herds of ghazu horses are found throughout the world, though the largest herds are in the Middle East. Global Sandstorm in the Arabian Caliphate and the Eternal Keheyland in Egypt each have well over a thousand head. Middle Eastern countries and corporations in the region have been making attempts to purchase ghazu horses and have found themselves in competition with corporations associated with the KTRA. The Bedouin and Nubian have refitted horse-mounted infantry with ghazu horses, as they are much faster than Arabian horses and can challenge bayard and farasi in speed. Also their ability to bond with its rider makes them more valuable than rinaldos.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
8	6	5	8	3	3	1	2	2	6	3	8	1

Movement: 20/100

Skills: Running 4, Unarmed Combat 4

Powers: Dual Natured, Empathy, Guard, Magic Guard, Magic Sense, Movement (Self Only), Natural Weapon (Kick: DV 4P, AP 0)



GHOST DOLPHIN

DELPHINUS SPECTRE

Habitat: Coastal waters of the Pacific

Range: Southeast Asia and Indian Ocean

Frequency: Uncommon

Identification: The ghost dolphin is a cetacean species similar in appearance to other humpback dolphins, averaging two to three meters in length and 190 kilograms in weight. Their skin color is normally grey or white with pink variegation like marble, due to blood vessels close to the skin's surface. It has a narrow, beak-like nose with tiny sharp teeth and a fifteen-centimeter-high dorsal fin that is nearly translucent, like frosted glass. Young ghost dolphins are grey in color and gradually become pale white as they mature. Adult ghost dolphins slowly lose color in their dorsal fin until it is transparent.

Habits: Ghost dolphins are a mysterious Awakened species of the Chinese white dolphin. Rumors and videos have not revealed a clear understanding of their behavior; the majority of encounters with the ghost dolphin have led to accidents on ships, floating rigs and harbors, though there have been a small percentage of reported cases in which ghost dolphins have rescued people from drowning. The ghost dolphins are often seen when there is a thick marine layer, which obscures them from visual and thermal detection. They are sociable with other dolphins and will travel and hunt with pods of mundane or moon dolphins.

Not much is known of their breeding habits, but one hypothesis suggests the ghost dolphins migrate inland to secluded freshwater lakes. In mist form, it is conceivable that they can gain access to these places, which would explain certain sightings of large lake-dwelling creatures. Besides natural predators such as megaladons and sea wolves, ghost dolphins recently have to deal with direct metahuman encroachment. Several Chinese corporations have been adding AgHexHex to their paranormal defense arsenal on gas and oil rig platforms and commercial vessels to deter ghost dolphins from attacking. Ghost dolphins do show a high degree of intelligence and pods of ghost dolphins will coordinate attacks, showing more aggression against ships that have AgHexHex sprayers.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
8	5	5	8	3	4	4	4	0	6	4	9	1

Movement: 20/80 (swimming)

Skills: Diving 2, Gymnastics 4, Perception 3, Spellcasting 4, Swimming 4, Unarmed Combat 2

Powers: Accident, Enhanced Senses (Sonar), Innate Spell (Mist), Mist Form, Search



CARTHARTES CATHARTES REPARTUS

Habitat: Light forested and some urban areas

Range: Southwest North America

Frequency: Uncommon

Identification: The gyre is a large raptor species with a length of 1.4 meters and a wingspan of four meters. Its body is covered with dark brown dorsal feathers, accented with lighter shades of brown and white feathers beneath its wings. A gyre's featherless, red-skinned head features large, bright-red eyes and a pale pink beak. Its bare legs and taloned feet are also a pale pink hue. Juvenile gyres are completely grey in color until molting when they become adults.

Habits: The gyre is the Awakened cousin to the common turkey buzzard (*Carthetes aura*), although somewhat larger. The gyre was originally mistaken for the Awakened progeny of the extinct California condor (*Gymnogyps californianus*) due to the fact that the first gyre was seen in the California Free State. The species was named the gyre as it spends most of every day circling on thermal air vortexes watching for prey. Much like their cousins, they are carrion feeders that hunt prey that is either dead or weakened to near-death. They soar over the Rocky Mountain regions, searching for prey from an incredible two kilometers above the ground. The gyre will fly with a flock of six to eight family-tied individuals in search of food. When it is found, they will all gather and share in the feast. The matron of the flock feeds first.

The gyre does not nest, but lays eggs directly on ground in caves, crevices, even abandoned buildings. The gyre lay clutches of 1 to 3 cream-colored eggs. After hatching, the chicks are helpless for the first week, depending on its parents to regurgitate partially digested carrion to them. The gyre has a severe allergy to pollution, which limits its habitat and interferes with the male's fertility. The allergy is also believed to increase eggshell thickness, which makes it difficult for hatchlings to break through. Gyres that nest in abandoned building have the lowest survival rate for the young. Juveniles learn the hard way when feeding on urban carrion, becoming picky eaters, avoiding organs like the liver and fatty tissues, where heavy metals concentrate.

Since the Twin Quakes in the California Free State, the gyre has experienced a population boom with a fifteen percent increase in population and expansion of their territory to include more coastal areas. Following the quake events, a causal relation to increased number of metahuman suicides has been linked to the gyre's presence. As quake victims awaited rescue, the ominous appearance of gyre flocks circling overhead instilled the feelings of impending doom, causing many to take their own lives as hopelessness overcame them.

B A R S C I L W Edg Ess M Init IP
 1 4 3 1 2 4 2 2 0 6 3 7 1

Movement: 20/60 (flight)

Skills: Flight 3, Perception 3, Spellcasting 3, Tracking 2, Unarmed Combat 2

Powers: Control Emotions, Enhanced Senses (Low-Light). Immunity to Pathogens, Immunity to Poisons, Innate Spell (Detect Life), Natural Weapon (Bite/Claw: DV 2P, AP 0)

Weaknesses: Allergy (Pollution, Severe)



THE TOP FIVE LEADING ZOOS TO SEE AWAKENED ANIMALS:

- 1. San Diego Safari Park, San Diego, Aztlan:** 2000 acres (7.4 square kilometers) of animals can be seen in simulated natural habitat. Gazhu, humped horses, and unicorns roam the enclosed pastures. The reptile house includes chimeras, chupacabras, and Lambton lizards.
- 2. Animal Kingdom, Orlando, CAS:** 500 acres of park with the first merrow "ambassador" and his oceanic habitation area within the park.
- 3. Berlin Zoo, A.G.S:** 34 acre zoo with one of the most complete collection of paranormal species in Europe. Nimue's salamander and the wild minotaur are its prized possessions.
- 4. Artis Zoo, United Netherlands:** Artis Zoo includes live feeds and recorded journals of parazoologists and parobotanists out in the field around the world.
- 5. Kirstenbosch Botanical Garden, Azania:** Multiple biospheres that show the unique relationship between Awakened plants and animals.

