

A supplement for

MARC MILLER'S
TRAVELLER



CORE

101 LIFEFORMS



101 LIFEFORMS

A supplement for



"What in the Emperor's name is it?"

"Hold on a second, the xenodat's working on it... got it! It says here it's a Bylabon."

"Does it say anything about the tendrils?"

"Yep... yes... er, it's a parasite. Hmmm..."

"What?"

"Hmmm..."

"WHAT?"

"Well... apparently it doesn't usually attack humans."

"Oh yeh? So why's it stuck to the side of my neck then - tell me that!"

"Perhaps it's just friendly?"

"Then perhaps you could take out your standard issue combat knife and encourage it off my neck - in a friendly manner of course."

- Cmdr Dave Farrar, Cmdr Jane Scott, PITS Team

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101 LIFEFORMS

or

"A selection of flora and fauna ready to crawl, fly, waddle or stampede their way into your adventure. (Remember monsters have feelings too...)"

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Introduction

What's in this book and how to use it

This booklet is intended to provide Traveller® referees with a selection of interesting flora and fauna to populate their alien worlds.

Introduction

Just as many Traveller® worlds are airless rocks, so too a proportion teem with life - both animal and plant. This booklet provides you with a range of lifeforms and plants to populate these worlds. They may be used:

- as wilderness encounters,
- as creatures to hunt, or be hunted by,
- as sources of food for starving explorers,
- as specimens to be located and trapped, for research or for a zoo,
- as unusual cargos to be transported.

Conventions

This book supplements the rules in the Traveller® book. Animal types, terrain types, animal characteristics, etc. are all as defined in the Traveller® book. Die rolls are shown as nD , meaning roll n 6-sided dice and total the result. Rules specific to *101 Lifeforms* are explained in this introductory section.

Format

This supplement is divided into sections according to habitat type: land, aquatic, amphibian and flyer. There is also an 'unusual' section for those lifeforms that do not fit naturally into the normal Traveller categories. In each section, a typical lifeform entry begins with the following data:

1. Sartenal①

②*Beach, shallows, swamp, marsh*
(③uncommon, ④1)

⑤Amphibian Reducer, 25kg, ⑥A8 F7
S $\frac{1}{4}$ N $\frac{1}{4}$ S, ⑦1⑧, ⑨8/5⑩, ⑪ ⑫Acid 1,
Bite 1D.

- ①The creature's common name.
- ②A list of terrain types where the creature may be encountered.

③The creature's relative prevalence: common, uncommon, rare or very rare.

④The number of creatures which will usually be encountered. This is sometimes a fixed number (in the example above, only one Sartenal will be encountered), but is usually generated randomly by a die roll.

⑤The creature's type and mass. Some flyers may be large, but also light-weight, thus they may appear to have an unduly high number of hits (see ⑥), for their mass.

It is important to remember that many lifeforms fall into more than one 'type' - a carnivorous Killer might well also be a Carrion-Eater and/or use Intimidator tactics.

⑥Animal Characteristics (A=Attack, F=Flee, S=Speed). In *101 Lifeforms*, these rolls are low, i.e. "A8" indicates that a 2D roll of 8 or less will result in the creature attacking. Special attack or flee situations (e.g. the creature only attacks if it has surprise) are denoted by "0" and explained in the text. Remember that herbivores are more likely to flee than attack, thus their characteristics are ordered F, A, S, rather than the usual A, F, S. Amphibians and flyers have two speed values: their ground speed, followed by their swimming or flying speed (shown as nS or nF respectively), e.g. for the Sartenal, its speed is $\frac{1}{4}$ normal when on land, and also $\frac{1}{4}$ normal when swimming.

⑦Armour value. Armour is always flexible unless suffixed with "R" to indicate rigid.

⑧Hits to unconsciousness / death. The values given are typical but will vary between individuals; young creatures will usually have less hits. Plant hits are generally given as $0/n$, since plants are not 'conscious', and thus damage cannot cause them to go 'unconscious'. However, a relatively active plant may have hits of m/n , where m is the number of hits the plant will take before it becomes inactive (e.g. vines stop grasping).

ⓐ**Attacks:** type and damage. The type is descriptive (e.g. Flipper, Bite, Sucker) rather than keeping to the types in the Traveller® book. If a type is suffixed with a bonus (e.g. Teeth+2), this bonus is applied to the attack task, making the creature more likely to hit.

Damage is intended to be rolled for each hit, rather than pre-rolling the damage and applying the same amount for every hit. Where a damage roll has a negative adjustment (e.g. 2D-8), any result of 0 or less is treated as a very minor wound that has no effect on the victim's characteristics.

Where any attribute is not relevant to a creature, the value is replaced with a dash.

Following the data box, each lifeform entry has the following text:

- A description of the lifeform as it might first appear to the PCs.

- Referee's notes giving more detail of the creature. This data might (at your discretion) be available in xenological databases/texts, or as local knowledge.

- The creature's preferred habitat.

You should feel free to adapt any or all of this information to suit your campaign background and/or personal preferences.

A glossary of scientific terms is given at the end of this book.

Animal Behaviour

A lifeform's behaviour is modified by its own experiences and the instincts acquired from its ancestors. On Terra, most animals will not attack humans, because their ancestors learned the hard way that humans are dangerous. However, when alien lifeforms first encounter humans, they will have no experience of humans and their dangers. The alien lifeforms may be quite curious or timid, may ignore the humans (treating them as if they were just a strange form of vegetation) or may regard them as an interesting new food.

In Traveller® terms, this can be reflected by altering the Animal Characteristics for Attacking and Fleeing. If you wish, when a lifeform first encounters humans, adjust each of these values by 1D-4 (giving an adjustment of +2 to -3). This will gradually drop to zero as the lifeform becomes familiar with humans.

Animal Skills

Some creatures rely upon stealth to catch their prey, others have particularly good (or bad) perception. But how do you reflect this in Traveller®? Skills which reflect the equivalent natural abilities of animals include: Camouflage, Environment Combat, Hunting, Intimidation, Leadership, Perception, Stealth, Survival and Tactics. The following table suggests the skills you might choose to grant to certain types of lifeform. The task number for any skill could range from 5 up to 15 or more, depending upon how competent you believe the creature to be.

Lifeform Type	Possible Skills
Carnivore (Chaser)	Hunting, Leadership, Tactics
Carnivore (Pouncer, Killer)	Camouflage, Hunting, Stealth, Tactics
Carnivore (Siren, Trapper)	Camouflage
Omnivore (Hunter)	Camouflage, Hunting
Omnivore (Eater, Gatherer)	Camouflage
Scavenger (Hijacker, Intimidator)	Intimidation
Herbivore (Filter, Grazer, Intermittent)	Camouflage, Perception

How do you use these skills? If a Pouncer is sneaking up to surprise your PCs, it can make a Stealth roll to determine its success. A Trapper, trying to conceal its presence, could use a Camouflage roll. A pack of Chasers, pursuing your PCs, could use a Tactics task to see if they can encircle their prey. If your PCs then shot some Chasers, you could check if the leader of the pack maintained control, using a Leadership task. A creature with bad eyesight, might need a Perception roll to spot the PCs sneaking past.

Combat

It is suggested that the following task rolls be used when a creature attacks a PC. You might opt to alter these attack rolls slightly to reflect extremes of size, strength or dexterity in a particular animal. However, these aspects are already factored into the damage,

so the task roll should not be adjusted up or down by more than 1-2 points.