MOON DOLPHIN

DELPHINUS LUNA

Habitat: Coastal waters of the Pacific

Range: Southeast Asia and India

Frequency: Rare

Identification: A cetacean species similar in appearance to other dolphins, averaging 3.5 meters in length and 200 kilograms in weight. Their skin has a polished, white alabaster appearance. The moon dolphin's fore head is slightly bulbous, projecting over its beak.

Habits: The moon dolphin is even more elusive than the ghost dolphin with only a handful of verified images taken over the past decade. One of the reasons is the projection of illusionary terrain they create as they journey through the South China Sea and North Pacific Ocean. Like the Hawai'i natives, moon dolphins are said to come from the land of Mu, and legend has it that the illusion that they project is the memory of Mu passed on to each dolphin in their pod. The illusion is very hazardous when the dolphins approach close to land or cross shipping lanes as ships attempt to avoid illusionary islands or travelers get lost in the fantastic terrain. It is so much of a hazard that the Philippines have a warning system for fishermen and maritime travelers to alert them of

possible moon dolphin sightings. This poses a dilemma as poachers also observe the warning system. The mood dolphin's hide is sought after by hunters and talismongers. Once tanned, the skin still retains a high gloss white appearance. Hides sell from seventeen to thirty thousand nuyen on the black-market. In 2067, the Dragon Lung decreed the death penalty for anyone who is found to have hunted or possessed moon dolphin parts, and a twenty-thousand-nuyen bounty has been placed on mercenaries that have escaped punishment.

The rest of the moon dolphin's behavior is typical of other dolphins; hunting schools of fish, swimming in pods, etc. They are sociable with other cetacean species, travelling in mixed pods of ghost and mundane dolphins. Moon dolphins have also been seen in astral space, and are sometimes mistaken for a water spirit.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
8	5	5	8	3	4	4	4	0	6	3	9	1

Movement: 20/80 (swimming)

Skills: Diving 2, Gymnastics 4, Perception 3, Swimming 4, Unarmed Combat 2

Powers: Astral Form, Enhanced Senses (Sonar), Fey Glamour



ROCK LIZARD

PHRYNOSOMA CALIBURNI

Habitat: Deserts and scrub lands

Range: North and Central America

Frequency: Uncommon

Identification: Rock lizards are 75 centimeters to a meter long from nose to tail and weigh between 10 and 12 kilograms. Their bodies are covered with a rough textured skin featuring irregular scales and dermal deposits allowing it to blend in with rocky terrain. It has a fringed crest with four cranial ridges, two over the eyes and two under the mouth, which connect to the crest. Color patterns vary depending on the habitat; from tan or brown with white and black patterning to grey with similar chromatic patterns. Its long prehensile tongue is forked like a snake and its toes have sharp, curved claws.

Habits: The rock lizard is an ambush predator; using natural camouflage, it skulks slowly to its prey, striking with its venom-coated tongue. This strike is an attempt to incapacitate the target, allowing the rock lizard to swallow the target whole. If the target is too large, the rock lizard will bite and twist off chunks of flesh, similar to the Komodo dragon's eating habits. To aid with digestion, the rock lizard swallows stones to grind the meal. They prey on whatever they can catch; kangaroo rats, scorpions, gamma spiders, road racers, anything around its size that will stick around long enough. Rock lizards have slow digestion, similar to other reptiles. After gorging on a meal, they may not eat for several days, even weeks. After digestion, the rock lizard regurgitates the stones and indigestible remains. These smooth, acid-etched stones are collected and used as *telesma* for spell foci.

While the rock lizard has been seen to hunt in packs, they will not attack creatures larger than themselves, even as a group. They will try to remain motionless to avoid attracting attention of larger creatures. If attacked, they will flee if possible. One thing noticed with rock lizards as they attack or are attacked is their ability to flatten close to the ground. This low center of gravity position makes it difficult for a predator to flip a rock lizard over or to knock it around.

Rock lizards mate in the summer and lay eggs in the fall. The female lays her eggs in a burrow in the side of a hill. The clutch contains an average of 15 eggs. The eggs have their own camouflage with mottled coloring and irregular calcium deposits giving them an appearance of stones. The female will incubate the eggs until spring, when after the rainy season, there will be plenty of prey. Young rock lizards roll in fecal matter of other animals to avoid being eaten by predators or adult rock lizards.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
2	4	4	2	1	3	2	2	0	6	3	7	1

Movement: 15/35

Skills: Exotic Ranged weapon (Tongue) 2, Infiltration 2, Perception 3, Shadowing 3, Tracking 3, Unarmed Combat 3

Powers: Enhanced Senses (Smell), Immunity to Poisons, Natural Weapon (Bite/Claws DV 3P, AP 0), Regeneration, Venom

Weaknesses: Vulnerability (Cold)

Notes: Rock lizard tongue has a +1 Reach.



SABGARIFYA (FARASI BAHARI)

EQUUS FERUS SABGARI

Habitat: Coastal and scrublands

Range: Coastal areas around the Indian Ocean

Frequency: Rare

Identification: The sabgarifya are an equine species with a long dorsal fin, ending in a flat, eel-like tail. Gill slits are located along the lower half of its neck allowing for its head be above water, yet still breathe. Its feet are wide, with a three-toed hoof instead of the traditional single toe. The farasi bahari has sleek seal-like fur like, in shades of green and brown, and a secondary eyelid for it to see underwater. Its ears are small and hidden by a fur covering. Sabgarifya stand 150-160 centimeters tall at the shoulder and average 500 kilograms in weight.

Habits: Sabgarifya, more commonly known as farasi bahari (or farasi for short) is an Awakened species of horse that has adapted to aquatic environments. Specifically, geneticists have concluded that the farasi has Awakened from the Marwari breed of Indian horses. The farasi has similar head features like the ghazu, though adapted for its habitat. The farasi are unable to crossbreed with bayards, ghazu, or standard horses.

The farasi lives most of its life in water. It grazes on kelp as well as the scrub brush around beaches. The gills are a secondary form of breathing, allowing it to stay underwater for an indefinite length of time. While it can stay out of the water to cross land, it gets dehydrated quickly. It will sleep in ocean shallows, preferring inlets and unpolluted harbors for protection against storms. To prevent drifting out to sea, they wrap themselves in seaweed beds. Farasi have one foal a season, with rare cases of twins. They give birth in the water. In minutes, the young farasi can swim proficiently enough to keep up with its parents.

The farasi has several natural predators notably killer whales and sharks (including megalodon and torpedo) in the water and wolves on land. Farasi swim as a group, keeping the young in the middle. They can defend themselves by magically generating geysers of water if they can't run away.

Evo India, Maritech Enterprise's Seaworld Entertainment in San Diego, and several others have had some success in training the farasi to take riders. The most successful is the Rajput Calvary of the Indian



Union. Their program has had a surprising result in a sort of symbiotic aquatic breathing between horse and rider, removing the need for scuba gear in amphibious assaults.

B A R S C I L W Edg Ess M Init IP
 8 5 5 8 3 3 1 2 2 6 4 8 1

Movement: 20/100

Skills: Running 4, Spellcasting 3, Swimming 4, Unarmed Combat 2

Powers: Elemental Attack (Water), Gills, Innate Spell (Oxygenate), Movement, Natural Weapon (Kick: DV 4P, AP 0)

Notes: Farasi also have the innate ability to Glide as the adept power for (2 x Magic) meters over water.

A NEW BREED OF RIDING HORSES

Prices and availability of domesticated riding horses of the Sixth World:

Name	Availability	Cost
Farasi	16	150,000
Ghazu	16	120,000
Rinaldo	14	100,000

SCINTILLANT ALBATROSS

DIOMEDEA SCINTILLANS

Habitat: Oceans and islands

Range: Both the northern and southern hemispheres close to the arctic and Antarctic.

Frequency: Uncommon

Identification: The scintillant albatross is a huge, web-footed seabird with an average wingspan of 3.6 meters and a weight of about one kilogram. It has a long, strong bill, along with lightly colored pink and white plumage with some variation of dark feathers on the upper wings and tail. Males have additional orange-colored plumage on the head.

Habits: The scintillant albatross is the Awakened version of the great Royal Albatross (both North and South species). For most of the year, they look and act like their un-Awakened brethren; gliding on the wind for kilometers in search of food. They are also colonists, heading to specific islands for mating. Like their mundane counterparts, the males perform an aerial exhibition to attract mates. During the spring equinox when they mate, the male scintillant albatross puts on a pyro-technic display, combining aerial acrobatics and projections of fire. The male does this presentation for a few days every year, breathing fire and wreathing itself in flames while flying. Corporate vacation cruise lines like Majestik Cruise Lines and Hermes Tours travel to Campbell Island or Enderby Island of New Zealand to watch the week-long display. No scintillant albatrosses are hurt in their fiery flourish, and their scorching techniques, when used on or close to the ground, have been most beneficial to the environment. The flames carbonize the trash from the ocean and combine with the nitrates from the feces to create a natural fertilizer that aids the growth of island vegetation.

Ares has been working to keep the islands as a nature preserve, but during the Orchalium rush of 2060 the islands were struck by covert mining operations and mercenary skirmishes before the orchalium dried up. Between 2060 and 2062, the population of the scintillant albatross declined as they became a source of food for mercenaries.

The female lays two eggs a season. Most of the time, after hatching, the dominant chick battles the weaker chick for attention. This includes the use of their powers, which normally proves fatal for the weaker sibling. Few animals prey on live chicks due to their ability to create fire within a few weeks of birth. Crabs have learned to either take only one of the eggs (if there are two), or wait till one of the siblings has been defeated.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
2	4	3	3	2	2	2	3	0	6	2	5	1

Movement: 20/40 (flight)

Skills: Flight 4, Perception 2, Unarmed Combat 1

Powers: Animal Control (Sea Birds), Elemental projection (Fire), Energy Aura (Fire),

Weaknesses: Dietary Requirement (Fish)



SNOW MOOSE

ALCES NATISIS

Habitat: Boreal and Mixed forests

Range: Northern areas of North America

Frequency: Uncommon

Identification: The snow moose is a large deer species with antlers that expand into a broad palmation 1.6 meters across. It averages 2.5 meters tall at the shoulder and 670 kilograms in weight. It has a white coat of fur with grey hackles on the back of the neck.

Habits: Due to its snowy camouflage coloration and ability to move silently, the snow moose is a rarely documented animal. The Awakened cousin of the Canadian moose moves in large herds of two thousand members, with females outnumbering males three to one. While the herds are large, they move quietly and without a trace, leaving nothing but their foraging behind. They travel from the Algonkian-Manitou Council in the East to the most western portions of the Athabaskan Council. They are occasionally found as far south as Seattle. During the spring and summer months, the snow moose coat darkens to a coal-black color. It is also at this time snow moose mate. Females will have a single calf a season, while the males often move from female to female, siring multiple offspring. After mating, the male loses its antlers and start reserving fat for the winter months. During the fall, the snow moose begin their wintry transformation to white coats with new antlers for the next season.

Only the most motivated of hunters try to track the snow moose, as there is easier prey available. The snow moose males will defend the females and young, standing together as a wall of horns. Quebec's two hundred and fifty nuyen bounty for snow moose has almost eliminated them within their country.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
11	4	4	9	3	4	2	3	3	6	4	8	1

Movement: 20/50

Skills: Perception 2, Running 3, Unarmed Combat 2

Powers: Enhanced Senses (Low-Light Vision), Immunity (Cold), Natural Weapon (Horns: DV 5P, AP 0), Silence

Notes: Snow moose has the Traceless Walk ability per the adept power. Their horns have +1 Reach.



STONE TOAD

BOMBINA INVISUS

Habitat: Mountainous and hilly country with some rural encroachment

Range: Southern and central Europe

Frequency: Rare

Identification: The stone toad is a small amphibian, 55 millimeters long and averaging 30 grams in weight. It has short front legs and muscular hind legs with rough textured skin colored green-brown with underbelly being an anomatic coloration of bright yellow-green. Their pupils are heart-shaped like their progenitors.