Lifeform Type	Roll
Carnivore (Chaser, Killer, Pouncer, Siren, Trapper)	8
Omnivore (Hunter)	7
Omnivore (Eater, Gatherer)	6
Scavenger (Carrion-Eater, Hijacker, Intimidator, Reducer)	6
Herbivore (Filter, Grazer, Intermittent)	5

Animals roll 2D for their attack task. However, if you wish, you may increase this to 3D where the creature is attacking something which is not from its native ecosystem (i.e. it is unfamiliar with how its target will dodge or counter-attack). After 1-3 (½D) rounds, an intelligent creature will adapt to its opponent's tactics and the task returns to 2D. Killers, and attacks involving area effects (sprays, gases, etc.) always use 2D for the attack roll.

In general, small (15kg or smaller) or fast-moving creatures (speed rating of 2 or better) will be more difficult for PCs to hit; adjust their combat tasks accordingly. You might opt to give such creatures an effective 'Dexterity' which allows them to dodge attacks just as a PC can, using their Dexterity Pool.

As always, feel free to modify these attack rolls and difficulties as you feel best.

Selecting a Lifeform

For a given habitat type, you can simply look through the appropriate section of this book and select a lifeform based upon the type (e.g. a carnivore) that you wish them to encounter. Alternatively, if your PCs are passing through a specific type of terrain, you can consult the detailed lifeform/terrain list at the end of this book.

Read the animal description thoroughly before using it, as there may be aspects which need to be adapted to the terrain, climate or environment of the world (see *Adapting for Alien Worlds*). If you can't find the exact lifeform you desire, try adapting a similar entry to meet your requirements.

Adapting for Alien Worlds

In *Traveller*®, PCs may journey to worlds of different sorts (from rocky asteroids to Earth-type planets), with a huge variety of environments (exotic atmospheres, low or high gravity, extremes of temperature, etc.). The descriptions in this supplement assume a fairly Earth-like world, but through a few simple manipulations, these creatures can be easily adapted for different worlds. The following are brief suggestions as to how different planetary parameters might affect their inhabitants.

High Gravity

Creatures from high gravity worlds are likely to be shorter, more squat and more heavily muscled. In game terms this might increase the damage that they can take, and the damage that they inflict from physical blows, strikes, thrashers, etc. If introduced into a lower gravity environment they would 'over-perform' as they are used to a greater resistance to motion.

Low Gravity

Low gravity creatures will tend towards taller, lighter (and perhaps thinner) builds, and may be slightly weaker than those from higher or mid-range gravities. They may also have larger, better developed lung structures to ensure they can process sufficient oxygen. In higher gravities, such creatures are likely to be close to helpless. Lower gravity will increase the range and endurance of a flyer.

Thin Atmosphere

Thinner atmospheres will require creatures with a highly efficient respiratory system, which evolved to maximise the amount of oxygen drawn in and processed. They may tend to show similarities to low gravity creatures. Where a human would require a compressor unit to breathe in such a rarefied atmosphere, a native lifeform might have evolved its own, natural compressor. Thinner atmosphere worlds would support only very light flying creatures with large wing areas.

Dense Atmosphere

Although a dense atmosphere may increase the amount of oxygen within a given volume of air, the lungs must work that much

harder to move the air in and out. As a result, the lungs will be surrounded by stronger muscles. Some creatures might show many similar traits to creatures from low gravity worlds. The thicker atmosphere could also allow larger creatures to take to the skies, using proportionately smaller wings.

Tainted Atmosphere

Creatures from tainted environments may appear outwardly similar to their equivalents from normal atmospheres, yet have significant internal changes to cope with the atmospheric taint. Some might just seem subtly different, with additional membranes or other natural filters over their respiratory tracts, eyes, ears and other sensitive parts of the body. Such creatures may retain the taint in some form within their bodies, possibly making them poisonous to lifeforms from other worlds.

Low Temperature

To survive low temperatures, a lifeform needs to minimise its surface area (i.e. a rounded body with short legs is best) and to insulate its body with fat, fur, etc. Warm-blooded creatures would be more likely than cold-blooded, although alien lifeforms using liquids other than water in their body could overcome this limitation. Loss of water and heat, through breathing and body excretions, should also be minimised. Lifeforms will predominantly be active during sunlight hours and will tend to lair in burrows or caves to reduce exposure to the cold.

High Temperature

For high temperatures, a large surface area is good for maximising heat loss, while a leathery skin minimises evaporation of precious body liquids. Short fur can provide an insulating layer of air against the heat. Excess heat can be lost by panting, perspiration or immersion in cooling water or mud. Less well-adapted lifeforms may be nocturnal and will lair in shady areas, burrows or caves to reduce exposure to the heat.

Extremes

With some thought, most of the lifeforms in this book can be adapted for more extreme situations: an ecosystem based around sulphur or silicon; an ocean of life, deep under the ice of a vacuum world; huge flying creatures and plants in the exotic, turbulent atmosphere of a gas giant.

Remember that it may not be necessary to alter a creature's appearance at all when moving them to a new environment. It is quite possible that they may have evolved to have a similar appearance even if they are from a different evolutionary path.

For inspiration, you need only look at our own Earth to see how varied the lifeforms on a single planet may be. Remember also that the climate, plant and animal life of a world can change significantly over the millennia. The largest flying creatures currently on the Earth are birds with wingspans of a few metres; reptiles tend to keep to the ground. However, in the time of the dinosaurs, the flyers included huge leather-winged pterodactyls. Back then, huge herbivorous dinosaurs existed, yet now mammals (whales) are by far the largest creatures on Terra. Even given the wonders of modern science, realistically we know very little about this wonderful planet and the life that lives on it; so predicting how life might exist elsewhere in the universe is practically impossible. Traveller® is a game of science fiction, so let your imagination run wild!

Pets

Selected creatures from this book may be adopted as pets by your PCs (and NPCs). Some lifeforms have already been domesticated, as indicated in their descriptions. These creatures may therefore be encountered outside their normal habitat.

A further development on high tech worlds are simulated pets: robotic emulations of creatures are popular on some worlds, while others use holographic projections, e.g. the ubiquitous "Tiddles" series of wrist projectors which provide cute cuddly harmless holo-pets for children across the Imperium.

1. Aastita

Cave, prairie, rough (common, 3D)

Chaser, 100kg, A0 F5 S3, ♀0 ♡23/10

☞ **Teeth 3D.**

Description: A sleek, hairless quadruped with a fluffy tail. Its long face seems fixed in a permanent grin, showing many sharp teeth.

Referee's Notes: Aastita have a pack mentality similar to Terran wolves or hyenas. Individuals are rarely dangerous, but a pack are a formidable threat. Their high endurance allows them to track potential prey for hours or even days until they are ready to attack. Each pack has a leader, who singles out prey and directs the hunt. The pack will encircle the prey, then close for the kill. Aastita work as a team - any individuals injured in the fight immediately withdraw to nurse their wounds, returning to feast once their colleagues have killed the prey. Aastita are viviparous.

Habitat: Aastita range over any open terrain which lends itself to their pursuit tactics. They lair in the open or in caves.

2. Bondee

Forest, prairie (uncommon, 5D)

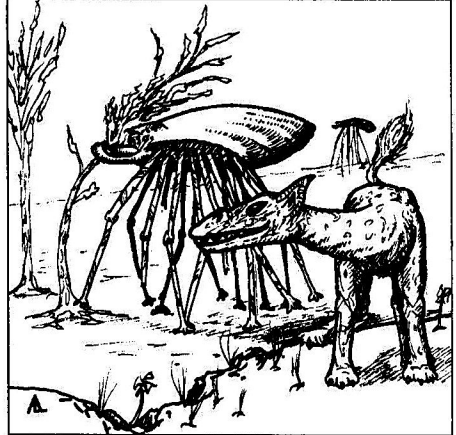
Grazer, 150kg, A4 F8 S3, ♀1 ♡20/15

☞ **Kick 1D, Bite 4D, Trample 5D.**

Description: Fast moving on its stilt legs, these arthropods stand about as high as a Terran giraffe body, but have no head or neck. Instead they have a flat, scallop-shaped body with a central, forward bulge. This houses the creature's enormous mandible array and twelve eyes. It has eighteen legs, but not all of these reach the ground.