Habits: The stone toad is an Awakened amphibian related to the yellow-bellied toad (*Bombina variegata*). It primarily lives on small insects and invertebrates. Active from spring through fall, the toad croaks in a soft, high-pitched voice, with some sounds in the high-frequency range. The stone toad is solitary except during mating season, during which they gather at stony outcroppings. The stone toad excretes a protective slime that is mildly acidic, which can cause chemical burns to others if left untreated. This makes the gathering locations easy to identify by the small indents left behind. The slime is also hallucinogenic, which can disorient a predator after it puts a stone toad in its mouth. Females lay clutches of ten to thirty eggs (each egg is about two millimeters in size) in the grass around rocky outcroppings and coat them in a thick protective jelly. The eggs do not have the toxic protection of the parents, so snakes and other small predators will feed on them. Instead the jelly contains high sugar content and the chemical phenylalanine. This makes predators feel “full” before they eat all the eggs and increases the chances of survival. After three days, the eggs hatch into a larval stage, and will mature in four months. Adult stone toads have only the wyrd mantis and the occasional demon rat as natural predators, due to their immunity to the toxic and corrosive secretions.

Stone toads are becoming endangered because of poaching. Outside of protected habitats, they are extremely rare as hunters will kill them for tesma or the creation of hallucinogenic drugs. The ferric septal bone of the skull, the “stone,” is highly prized as a component of sustaining foci. It was an accident that parazoologists discovered in 2056 that spells cast in the general area of stone toads, can be momentarily sustained by the toad’s own energy.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
1	4	2	1	2	1	1	1	1	6	2	3	1

Movement: 5/8

Skills: Perception 2, Unarmed Combat 1

Powers: Corrosive Secretions, Venom (Hallucinogen)

Notes: The stone toad has the innate ability of Living Focus as per the adept power.

STONE TOAD TOXIN

Vector: Ingestion

Speed: 5 minutes

Penetration: 1

Power: 10

Effect: Disorientation and hallucinations. This state can last for two hours before being metabolized by the body. The toxin can be addictive.



TACHYPUS

ANTILOCAPRA CELERITER

Habitat: Grasslands, brush lands, and desert

Range: Western and Central North America

Frequency: Uncommon

Identification: The tachypus resembles a small pronghorn, with a shoulder height of 0.7 meters, and an average weight of 45 kilograms. It has short pair of sharp horns with a slight curve toward the forehead. The horns also have a shorter tine at the base facing forward. It has a short coat of fur, which is a light brown dorsally becoming white on the underbelly. Some individuals, mostly males, have a dark brown stripe running from their nose, down the back and a narrow muzzle with a pair of protruding canines. The rest of its teeth are angled suggesting a carnivorous diet. The feet are cloven with a pronounced dew claw.

Habits: The pronghorn, or antilocapra Americana, is known to be a very fast animal, evolving that way to avoid predators with bursts of speed. It is cited as the second fastest land animal with recorded bursts of speed of 70 km/h. Its Awakened progeny, the tachypus, is faster and a carnivore, putting them on par with the cheetah. The tachypus will hunt jackrabbits, jackalopes, and other small mammals, using its speed, with bursts recorded up to 120 km/h, to run its prey down. It is the only recorded Awakened critter known for hunting and eating its own progenitor. Besides running and trampling small game, it can gouge and pin its victims with its horns, kick or strike with the dew claw to hobble or hamstring the victim. It makes a hissing cry like a snake, with the expected effect of making some prey hesitant to move. Both sexes hunt, though they tend to be solo hunters. In the presence of larger

animals, they are more timid and keep their distance. Predators, like the sabertooth tiger, do not distinguish them from other pronghorns and will eat both. Because of its speed, it is rarely put into a position to fight, choosing to run a majority of the time. Living on protected habitat in Sioux and Pueblo Corporate Council soil, the NAN allows conservative hunting of the tachypus to keep them in check with the indigenous species.

During mating season, the tachypus will congregate at specific mating grounds. The males fight each other for mates, which have occasionally led to the death of the loser. The female has a long gestation period that lasts for almost a year (three hundred days, to be precise) before a new tachypus is born. Lifespan of a tachypus averages eighteen years.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
2	3	2	2	1	2	1	2	0	6	2	4	1

Movement: 25/80

Skills: Climbing 3, Perception 3, Running 2, Unarmed Combat 3

Powers: Movement, Natural Weapon (Horns: DV 3P, AP -1), Natural Weapon (Bite/Claw: DV 3P, AP 0)



AMIKUK

MIROUNGA SHIVA

Habitat: Coastal areas

Range: Along the Pacific coast, from Trans Aleutian to UCAS.

Frequency: Uncommon

Identification: Amikuks resemble elephant seals with shiny mottled black or brown skin coloring. Averaging three to five meters long and weighing from 2,000 to 5,000 kilograms, their formidable bodies are dragged on the ground by its four 1.2-meter-long arms. Their flipperless forelimb adaptation has been attributed to the atrophy of its tail and hind limbs. Male amikuks have a large proboscis, which droops over its muzzle and partially obscures its small tusks. Females are smaller in size and do not have a pronounced proboscis, though their tusks are slightly larger.

Habits: The amikuk is a toxic species of Awakened elephant seal (*mirounga angustirostris*) that resembles the primal nightmares of the Aleutic natives. An opportunistic hunter, the amikuk waits for a meal to come to it rather than chase. One observed hunting technique of the amikuk is to vomit partially digested food, chumming the water, then float in the debris waiting for marine birds, fish, or other unfortunate animals. As the prey begin to feed, the amikuk uses its arms to catch anything within reach, crushing or drowning its victims underwater. A more brazen technique employed is to hide under docks or boats in a harbor, grabbing victims, and drowning them. The amikuk is not discriminate regarding its prey. Due to the amikuk's voracious appetite, they can decimate traditional fishing grounds. The Athabaskin Council

has sanctioned hunting of Amikuk and has a standing bounty of five hundred nuyen for males, three hundred nuyen for females, and two hundred nuyen for pups. Unfortunately the breeding grounds for the amikuk are inside protected parks, so only those that stray into civilization or open water are able to be legally hunted.