Referee's Notes: Bondee eat tree leaves. Their long legs often snap (due to mishap or predator attack), and take time to grow back. At any time only 2D+6 legs will be full-length. Bondee are oviparous and live 8-10 years.

Bondee may be ridden by gluing a bucket seat to the top of the shell. They can be controlled by poking selected eyes with a stick. This annoys the Bondee, which moves



A lone Aastita scout watches from a rise while a Bondee eats its fill on the plain below

in the opposite direction. It moves in short scuttling bursts. If forced it can reach 50 km/h for several minutes. Advanced saddles have a pedal arrangement for 'steering', which leaves the rider's hands free. A Bondee can carry 100kg without snapping its legs. Thankfully, Bondee have a very short memory and do not usually attack their riders, despite the painful means used to steer them.

Habitat: Bondee favour open spaces and flat, lightly wooded areas, although their multitudinous legs make them stable steeds on rougher ground.

3. Chert Cat

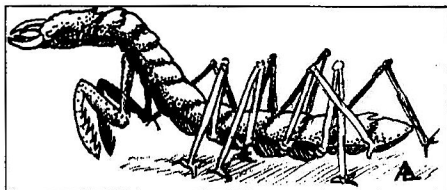
Cave, prairie (rare, 2D)

Chaser, 30kg, A7 F6 S4, ♀0 ♡10/9

☞ **Teeth 2D, Claws 2D.**

Description: A sleek quadruped feline with tawny fur, a small head and a long tail.

Referee's Notes: Chert Cats are semi-intelligent pack hunters with a complicated social hierarchy and mating rituals based around a dominant pack male. A few eccentric researchers claim they are an evolutionary link between basic felines and



The vicious Cliktas goes hunting...

Aslan, although this idea contradicts the views of most Imperial scientists and is extremely unpopular among Aslan.

Habitat: Chert Cats hunt in the open where they can use their speed to run down prey. They lair in dense bushes, shallow burrows, caves or hollowed out trees.

4. Cliktas

Rough (uncommon, 1)

Carrion Eater, 12kg, A8 F6 S1, ♀2R
 ♀7/5 ♂ Claws 2D, Teeth 2D.

Description: A cross between a Praying Mantis and a centipede, this creature's 1m-long body is a deep blue chitinous chain of segments supported on five pairs of legs. The enlarged front leg pair have vicious hook claws. The other legs end in tri-pronged claws, which make a distinctive scratching sound when moving across hard surfaces. The mouth has two pairs of scissor-like mandibles. The creature's compound eyes are shrouded by extended eyebrows.

Referee's Notes: The Cliktas looks dangerous enough to make PCs nervous, but it is primarily a scavenger, feeding on rotting matter, corpses, and small creatures that blunder too close. Its eyesight is extremely poor, and its head constantly sways from side to side (its equivalent of squinting). Humans find the sound of its claws disturbing - rather like chalk scraping on a blackboard.

In the mating season Cliktas form swarms - a truly frightening sight. At this time, their huge numbers and the scarcity of carrion may cause them to attack larger creatures.

Habitat: Cliktas may be found scuttling across hilly wilderness areas. They avoid civilisation, as humans hunt them as a pest.

5. Curlak Beetle

Forest, jungle (uncommon, lots!)

Eater, 0.01kg, A5 F6 S¼, ♀0 ♡1/0
 ♂ Bite 1, Corrosive 1, Stink bomb.

Description: A swarm of several thousand bright red beetles, in a line about 1m wide.

Referee's Notes: In the wild, these beetles devour anything in their path. They're slow moving and easy to avoid, although any PC caught within the swam will take 1 damage per round from bites. Crushing a beetle releases a potent defensive gas (a super-strong stink-bomb effect). In a confined space it causes nausea. If a beetle is crushed directly on a person's skin, it causes a minor corrosive (alkali) burn.

Habitat: Curlaks are found in a range of habitats. They have also been genetically engineered to prey upon selected insects for use in controlling crop pests.

6. Dravanzar

Ice plains (uncommon, 1D)

Eater, 36000kg, A4 F3 S1, ♀4 ♡64/25
 ♂ Teeth 10D, Crush 10D.

Description: A gigantic slate-grey slug, up to 400m long. Its back is studded with grotesque ridges and spines. It has no limbs, and ripples forwards on its belly. In addition, it expels huge gusts of air from two large valves near its tail, propelling it slowly forwards. It has two ivory tusks projecting from the roof of a cavernous mouth (10m across), and long whip-like antennae tap the ground ahead of it.

Referee's Notes: A docile vertebrate, sometimes found in herds. It is not a choosy eater, and will ingest anything that gets in its way. The tusks are used only when Dravanzar fight each other. Swallowed food is subjected to a massive array of teeth deep within the maw. If an attack does manage to penetrate the creature's thick rubbery hide, it may well cause the Dravanzar to stampede (something best viewed from orbit; such stampedes have been known to cause vast collateral damage when Dravanzar have wandered into human colony areas).

Its underside is divided into short lengths of horny pad (for gripping) and long sections worn smooth from sliding across the ice.

Habitat: Dravanzar wander arctic areas (preferring plains to rougher ground), devouring anything in their path.

7. Drawree

Forest, jungle (very rare, 1)

Gatherer, 2kg, A4 F6 S1, ♀1 ♡7/4

Teeth 2D.

Description: A small, furry, white, tail-less arboreal marsupial with big blue-tinted ears.

Referee's Notes: This creature is probably the most cute, loveable, cuddly creature in the known universe. Most sentient beings feel an irresistible urge to pick it up, hug it and go "oogy buggy woggie" to it. However, when annoyed, a Drawree has the mentality of a Terran wildcat, and a similarly vicious bite. Data recently recovered from an Ancient site has pictographs of a Drawree-like creature, which has led a few eccentric scholars to suggest these creatures are actually pan-dimensional beings of immeasurable power.

Habitat: Drawree are rare, but are occasionally exported as pets and can be found on worlds across the known universe.

8. Emdille

Forest, rough (rare, 1)

Hunter, 5kg, A5 F6 S1, ♀3 ♡9/4

Bite 2D.

Description: A small, armadillo-like quadruped, with short jaws and long legs. On closer inspection, folds of skin can be seen hanging between the legs on either side.

Referee's Notes: Emdilles are hardy hunters of fruits, insects and small animals. They climb trees in search of food and can extend small skin 'wings' between their legs, allowing them, as one naturalist put it, to "plummet from tree to tree". Emdille are particularly fond of the beetles which bore into Honey Trees (q.v.).

Habitat: Emdille prefer wooded areas (often in concentrations of Honey Trees), but may be found wandering in scrub lands.

9. Feakhefourar

Forest, prairie, rough (rare, 2D)

Pouncer, 400kg, A7 F6 S2, ♀0 ♡22/14

Teeth 3D, Claws 4D.



Oogy buggy woggie...

Description: An over-muscled leopard with brown and tan mottling and two pairs of long incisors, visible when the jaw is closed.

Referee's Notes: These vicious and temperamental beasts were first found on a world near the Aslan homeland. They were 'domesticated' by some Aslan clan chiefs and among a few clans were subsequently used to settle inter-clan duels (avoiding the need for direct conflict between the Aslan themselves). Commonly referred to as "Aslan Fighting Cats", Feakhefourar have been brought to Imperial space by human nobles.