An amikuk's slimy coating and rubbery blubber allow it to hide on the ocean surface, rippling on the water like a wave as well as assisting it in traveling quickly on land, though rarely for long distances. Amikuk migrate during the summer, heading south along the Aleutian chain to breed and have been seen as far south as the Puget Sound. Small colonies of fifty to one hundred have been found on the same breeding islands as the northern elephant seal, though they don't coexist on the island during the same months. Males have harems of twenty to thirty females. Male amikuks combating for dominance flail their four arms wildly, trying to club the opponent into submission. Each female can have one to three pups a season.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
9	4	4	6	2	3	3	5	0	5	2	7	1

Movement: 20/30 (swimming)

Skills: Diving 2, Perception 2, Swimming 3, Unarmed Combat 2

Powers: Armor (1/2), Devouring, Weapon (Bite/Claw: DV 3P, AP 0)

Qualities: Shiva Arms, Elongated Arms, Greasy Skin

Weaknesses: Mild Allergy (sunlight)

Notes: The amikuk's claws have +2 Reach.



ECHENEIS

ECHENEIS ECHENIS

Habitat: Coastal waters and oceans in depths of up to ten meters.

Range: Atlantic Ocean and Mediterranean Sea

Frequency: Rare

Identification: Echeneis are toxic eels, distantly related to the shark sucker (echeneis naucrates), that can grow up to a half-meter in length and average three kilograms in weight. Not unlike moray eels, the echeneis have pharyngeal jaws; the outer-most mouth is a downturned oral disk, or sucker-mouth. An echeneis' skin shines a reflective green and silver in a pattern resembling scales, crowned by a dorsal fin up to a third of a meter in height.

Habits: The echeneis is a parasitic creature, feeding on both the crustaceans that attach themselves to ships and the ships themselves. The echeneis swims upside down to attach itself to the bottom of passing boats, there it uses its pharyngeal jaws (or second set) and acidic spit to scrape the hull, feeding on the organic and inorganic debris. If undetected, an echeneis can bore a hole through a ship's hull in days.

The echeneis has no fear of predators or metahumans, as recorded encounters have proven it to be extremely tough. Ship crews also have a hard time detaching the creature from the hull, as it seems to ignore

their pokes and prods. Greek fishermen now bring cast-iron disks, stamped with the image of St. Peter, in the hopes of luring the creature to the coins rather than the hull. The echeneis is rare, meaning little study of the creature's mating habits has been performed. A current hypothesis is that its mating practices are similar to those of the shark sucker. The echeneis doesn't appear to swim in large groups, though there have been reports of more than one echeneis attached to a ship. Undocumented rumors of TerraFirst! groups trying to breed/train these eels have been brought up by several agencies involved around the Mediterranean.

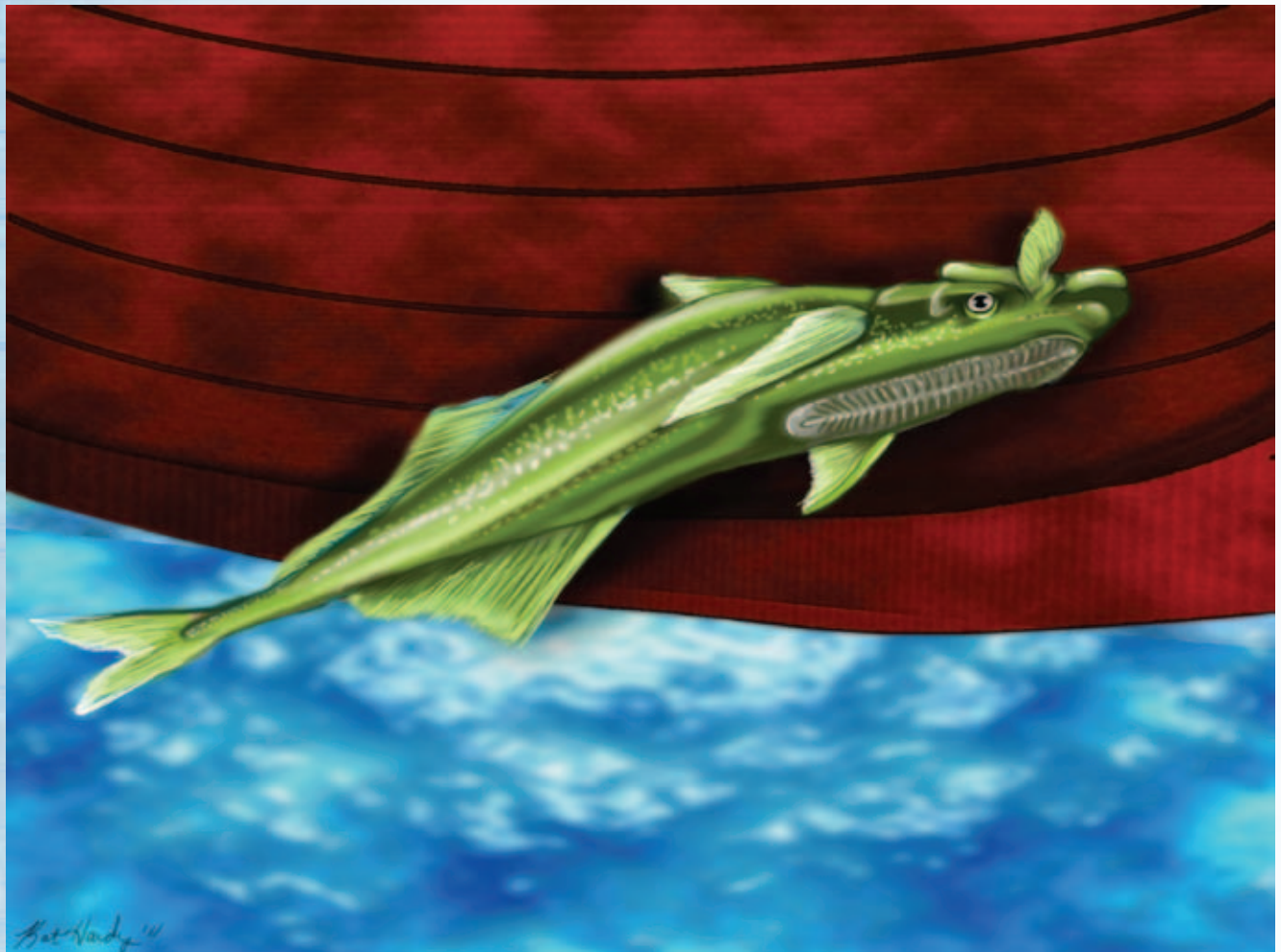
B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
2	3	2	2	1	2	1	1	1	6	5	4	1

Movement: 10/20 (swimming)

Skills: Perception 2, Swimming 3, Unarmed Combat 2

Powers: Corrosive Spit, Enhanced Senses (Smell), Gills, Immunity (Normal Weapons), Natural Weapon (Bite: DV 3P, AP 0)

Weaknesses: Dietary requirement (Iron, Fiberglass)



HELIODROMUS

ALATUSLEO AQUILA NECRA

Habitat: Mountains to steppe plains near civilization

Range: Northern Hemisphere

Frequency: Rare

Identification: This toxic creature is similar to the griffin, being a creature with four limbs and two wings on a leonid-shaped body with dark brown or black fur. These creatures have a vulture-like head, with most of their head feathers gone, leaving it bald and dull red in color. Only a tuft of feathers remain around the neck. Its large, curved beak varies from red to tan in hue. The heliodromus can reach up to 3 meters in length and weigh an average of 160 kilograms.

Habits: How the heliodromus evolved from the griffin remains unclear. The heliodromus are carrion eaters with a powerful stereoscopic sense of smell. They have been known to raid graveyards and battlefields for food. In rare cases, heliodromus have also foraged through garbage dumps and morgues in search of rotting meat. The heliodromus are more opportunistic in nature than the griffin, and they are equally as intelligent. They often wait near freeways and borders, watching for animals or metahumans to die. They will occasionally toy with their prey, attempting to scare it into a dangerous situation like running off a cliff or into traffic, rather attacking it directly. If hungry enough, the heliodromus can hunt and kill, but its digestive system does not effectively process fresh meat. The heliodromus prefers to drag prey off to

let it decompose before eating. Flight and fear are its main tactics in a combat situation, with fighting reserved for defending a meal from other scavengers. It shows no fear of metahumans.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
8	6	4	8	1	5	3	4	1	6	3	9	1

Movement: 20/100 (flight)

Skills: Flight 4, Perception 5, Unarmed Combat 4

Powers: Enhanced Senses (Smell, Vision Magnification), Fear, Natural Weapon (Claws: DV 8P, AP -1)

Weakness: Dietary needs (decomposing meat)

RARE GRIFFIN FAMILY MEMBERS

Two extremely rare paranormal animals have been discovered on the Serdarbulak Plateau in the Middle East.

Labeled as the criospinx and hieracospinx, these flightless creatures appear similar to griffins with lion bodies, but their wings are vestigial. The criospinx has curled horns wrapping around their lion-like ears. The hieracospinx has a narrower, falcon-like head instead of an eagle. More research is needed into their identification and if they are SURGE subspecies of griffin.



OLIGOI-KHORKHOL – MONGOLIAN DEATH WORM

MEGASCOLIDES OLIGOI

Habitat: Deserts

Range: Asia and Middle East

Frequency: Uncommon

Identification: Death worms can grow up to three meters long and are blood red or blotchy red in skin color. They weigh, on average, fifty kilograms, with older death worms recorded as exceeding four meters in length and seventy kilograms in weight. It has a circular mouth with a tri-hooked lip to grab and hold objects to its mouth.

Habits: Thanks to a mutation that appears to be caused by industrial pollution such as radioactive soil, heavy toxic metals, and sulfuric compounds in the atmosphere, the typically docile sand worm has mutated into the more aggressive oligoi-khorkhol, or Mongolian death worm. Death worms live in the deep sands of the Gobi Desert, but can range far into the semi-desert plains and desert steppe regions when searching for food. The young death worms hunt nocturnally in packs, triangulating the location of prey through vibrations, or tremorsense. Older, larger death worms remain in pits or caves waiting for their prey to stumble into its trap, avoiding the exposure of its UV-sensitive skin to light. Death worms are hermaphroditic, exchanging genetic material with another Mongolian death worm during the cold season. When temperatures warm up, they deposit small eggs (approximately seven millimeters in diameter) in a burrow. A Mongolian death worm can leave clutches of five to ten eggs. The eggs are not protected by its parent and are food to other burrowing animals. The eggs hatch in a matter of days. While the young are

only ten centimeters in length, they are fully capable of feeding themselves, taking advantage of the animals that prey on death worm eggs. They grow very quickly, doubling their size every month until reaching maturity. As a side note, fermented Mongolian death worm eggs are considered a desert delicacy, though rarely exported outside of the area.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
5	4	6	2	1	2	1	3	1	6	3	8	1

Movement: 2/10

Skills: Exotic Ranged Weapon 4, Unarmed Combat 3

Powers: Armor (2/2), Corrosive Spit, Immunity (Pathogens, Toxins), Enhanced Senses (Tremor sense), Natural Weapon (Bite: DV 4P, AP 0), Regeneration, Taint

Weaknesses: Mild Allergy (sunlight)



SEA WOLF

ORCINUS LUPUM

Habitat: Open Ocean and Coastal areas

Range: Atlantic and Pacific Oceans

Frequency: Uncommon

Identification: Sea wolves are mammalian sea creatures growing six to eight meters in length and weighing five to six tons. Their forelimb/pectoral fins have developed into four-toed, claw-like hands at the front of an angular fin similar to that of a bat, adapted with a thicker membrane for swimming. The sea wolf has a pair of tails; one large, angular tail 2 meters wide and a smaller whip like tail, ending in an anchor-like claw. It has a large mouth with razor-sharp teeth and a ridge of nostrils and sensory organs on its head to give it an improved sense of smell and hearing.

Habits: Sea wolves are dangerous oceanic creatures, hunting in packs of six or more. Its favorite prey include whales, dolphins, seals, amikuks, and unsuspecting boat passengers. The howl of a sea wolf is said to be terrifying. Fishermen keep constant radio contact and often hire a mercenary with heavy weapon qualifications for the express purpose of defending against these aggressive and fearless creatures when deep sea fishing. The sea wolves are intelligent creatures and know food rides on boats. They will leap out of the water, onto a boat deck, and use their clawed fins to open doors and hatches to grab at victims. When that fails, a hungry pack of sea wolves will attempt to capsize a boat, then circle to wait for survivors to escape. There have been reports of raids

on cannery ships, or other large vessels to find food, with sea wolves navigating stairs and hallways. DNA testing has shown sea wolves are related to killer whales, and it also reveals mutations that have been connected to an excessive exposure to toxic petrochemicals. Not much else has been observed regarding the sea wolf's habits due to the dangers of being in close proximity with them.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
10	5	5	11	3	4	4	4	0	6	4	9	1

Movement: 20/80 (swimming)

Skills: Diving 2, Gymnastics 4, Perception 3, Swimming 4, Tracking 3, Unarmed Combat 3

Powers: Binding, Energy Aura (Cold), Enhanced Senses (Hearing, Smell, Sonar), Fear (Howl), Movement, Mutagen, Natural Weapon (Bite: DV 6P, AP 0)

ATHABASKAN COUNCIL NEWS

The Athabaskan Council is now offering 1,000¥ per slain sea wolf; pelt with head required for proof. This action was authorized after the cannery ship White Tower was found adrift with all hands missing. Because of multiple mutations and SURGED variants possible with the sea wolf, the Koniag Corporation is selling a genetic database of confirmed sea wolves and a rapid gene testing device to confirm a sea wolf kill.