Habitat: Feakhefourar have favoured spots on branches or rocks from which they can drop onto their prey.

10. Fyirian Lazek

Forest, Mountain (very rare, 1)

Killer, 100kg, A11 F8 S1, ♀2 ♡17/12

Teeth 6D, Claws 6D.

Description: The arrival of this creature is preceded by the clicking noise made by its ferocious mandibles as they chatter together. The creature appears insectoid, but closer inspection reveals that it does not have a hard chitinous shell, but matted long grey-black hair, which is partly camouflaged by the incorporated plant materials.



The heavily muscled Gorm

The creature has three distinct sections: head, thorax and abdomen. The head is topped by two large, iridescent, multifaceted eyes. Under the eyes are huge, razor-sharp mandibles, which chatter constantly. The thorax sprouts two long limbs with sharp chitinous claws, and four more legs emerge from the large, bloated abdomen. The creature's slow, swaying movements appear quite unnatural.

Referee's Notes: The Lazek is a very dangerous creature but fortunately it is very rare. Once spread throughout the Ziru Sirka by nobles who desired a challenging beast to hunt, small populations of Lazek have survived on various worlds. It is particularly suited to worlds with high radiation levels, as its genetic make-up is extremely resistant to mutation. Individuals pose a menace to domesticated animals and hunting is now a necessity rather than a sport. Its eyesight is poor, relying upon movement to pinpoint prey.

Habitat: Areas with hiding places and food. It may foray from its forest or mountain homelands into surrounding prairies and occasionally may raid a small settlement.

11. Gorm

Jungle (uncommon, 2D)

Hunter, 50kg, A3 F7 S1, ♀0 ♡15/9

☞ Bite 1D, Claws 2D.

Description: A hair-less, quadrupedal, chimpanzee-like creature with heavily muscled forearms, each ending in a hand with four fingers and two thumbs. Its head has two eyes, two antennae, a triangular mouth and a bone dome in the forehead.

Referee's Notes: The Gorm's arms have developed from extensive swinging through the jungle canopy. It eats small animals and a range of fruits, hunting the former using its good eyesight, supplemented at night by sonic information (pulses transmitted by the forehead dome are picked up by the antennae). Left to their own devices, Gorms might one day have become the predominant sentient species on their world - their dexterity encourages the use of primitive tools and they use a simple sign language. They are usually harmless but their persistent curiosity can become quite irritating at times. When not swinging through the trees, they stand upright or move on all four limbs.

Habitat: Gorm live in small family groups and live in huge 'nests' in the tree canopy.

12. Grasroller

Prairie (common, 1D)

Grazer, 1600kg, F4 A5 S1, ♀0 ♡25/10

☞ Trample 6D.

Description: The first signs of Grasrollers are the 2m-wide swathes trampled through the vegetation. At the leading end of each path is something that looks like a cylinder of vegetation, as wide as the path, and up to 2m in diameter. The cylinder rolls very slowly forwards, packing yet more vegetation against its body. From the ends, the colour can be seen to be darker towards the centre.

Referee's Notes: Grasrollers are placid, asexual herbivores that roll slowly across the plains, absorbing vegetation (and anything else that gets in the way). The body is a light lattice-work of bones, surrounding a variety of organs. The Grasroller shifts its heavier organs within its body to induce its rolling motion. It has no perceptible sense organs,

although its tracks usually follow the motion of the sun, and it can avoid obstacles.

It will ignore creatures around it, unless they attack or disturb it, when it will try to steam-roller them (an Average Dexterity roll is required to avoid this attack). The creature can roll quite quickly to avoid fire, although during the summer many are unavoidably trapped by fires and are totally immolated. From the embers, small hard eggs (originally carried within the adult's body) hatch to release new Grasrollers, each 20cm long.

Habitat: Large, relatively level prairie and open grasslands.

13. Haeran Rat

Forest, jungle (common, 1D)

Gatherer, 3kg, A8 F8 S2, ♀0 ♡2/4

♣Teeth 2D-5.

Description: With six legs, three eyes, a grey, leathery skin and a long rat-like face, this creature is not particularly attractive. Its mouth runs vertically, and is full of short stubby teeth. It moves in short darts, usually on all six legs, and appears quite timid. It can eat nuts and fruits by holding them in its forearms. These forepaws have three clawed toes to the front, and one opposed behind.

Referee's Notes: A Haeran Rat female is capable of producing a litter of 1D young every 4 weeks. They tend to nest in warm, confined spaces (e.g. starship drive rooms). They eat insects and plant material but seem able to survive on almost anything (rags, diesel, etc.) and have an unhelpful habit of sharpening their teeth on wiring, pipes, etc.

Habitat: These creatures prefer wooded areas, but will live almost anywhere. They are nocturnal, and also quite inquisitive, which often causes them to explore far from home. They have spread widely across known space, some-times as pets but usually unintentionally, carried within starships.

14. Horsail

Prairie (common, 1D)

Intermittent, 1600kg, A7 F7 S2, ♀0

♡30/7 ♣Hooves 6D.

Description: A 6m-long, low, heavy sexuped, this creature has mottled fur -

white, grey, brown and black. It has stout legs and a head that twists to ungainly angles whilst feeding on vegetation. The head is crowned with three small, black eyes, and is vaguely horse-like. Across the back of the creature rises a fin-like spine of white bone. Its bare tail is 2m long and ends in a fork. The creature moves with an ungainly lope.

Referee's Notes: Horsails bear live young and mate for life. They are very territorial, and easily enraged by any intrusion - the offender will be trampled to death. They are nearing extinction because of hunters, who prize the creature's long spine bone for its alleged anagathic properties. Horsails are protected by law, but poaching is common. If the fin is harvested carelessly, the Horsail will bleed to death; its fin is laced with blood vessels for controlling its body temperature.

Habitat: Horsails prefer open spaces with plenty of vegetation. Each family group marks out its territory with smelly droppings.

15. Krunner

Any land (common, 2D)

Carrion Eater, 25kg, A8 F7 S1, ♀2

♡14/7 ♣Teeth 2D.

Description: These 60cm-long creatures move covertly through the undergrowth, making sucking sounds. They have long jaws - similar to that of a rat but extending back to end beneath the ears. The mouth is a moist black cavity containing plenty of sharp teeth. Beady red eyes look out from a pointed face. It has no distinct ears but there are opaque domes of skin on either side of the head. The body is covered with dark green fur, pale towards the underside. It looks hungry.

Referee's Notes: Although nominally a carrion eater, Krunners do not always distinguish between dead and alive 'carrion' before they descend upon it to feast. They are vicious, nasty and best left well alone. They lay large litters of eggs - perhaps thankfully the first hatchlings tend to eat their brethren, preventing a population explosion.

Habitat: Krunners congregate anywhere carrion is found. They adapt easily to many climates, making their lairs in caves or ruins.

16. Long-Toothed Jiger

Forest, jungle, prairie, rough (rare, ½D)

Pouncer, 300kg, A9 F5 S3, ♀0 ♡16/11

☞ **Bite 4D.**

Description: A 4m-long heavily muscled cross between a leopard and a warthog, with long sharp teeth and mottled leathery skin.

Referee's Notes: A fierce territorial predator, capable of spending hours totally motionless by well-travelled jungle paths, in wait for prey. Jigers undergo a long and spectacular mating ritual which includes both male and female presenting each other with the heads of specific types of prey.

Habitat: Jigers lair in dense jungle, but often travel into surrounding plains areas to hunt large herd beasts.

17. Macfoon

Forest, jungle (uncommon, 1D)

Intermittent, 12kg, A5 F7 S1, ♀0 ♡10/6

☞ **Teeth 2D-6.**

Description: A plump, furry, squirrel-like mammal, 1m long with a further 50cm of bushy tail. Fluffy cheeks and long dangling ears give their face a comical appearance. Their forelimbs have an opposing thumb, giving them manipulative abilities.

Referee's Notes: Macfoons have an intelligence equivalent to that of Terran chimpanzees. They can manipulate objects and use very primitive tools. Originally the most highly developed lifeform of their world, human colonisation has halted their natural evolution. Macfoon mate for life and are usually found in family groups of up to 100 individuals. Such groups are highly territorial, but inter-group disputes are settled with something akin to a ritual dancing competition, thus avoiding bloodshed.

Habitat: Macfoon are usually found leaping through the tree canopy or racing around on the forest floor. A few have been domesticated and exported off-world as pets.

18. Mazuker

Urban (rare, 1)

Intermittent, 0.05kg, F8 A- S¼, ♀1 ♡2/0

☞ **Acid ½D.**

Description: A ten-legged bug with a dull metallic shell, 5cm across.

Referee's Notes: Adult Mazuker find small crevices in dense metal structures (buildings, starship hull, etc.) and seal themselves in using a tough polymer exuded from a gland in its jaw. The bug bores further into the metal, converting it into organo-metallic compounds (of which its body is mostly composed). Once it has gorged its fill, it lays a single egg, eats its way out and reseals the 'cocoon'. When the egg hatches the new bug consumes more metal, then breaks out to fly off and mate. A cocooned adult or egg within a starship hull can survive vacuum and even jump space.

Habitat: Usually found where metal fatigue could cause a really serious accident.

19. Mimicant

Jungle, marsh, river (hive: rare, 1; scouts: uncommon, 1D)

Intermittent, 0.5kg, A12, F10, S½, ♀0

☞ **2/1 ☞ Bite 1, Hallucinogen.**

Description: These creatures resemble 40cm-long ants, and are often grouped together in an imitation of a nearby structure - plant, man-made or otherwise.

Referee's Notes: Resting Mimicants group together to mimic natural/artificial structures. They primarily eat a native fungi containing a hallucinogenic substance. This can cause individual Mimicants to perform unusually intelligent actions. Explorers unfamiliar with Mimicants often label them as "dumb, spaced-out insects", and are then surprised when a Mimicant makes off with valuable equipment. Crushing a Mimicant releases a concentrated cloud of the hallucinogen.

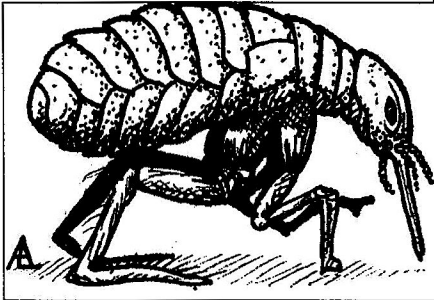
Habitat: Mimicant hives are built from local vegetation and resemble the shape of a large nearby rock, building, etc. Scouts can range several km from the hive in search of food. Mimicants have been exported as an 'art form' - they are induced to mimic shapes holo-projected within their transparent cage.

20. Natspine

Forest, jungle, rough (uncommon, 1D)

Intermittent, 1kg, A0 F6 S½, ♀1R ♡3/1

☞ **Stinger 3D.**



A Pit Jumper, preparing to pounce



A weapon-wielding Nosecut listens for prey

Description: These creatures resemble a Terran horse-chestnut case, 2-8cm across, with a bright green shell, flecked with black and brown. The shell's surface has a number of small, raised mounds from which short, black spines protrude.

Referee's Notes: A rubbery 'foot' (similar to that of a snail) protrudes from the underside of the Natspine. The first that most people know of a Natspine is when they put their hand or foot on one of its spine. The spines break off easily and contain a clear fluid - a poison which can cause heart failure. The damage listed for the stinger is reduced to 1D if a successful Formidable Endurance roll is made. If the roll is failed, the damage occurs suddenly, 3D minutes after spine entry. If this reduces a statistic to zero, the character falls into a coma (which may be mistaken for death). Stimulants and rest will break the coma after 12 hours or so. The Natspine will usually continue grazing, ignoring the lost spine (which it will re-grow).

Habitat: Natspines graze on ground debris or hang underneath large leaves. They sometimes wander into human habitations, crawling along ceilings or under tables.

21. Nosecut

Forest, prairie, rough (uncommon, 1D)

Hunter, 40kg, A5 F4 S1, ♀0 ♥14/6

☞ Bite 1, Claws 1D, Weapon 2D.

Description: A thin, wiry, leathery-skinned quadruped, with sharp claws on its rear feet, and forelimbs ending in four-fingered 'hands'. It has a sucker mouth, staring eyes and usually carries a sharp-edged stone weapon.

Referee's Notes: Nosecut are intelligent (more highly developed than Terran chimps) and make their own primitive tools and weapons. It is only their ferocious nature that has limited their development. Nosecut live in small close-knit families, and regard any living creature outside their family (including other Nosecuts) as their enemy. Severe inbreeding is avoided through frequent attacks on other families; the survivors are taken as mates for the winning family. Nosecuts are best avoided, as they have no perception of fear and will attack even heavily armed explorers.

Habitat: Nosecut travel widely, but return regularly to areas with wood, stone and other tool-making materials. They have no lair, and carry their 'possessions' with them.

22. Oluem

Forest, prairie (rare, 1D)

Eater, 0.5kg, F6 A5 S½, ♀0 ♥4/1

☞ Teeth 1.

Description: A cute and cuddly-looking mouse-sized creature. Its long, lithe body has short white fur with blue spots.

Referee's Notes: Oluem are deceptively cute and timid. At irregular intervals an Oluem enters a period of frenetic activity when it will attempt to rapidly consume vegetation and/or other animals of equivalent size within a few seconds, ballooning its own body to three or four times its normal size. It will then drag itself off to its lair to digest the food until it returns to its normal size. Oluem are viviparous, and mate only very infrequently.

Habitat: Oluem lair in dense undergrowth.

23. Pandyflo

Jungle (common, 1)

Eater, 6kg, A0 F8 S2, ♀0 ♡3/7

☞ **Infection.**

Description: A ball of pink fluff, 50cm across, with three long stalks extending from its top, carrying eyepods. These pods are also pink and fluffy, and bob on the stalks, as if they were quite heavy. The long, filament-like hair obscures all detail of the body itself.

Referee's Notes: When first discovered, Pandyflos were prized as a pet for small children. The creatures appeared quite affectionate, following their owners around. The only irritation was that they constantly moulted their fluffy pink hair.

However, Pandyflos suffered widespread extermination once the creature's true nature was discovered. The fluff is a form of spore, which slowly breaks down organic material that it comes into contact with. The resulting residue is easily digested by the creature, through a long thin trunk which normally lies hidden within the body fluff. The creature infected whole families, causing many deaths.

It was subsequently discovered that the spores are easily filtered out by a mask or breathing equipment. In most cases, the spores act only as a mild irritant to exposed skin. However, if inhaled, swallowed or in contact with an open wound, the infection can eventually enter the bloodstream. 10D days after infection, the victim's Strength, Dexterity and Endurance begin dropping by 1 point per day. The victim will quickly develop a racking cough. Unless high-tech blood filtering and detoxification is applied, death is certain. Blood tests will show evidence of the spores almost immediately after infection.

When nervous, the Pandyflo can opt to release a cloud of spores from its eyepods.

Habitat: Warm rain-forest undergrowth.