Contact the local harbor master for current bounty prices and to pick up an approved sea wolf gene tester. Current retail cost for the tester is 200¥.



CACTUS CAT

CACTACEAE FELADAE

Habitat: Semi Deserts and Arid regions

Range: Southern Region of North America

Frequency: Rare

Identification: The cactus cat resembles a feline with brown and/or green coloration and fur made mostly of thorns and larger barbed quills crowning its head. It has wide, leaf-shaped ears, and its claws are thick and dark brown. It has a stub tail, less than ten centimeters long. It averages 100 centimeters in length, 55 centimeters in height at the shoulder, with an average weight of 20 kilograms.

Habits: The cactus cat is a SURGE species of bobcat, first discovered in 2063. Parazoologists hypothesize that the elevated levels of radiation allowed the SURGE mutation to be commonly expressed in twenty percent of the wildcat species in an event similar to the creation of the hellspawn salamander. Since the mutation, the cactus cat has adapted to its new abilities, and the traits have been noted to be a seed mutation, inherited by its offspring. The cactus cat will sit very still next to a watering hole or in vegetation for hours. It can do this because its ears and skin are natural camouflage, and it possesses the ability to draw some nutrients through photosynthesis. When prey comes around it will pounce, attempting to grapple the prey around the head area; it then uses its crown of quills or its hind claws to either blind the prey or puncture an artery. For smaller prey it lunges, stretching out in an attempt to impale the prey with its thorny body. The quills and thorns break off easily and typically re-grow in a week.

Cactus cats are solitary hunters with overlapping territories. It is not unheard of to have two or three cactus cats positioned around the same watering hole, waiting for prey.

Cactus cats are not monogamous and can have two litters of up to three kittens a year. The kittens have the same green to brown coloration, with irregular length of fur, and long tufts on their head, allowing better camouflage in grassy areas. The kittens are not born with thorns; rather they slowly grow over a period of a year. The crown of quills starts out soft like blades of grass, before they harden with keratin. Long term behavioral traits have not been observed since the species has only recently been discovered and tend to avoid metahumans and urban areas.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	5	4	3	3	1	2	3	0	3	5	1

Movement: 15/40

Skills: Climbing 2, Exotic Weapon Melee (Quills) 2, Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 3

Powers: Natural Weapon (Claws/Bite: DV 5P, AP 0, Quills: DV 3P, AP +1)

Qualities: Thorns, Quills, Photo Metabolism, High Pain Tolerance 1



SQUIDDOTH

LOXODONTA BARSKII

Habitat: Grassland and scrub brush

Range: Localized areas in Africa

Frequency: Very Rare

Identification: The squiddoth was first discovered by philanthropist Harold Barskey in Central Africa in 2071. The mutant elephant has a large cranial area with a modified proboscis and four toothy tentacles around its mouth. A squiddoth is dark grey to black in color, and it averages four meters at the shoulder, with a weight of 7,000 kilograms. It has small, wilted ears, yellow eyes, and up to four tusks protruding around the tentacles.

Habits: This omnivorous mutation is extremely aggressive. Worried that this mutation is possibly caused by a new contagion, the World Health Organization requested the examination of the only known specimen. Barskey's specimen was checked for pathogens before being returned to his private collection. Tests have turned up negative for known HMMVV strains. With only the one specimen and a few

rumors (including a specimen said to have been bagged by Damien Knight years before Barskey's discovery), there is little to determine the habits of this creature or if this mutation can be passed to offspring. Based on the collection of witness testimonials, the squiddoth feeds by running up to trees and ripping both leaves and primates from the branches, then placing them in its mouth with its tentacles. It is also rumored to be fearless, attacking people and transportation alike. Corroborating evidence of squiddoth attacks have been seen in the remains of crushed vehicles and downed trees. Only solitary squiddoth have been reported; no herds or juveniles. Government groups are monitoring their borders and elephant herds with some concern as it is unknown if the contagion can spread or jump species. The Asamando government is actively participating in an attempt to alleviate concerns about HMMVV.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
12	4	3	16	1	3	3	3	1	5	6	1

Movement: 25/45

Skills: Clubs 3, Perception 3, Running 3, Unarmed Combat 4

Powers: Natural Weapon (Tusk: DV 12P, AP -2), Natural Weapon (Bite: DV 10P, AP -1)

Qualities: Deformed

Notes: The squiddoth's tusks have +2 Reach



Damien Knight
14 October 2067

WOLPERTINGER (JACKALOPE)

CRISENSUS BAVARICUS

Habitat: Light wooded areas and grasslands

Range: North America and Europe

Frequency: Uncommon

Identification: Wolpertingers share a great deal of similarity with rabbits. They have long, eight to ten centimeter ears, a short tail, and strong hind legs for hopping. Unlike rabbits, it also has a set of antlers no longer than eight centimeters with three to five points. Both the males and females sport antlers; male antlers develop more points as it ages. Wolpertingers average twenty centimeters in length and one kilogram in weight. Their fur color varies from black, brown, to white.

Habits: It is still a mystery as to how the wolpertinger mutation occurred. Previously, they were thought to be rabbits infected with the Shope papilloma virus. Specimens captured close to the town of Douglas on June 30, 2066, were found to have perfectly formed horns but not the characteristic tumor growths from the virus. The current hypothesis speculates they are a SURGE-based species, though there are a few recorded specimens of these creatures that predate the comet. The wolpertinger mutation is considered the European name for the mutated species, while jackalope is the North American adopted name. The mutation is a seed mutation, but recessive; crossbreeding a jackalope with a rabbit results in a rabbit. The latest genetic tests of the wolpertinger and the jackalope do put the wolpertinger at a different subspecies, due to the progenitor species (*Oryctolagus cuniculus* vs *Lepus alleni*). Crossbreeding a jackalope with a wolpertinger is

successful with fertile offspring. The wolpertinger occasionally has vestigial bat-like wing growths. Scientists are still debating whether it's one or two species as it is a unique convergent evolution surge on both continents.