24. Pit Jumper

Prairie, rough (uncommon, 1D)

Trapper, 2kg, A0 F9 S4, ♀2 ♡9/1

☞ **Bite 3D.**

Description: A 70cm flea with scales, two pairs of springy legs and a long proboscis.

Referee's Notes: Jumpers produce a fluid from glands at their rear which they smear over the sides of any suitable hollows in the ground. Once the fluid has hardened, it forms a very slippery surface - a creature entering the area will slide uncontrollably into the centre of the hollow. The Jumper then pounces upon its prey from nearby concealment. Given the length of its leap - up to 10m - the Jumper usually gains surprise. Jumpers are asexual, but it is believed the eggs, laid in the remains of its victims, somehow gain genetic diversity by integrating tiny parts of the victim's DNA.

Habitat: Scrub-covered hilly areas.

25. Plagiwasp

Forest (uncommon, 1)

Pouncer, 3kg, A8 F9 S1, ♀0 ♡4/3

☞ **Claws 1D-3, Bite 1, Stinger 1 (poison).**

Description: Easily missed as it waits, frozen against the undergrowth, this mantis-like creature stands 30cm tall on its hind legs. It is a dusty brown colour, darkest around its joints. The small face has a collection of odd-shaped mandibles around the mouth, which is situated at the front of a sharply angular head. The forearms are spiked, with spines extending back at the elbow. Rising above the creature is a jointed tail, arched like a scorpion's, with a needle-like point at the end.

Referee's Notes: The Plagiwasp moves quickly, freezing at any unexpected noise. It is a vicious hunter, subsisting on small (cute) furry creatures and insects. Having cornered its prey it stings it and waits for the victim to collapse before moving in to eat. It avoids larger creatures (e.g. humans) although the export of woods from its habitat has resulted in the spread of these creatures (they lay their

eggs deep within tree trunks). Its venom causes nausea, fever and then coma in humans, occasionally resulting in death. On one occasion when eggs hatched on a starship and the hungry Plagiwasps stung several people in their sleep, the ship and crew were quarantined (on suspicion of harbouring a plague), until the true cause of the ensuing sickness was determined. The wasp's stinger will not penetrate any form of armour. It causes 1 damage and the neurotoxin venom then causes ½D per hour on a random physical statistic until an antidote is given or damage of 1 is rolled twice in a row.

Habitat: Plagiwasps can be found hunting in the undergrowth and along tree branches.

26. Porforis

Forest, rough (uncommon, 1)

Siren, 50kg, A0 F7 S¼, ♀0 ♡15/7

☞ **Acid 1/round for 2D rounds.**

Description: An over-sized mushroom 1m high, with a wide stalk. Thick tendrils extend 20cm in all directions from its base. The top of the 'mushroom' is coated in a sticky gel with small insects embedded in it. Around the rim of the 'mushroom' are tiny red eyes.

Referee's Notes: The Porforis uses the tendrils at its base to drag itself around. Unwary insects attracted to the sweet smell of the gel on its back, become stuck and are gradually dissolved, providing nutrition for the Porforis. The acidic gel will stick to any creature which touches the Porforis and will then burn consistently for a period of time, even once the gel has apparently been scraped off. Unfortunately, the sweet smell includes chemicals which make it irresistible to Aslan. The Porforis reproduces asexually, burying its eggs in soft ground.

Habitat: Temperate climes, often forests where there is an abundance of insects.

27. Quarin

Prairie, rough (uncommon, 2D)

Killer, 15kg, A7 F5 S2, ♀0 ♡6/1

☞ **Claws 1D, Teeth+2 1D.**

Description: A long-eared red-furred quadruped, similar to an over-weight tail-less squirrel. It has large cat-like eyes.

Referee's Notes: This nocturnal carnivore hunts in family packs and is renowned for its ferocity. It typically eats only small mammals, but a pack will attack humans or larger creatures which stray too close to their lair.

Habitat: Quarin lair in dense vegetation, and defend a hunting territory 2-5km across.

28. Saborian

Forest, jungle (uncommon, 1D)

Hunter, 50kg, A10 F7 S2, ♀0, ♡14/3

☞ **Teeth+1 6D.**

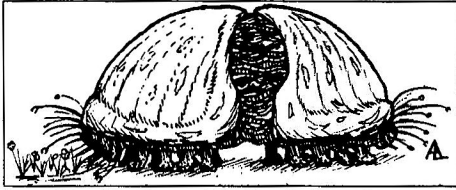
Description: This creature resembles an over-large (1m-long) heavily muscled Terran house cat. Its long jaws contain multiple rows of sharp, dagger-like teeth. Its fur is a dull red colour, matted to give a spiky appearance. The head has large slitted eyes and a sizeable pair of fan-like ears which flick about in response to noises. It is a quadruped, but with disproportionately large hind quarters and legs. The rear paws have a sickle-like bone feature protruding from their fur.

Referee's Notes: Saborians are efficient hunters both on the ground, and in the trees. The sickle-like bones are used to grab at branches, enhancing their arboreal agility. The creature can swing down on its prey by using these hooks as a pivot to launch off a branch. The resulting worn rings in the bark of their favourite branches often gives away their presence. Occasionally Saborians hunt in groups, those on the ground letting out high pitched whooping cries to drive the prey towards a fellow Saborian waiting in a tree. A single Saborian is unlikely to attack a large beast or group, but in numbers they are more courageous. They are quite intelligent, and a few have been tamed as hunting beasts for nobles. The fur is also prized.

Habitat: Saborians are found in forests and jungles, typically in trees, or on high rocky outcrops overhanging animal trails.

29. Sand Siren

Beach, marsh, prairie (uncommon, 1)



The Sleethe: a VW Beetle breeding experiment

Trapper, 50kg, A12 F0 S0, ♀0 ♡17/8

☞ **Engulf/Crush.**

Description: A hole in the ground, surrounded by purple fronds.

Referee's Notes: All that is seen above ground is the mouth of this creature; the body is a big, muscular sac below. The Siren emits a range of powerful pheromones which attract many types of local lifeform. These creatures fall into the Siren and are eaten. Sirens are suppressed vigorously by local settlers because many livestock are lost to them. The pheromones rarely affect off-world lifeforms, although K'kree appear to be very susceptible to their effects. Local riding animals sometimes fall prey to the Siren's lure, taking their rider with them to their death. Sirens are hermaphroditic; they broadcast an aerosol of semen from their fronds and hope some ends up in another Siren's mouth. Their young are known as Paracones (q.v.) and are spat skyward in their thousands.

Habitat: Sirens are usually found in soft ground, concealed in the vegetation close to a commonly travelled animal track.

30. Scuttlebug

Prairie (common, 5D; during swarm season roll as many dice as you can find)

Gatherer, 1kg, A2 F10 S2, ♀0 ♡2/1 ☞ -.

Description: This creature looks like a clawless lobster, with flexible heavily muscled legs. It emits a sweet chirping noise.

Referee's Notes: The Scuttlebug fills the gazelle/deer/cute-little-herd-animal niche, i.e. it multiplies like rabbits, leaps about a lot, and gets eaten. Scuttlebugs are a menace during swarm season, when they enter a frenzy of breeding and feeding, devastating large tracts of land. Swarm seasons are irregular, occurring when there is a superabundance of

food. The Scuttlebug can be domesticated, but requires the same confinement strategies as rabbits. The Deathfern (q.v.) has evolved to take advantage of this swarm season.

Habitat: Scuttlebugs adapt well to most climates, but tend to congregate in forests and cultivated lands during swarm season.

31. Sleethe

Marsh, prairie (uncommon, roll as many dice as you can find)

Grazer, 400kg, A3 F9 S1, ♀1 ♡27/14

☞ **Butt & Trample 3D, Cutting antenna ½D.**

Description: This creature resembles a failed VW Beetle breeding experiment. The 3m-long body is in two sections, jointed by a cartilage-sheathed bundle of muscles, nerves and ganglia. Each section has eight independent legs, arranged in parallel rows of four. Both sections have a mouth, surrounded by a ring of 32 jointed antennae.

Referee's Notes: A Sleethe is a large bison-like arthropod, which moves like a lethargic cow (10 km/h over flat ground, up to 20km/h if running). The central bundle includes the Sleethe's brain, and is exposed to allow cooling of the blood and major organs. If frightened, a Sleethe draws its two shells together to protect the bundle.

The front mouth is dedicated to ingesting meat, the rear mouth to plant matter. Each mouth has a stomach directly behind it, and also doubles as an anus. Individual antennae around the mouth are specialised for sight and smell while others are limbs for grabbing and cutting. Each mouth is a toothless sphincter which shuts when the crop is full. You don't want to be around when it opens again. If threatened, a Sleethe will butt their opponent (the target must make a Formidable roll against Strength to remain standing) and trample them. If close to a mouth, a victim may be attacked by the tiny cutting antennae.

If domesticated, a Sleethe can carry up to 250kg, or pull a massive 2500kg. Control is achieved by setting a saddle over the brain, preventing the shells from shutting. The brain bundle can then be selectively prodded to direct it (it moves away from the perceived threat). Sleethe males occasionally deposit large quantities of genetic material on the

ground; passing females may choose to fertilise some of their eggs (they are ovoviparous). They live for about 15 years.

Habitat: Mostly scrub lands, although some species are found in marshes.

32. Snaksnapyr

Mountain, rough, cave (uncommon, 4D)

Grazer, 100kg, F4 A5 S2, ♀0 ♡21/8

♣ **Claws 2D, Teeth 2D.**

Description: A bulky, scaly hexapedal reptile with a blunt nose and a wide maw filled with large rough teeth. Gill-like flaps of skin can be seen on either side of its neck.

Referee's Notes: The Snaksnapyr may appear fearsome but it is actually a fairly timid herbivore. However, during the mating period the females become extremely territorial and encounters with early explorers at this time led to them being regarded as savage flesh-eaters. Uncontrolled hunting would have led to their extinction, had a Scout team not investigated and discovered their true nature.

Snaksnapys are viviparous vertebrates that live in family groups of 10-20 individuals, about half of which will be young.

Habitat: Snaksnapys lair in caves near forests and dense vegetation. Their heavy teeth can chew up small trees, so their lair is often stripped of plant life and surrounded by felled trees.

33. Snow Skipper

Ice plains (rare, ½D)

Hunter, 30kg, A7 F6 S3, ♀0 ♡12/7

♣ **Bite 2D-4, Spray (blinding).**

Description: A 50cm white furry spider-like creature with a fluffy tail and long thin jaws, that seems to skate across the snow.

Referee's Notes: Whether hunting alone, with its mate, or as a family (Skipper females bear a single live youngster), Skippers are efficient killers - well-camouflaged, and very fast. When threatened, they raise their second pair of legs above their head and squirt a fine aerosol irritant from their tips. This irritant typically blinds the opponent, giving the Skipper time to flee.

Habitat: Skippers live in burrows, deep within the snow or ice.

34. Stumpswarmers

Jungle, marsh, river (stump: rare, 1; swarmer scouts: uncommon, 5D)

Stump: Siren, 5kg, ♀1 ♡0/9 ♣-

Swarmers: Eater, 0.001kg, A8 F0 S½, ♀0 ♡1/0 ♣ Bite ½D.

Description: At first sight, this appears to be a dead gnarled tree, 1-5m across, 30-50cm high, its 'bark' 1-5cm thick. There is a beautiful sweet honey smell coming from within. Close inspection shows small numbers of insects wandering around close to the stump. These are 1-3cm long and resemble a woodlouse with stag beetle antlers.

Referee's Notes: The tree 'stump' is a nest of industrious and numerous arthropods (the Swarmers). The stump is a papier maché-like tub containing a sweet-smelling honeycomb, a 25cm egg-laying maggot 'Queen', and teeming masses of adult Swarmers, tiny baby Swarmers and eggs.

Usually the Swarmers pose a threat only to small animals and insects which are attracted by the honey scent. However, should a larger creature wander into the stump, it will be attacked. Should the stump be significantly damaged, all the workers (each of which carries a fertilised dormant egg for a new queen) go into a killing frenzy. They will swarm any creature nearby, causing a total of ½D biting damage each round. Armour provides no protection unless it is complete and environment sealed. Even in this case, the swarm will nibble at joints, flexible seals and air lines, taking ½D rounds per point of armour to penetrate it.

Habitat: A single stump is usually found in a warm environment near a water source and, frequently, a Honeygourd (q.v.). Certain types of nearby vegetation will have been stripped by the Swarmers for food and to chew up to make their 'stump' hive.

35. Sweating Hoglet

Prairie (common, lots and lots)

Grazer, 15kg, A4 F10 S4, ♀0 ♡4/2

♣ **Bite ½D.**

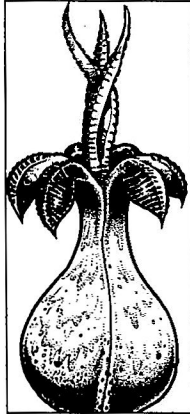
Description: A cute piglet-like creature with big, mobile ears. It has brown and red

stripes, a heavily-furred tail and belly, toed digitigrade feet, and a long prehensile nose.

Referee's Notes: Hoglets are viviparous proto-mammals. The female secretes fatty sweat into her belly fur for her young to suck. She has two litters of 4-9 (1D+3) young a year. Gestation is about 60 days. The Sweating Hoglet is a frequent star of wildlife documentaries: it is very sweet, makes a

nice squeaking noise and seems to be semi-intelligent. In the wild, it is low on the food chain: another of nature's victims. However, its fecundity ensures that it thrives and when necessary, Hoglets can run very, very fast!

Habitat: Hoglets rove the plains in hordes, stripping huge areas of vegetation. They are always followed by groups of predators.



The Talspik

36. Takyan

Forest, jungle (rare, 1)

Pouncer, 200kg, A0 F5 S2, ♀0 ♀19/13

☞ **Bite 1D (poison).**

Description: A 10m-long snake-like creature hangs from a tree branch, its head having suddenly dropped down near to the ground with two huge iridescent glowing orbs.

Referee's Notes: The orbs, which look rather like huge eyes, are two inflated sacs either side of the Takyan's head. This sudden effect tends to stun or mesmerise most creatures, giving time for the Takyan to bite them. For a human, the poison reduces the Dexterity by 1D per round until paralysis occurs or an antidote is given. The Takyan drags its paralysed prey up into the branches to be eaten at its leisure.

Habitat: Dense copses of trees.

37. Talquil

Forest (uncommon, 1D)

Eater, 1kg, F8 A3 S1, ♀0 ♀4/1
☞ **Bite 1D-4.**

Description: A cute furry creature, 40cm high, with big glassy cat-like eyes, red/green striped fur and large feet.

Referee's Notes: Talquil have spread to many worlds. Their passive nature and ability to live on left-overs makes them ideal as a pet, particularly for children. However, more intelligent Talquil individuals can sometimes be surprisingly mischievous, relying upon their cute innocent appearance to protect them when their misdemeanours are discovered. It is not widely known that Talquil fur can change colour over a period of hours. In the wild, Talquil have a much wider range of fur colours, ranging from pale purple/green to blue/yellow. It is not known why they adopt the same red/green coloration in captivity.