The jackalope/wolpertinger species doesn't live in burrows, as the antlers interfere with movement. Instead it weaves grass and twig dens above ground. Jackalopes live in family groups of twenty or so members. They have a shorter breeding season than rabbits, roughly five months long, starting in February and can have four to eight kits a year.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
1	3	3	1	3	3	2	2	0	5	6	1

Movement: 10/25

Skills: Perception 2, Unarmed Combat 1

Powers: Natural Weapon (Horns, DV 2P, AP 0)

Weaknesses: Fragile 2

Note: Wolpertinger attacks have -1 Reach



VORPAL BEAVER

CASTOR LEWISCARROLLAE

Habitat: Forested rivers, streams, or marshes

Range: Northern North America

Frequency: Uncommon

Identification: Vorpal beavers are large, semi-aquatic rodents comparable to non-mutant beavers (genus *Castor*). Weighing an average of forty kilograms, vorpal beavers can have bodies measuring up to seventy-five centimeters long and equally proportional length fine-edged tails. They have webbed hind feet and needle-like claws on their forepaws. With the exception of their tails, vorpal beavers are covered with dull bronze fur.

Habits: The vorpal beaver is the culmination of several genetic mutations resulting in an aggressive, naturally well-armed creature. Its tail grows a coating of denticles with the edge having a sharp saw-tooth formation, and forepaws elongate into sharp, five-centimeter-long nails. Vorpal beavers have been observed using these claws to climb trees, skewer squirrels and birds, and spear fish in rivers. They use their tail more like a hatchet, swinging it around to cut and crack branches. Animals that attempt to drink from the waters around vorpal beaver lodges risk evisceration by its nimble and powerful tail.

Fiercely territorial, they will defend their dens out to a perimeter of twenty-five meters of surrounding land and water. The strange

behavior of decorating its den with animal bones is a testament to their vicious nature. Groups of four to six vorpal beavers will live and work together in one den. Young vorpal beaver offspring have the appearance of a normal beaver; they only begin to manifest vorpal characteristics when they reach maturity. In days, it undergoes a rapid transformation similar to documented cases of goblinization. Separate dens of vorpal beavers exhibit slight variations between one another, strengthening the hypothesis that the vorpal beaver is a failed Awakened beaver, expressing a genetic anomaly that causes the goblinization, but not into a completely new species. Additional research is required to determine the specifics of the anomaly.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
1	3	3	1	2	3	2	3	0	5	6	1

Movement: 10/20

Skills: Exotic Melee Weapon 3, Perception 2, Swimming 2, Unarmed Combat 3

Powers: Natural Weapon (Tail/Claws/Bite DV 3P, AP -1)

Qualities: Dermal Alteration, Claws

Notes: Bite has a -1 reach



SHADOW CRAB

PARALITHODESS SINISTRII

Habitat: Cold water oceans at depths of 300 to 500 meters

Range: Global

Frequency: Rare

Identification: Shadow crabs are crustaceans with six legs, each approximately one meter long, and a pair of fifteen-centimeter claws. Their body averages thirty centimeters in diameter, and their dark blue to black carapace is covered with a ridge of larger-than-normal spikes. Each Shadow crab typically weighs between twelve and fifteen kilograms.

Habits: Shadow crabs are a mutated form of king crab (*Paralithodes camtschaticus*). They have adapted to heavy chemical oil dispersants and tar in their environment from intense oil drilling. Their unique mutation is caused by a synthetic bacteria, which allows the shadow crab to digest animals and plants that have been contaminated by oil. This supposedly short-lived bacterium was used in oil spill cleanup along with a dispersant and an anti-bacterial chemical to keep the bacteria from escaping containment area while still alive. Unfortunately at some point between 2018 and 2024, the bacteria escaped the containment area.

So far the *Paralithode* subspecies is the only animal group to have this bacterium living in its system. The shadow crabs and bacterium have a mutually symbiotic mutation, as the bacterium, which was suppose to break down petroleum into smaller, simpler, hydrocarbon chains, now produces a tetrodotoxin, which the crab excretes through sharp, syringe-like spikes on its carapace when defending against predators. Shadow crabs have been found residing near oil rigs in the Gulf of Mexico or migrating into polluted harbors to feed. One new shadow crab breeding ground has been the La Brea Tar pits in the California Free State. Since the twin quakes, tar has been seeping through fissures, and the coast is close enough that the crabs will cross the land to pick carcasses from the tar.

The mutation is not passed on to the next generation through breeding. As the female shadow crab carries the egg sac with her young, the bacteria passes into the young as they develop, triggering the mutation. The survival rate of the eggs to juveniles in such a toxic environment is less than ten percent. Environmentalists are monitoring shadow crabs as there is the potential that the bacterium can be digested by other scavenger species and create new mutations. Shadow crabs are a risk to the fishing industry; as a shadow crab, dead or alive in a net, will contaminate a ship's holding tanks with tetrodotoxin, making any fish a potential risk to human consumption and expensive hazardous material cleanup of the ship. Metahumans consuming as little as half a gram of shadow crab meat can exhibit signs of tetrodotoxin poisoning.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
1	3	3	1	2	3	2	3	0	5	6	1

Movement: 10/15

Skills: Perception 2, Swimming 2, Unarmed Combat 1

Powers: Bone Spikes, Natural Weapon (Claw: DV 2P, AP: 0), Venom (tetrodotoxin)

Weaknesses: Dietary Need (petroleum), Fragile 2

TETRADOTOXIN

Vector: Ingestion or Injection

Speed: 1 minute if ingested, otherwise immediate

Penetration: 0

Power: 12

Effect: Physical Damage

Tetrodotoxin blocks the sodium receptors in muscles, preventing them from contracting; it also blocks the sodium receptors in nerves, preventing them from firing. At low doses, people experience numbing and tingling sensations where the toxin made contact. At higher doses, the diaphragm becomes paralyzed, and the victim suffocates. Another possibility is that the heart stops beating from the toxin.



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