Habitat: Talquil are tree-dwellers but may also be found looking slightly larger than normal, close to food cupboards, which are now slightly less well stocked than before.

38. Talspik

Forest, jungle, rough (uncommon, 1D)

Trapper, 1kg, A0 F6 S0, ♀0 ♀0/2

☞ **Spines 1D-4 (poison).**

Description: A lime-green bulbous 'cactus', 40cm tall and 20cm across, with several short tentacles and eye-stalks around its top rim. It emits a faint smell that is mildly offensive (to humans; very much so to Vargr). Close inspection of the top tentacles shows they have rows of small, sharp, spines.

Referee's Notes: A carnivorous animal (despite its resemblance to a plant), which drags itself around using the tendrils at its base (moving up to 1m per hour). Its primitive 'eyes' are sensitive to ultra-violet (UV) light, allowing it to identify insect-attracting markings on other plants. It will move close to such plants and await the arrival of insects. If a small creature crawls or flies over the top of the Talspik, its tentacles whip up and grab the prey. The tentacle spines inject a paralysing poison and, once the victim has stopped struggling, it is dropped into the Talspik's maw.

Habitat: Found in humid climates amongst other vegetation. They may be used for pest control on starships if suitably confined (within a tray).

39. Talyrm

Desert (uncommon, 1)

Filter, 100kg, F6 A5 S1, ♀2 or 5 ♥16/8

☞ **Digestive Juices (2D).**

Description: A 4m beige worm, divided into eight segments with a large maw at both ends. Only the top of the worm is visible above the sand. As it wriggles forward it leaves a distinctive pattern across the sand.

Referee's Notes: The Talyrm is effectively a long tube, through which sand passes. Any organic matter is filtered out and absorbed. The worm has no eyes but is very sensitive to temperature variation. The creature uses very little liquid in its body - what little it requires it gains at night by raising small fins (normally folded against its skin) to absorb tiny amounts of condensation from the cool night air.

The Talyrm's skin is very resistant to energy weapons (plasma or laser), giving it an armour value of 5. Any body segment suffering damage (which does not instantly kill the creature) will split, effectively absorbing the damage and creating two smaller Talyrms (a creature with 16/8 hits forms two Talyrm with 8/4 hits, each still capable of doing 2D damage). Each new Talyrm is a separate entity and may continue to attack, or may wander away from a conflict.

If attacked, the Talyrm will most likely submerge beneath the sand, but if really irritated it will emerge and attempt to swallow its opponent. Anyone trapped in its maw will be attacked by its strong digestive juices.

Habitat: Equally likely in deep desert or at the margins. There are rumours about travellers being attacked by much larger Talyrm in the depths of the desert.

40. T'ark'qua's Bane

Rough, urban (common, 1)

Pouncer, 6kg, A0 F0 (if surprised) S2,

♂0 ♥6/5 ☞ **Teeth 2D-8, Claws 2D-6.**

Description: A typical encounter begins with a spitting ball of fur, claws and teeth,

hissing and yowling, leaping from the undergrowth. This quadruped has a sleek feline body and long tail, giving a total length of 40cm. The face has a constant snarl, and is topped with large eyes, and pert ears.

Referee's Notes: T'ark'qua's Bane is supposedly descended from a Terran pet. Often found near human settlements, the feral variants are dangerous, but rarely attack humans. Solitary in nature, the creature is a superb, albeit cruel, hunter. In general it will attack if it has surprise, and flee if itself surprised. Subspecies have a great variety of fur colours, lengths and textures. It can be 'domesticated' with food and warmth, but retains its independent, aloof nature. Its habits include sleeping on its owner's face, shredding furniture and climbing curtains.

Habitat: It can be found almost anywhere that humans exist, usually 'domesticated' but often co-existing on the fringes of civilisation.

41. Telig's Crab

Prairie, rough (common, 1D)

Gatherer, 100kg, A8 F9 S1, ♀2R ♥18/7

☞ **Claws 2D.**

Description: Preceded by a strange staccato rhythm, this creature has a crescent-shaped chitinous carapace 2m across. Ten pairs of hard, jointed legs support the body 50cm above the ground. At the front are two clawed 'arms' and a complicated mouthpiece resembling that of a Terran crab. At the back of the creature the chitinous layer stretches to the floor in a fan-like, layered arrangement. The creature has no visible eyes, but appears quite responsive to external stimuli. The top of the carapace is uneven, with many raised sections that look like small fins.

Referee's Notes: Telig's Crab lives gregariously in burrows, emerging on the surface to hunt. It is blind, but has excellent hearing and is sensitive to tiny electrical fields, such as those given off by the muscles of living creatures. The 'fins' on its back are its young, which drop off once sufficiently large. These 'crabs' are fussy eaters but will try any living thing once, just to check if they find it tasty. Telig's Crabs are not very intelligent, but can appear quite cunning.

Habitat: These creatures are very adept at constructing burrows, sometimes digging just below the surface to form 'traps' for heavy prey which fall through to the waiting crabs.

42. Toggin

Cave, rough (uncommon, 1/2D)

Gatherer, 50kg, F8 A4 S1, ♀0 ♡11/6

☞ **Teeth 2D, Horn 2D.**

Description: This creature resembles a stooping 1m-tall Terran penguin with a paunch. It has short ochre fur, large red eyes and a horn atop its head. Instead of wings, the creature has two long, thin arms, each with three fingers and an opposing thumb. It appears alert and inquisitive, darting about surprisingly quickly for its short legs.

Referee's Notes: These creatures have roughly the same intelligence as a Terran dolphin. It has been reported that they mimic the actions of sophonts that they have encountered. Hunters have occasionally been attacked with their own weapons, carelessly left where the Toggins could reach them. Toggin live 20-30 years and are ovoviviparous. They are very family orientated and both parents are very defensive of their children. The male will stand in front of the family, with the horn thrust forward if danger threatens. Provided they are not threatened, or trapped, particularly inquisitive Toggin may spend several days accompanying PCs. They will mimic the actions of the PCs, even to the extent of trying to use their tools or weapons. They are also remarkably good at repeating sounds, from electronic beeps to human speech (although the latter is unintelligible).

Habitat: Toggin live in the low scrubs around their cave lairs in hills and valleys.

43. Vultut

Forest, ruins, urban (rare, 1)

Intermittent, 0.01kg, F8 A- S1/4, ♀0 ♡1/0

☞ -.

Description: A beige worm, 1-2cm long.

Referee's Notes: A pest that lives upon select types of vegetation in the wild, but seems to have an appetite for natural carpet materials. While eating, the worm swells to twice its size and splits into two worms. This

division continues such that after a few hours an entire room could be stripped of carpet and any other natural fibre-based products. Vultut are hated by Vargr, as they seem to regard Vargr fur as a great delicacy!

Habitat: Hopefully not in your carpet...

44. Vorodon

Prairie, rough (uncommon, 1D)

Intermittent, 30000kg, A3 F6 S1/4, ♀2

☞ **48/19 ☞ Teeth 3D, Trample 8D.**

Description: A magnificent huge beast, resembling a giant beetle, 20m long, with a fairly flat back. It moves at a leisurely pace on eight short, powerful legs. It has tough, ivory-green speckled, climate-hardened skin. Its squat, armoured head has tiny eyes around the edge, and a broad thin maw.

Referee's Notes: Easily trained from an early age, Vorodons are used as beasts of burden by natives, usually by nomads who secure their small, domed, reed-woven houses to the flat back of their beasts. This creates a symbiotic relationship, as the slow moving Vorodon is easy prey for larger native predators such as the Aastita (q.v.). The nomads protect the Vorodon, which in turn provides them with a mobile home. The nomads even eat the "gahk" which forms in pustules (up to 15cm across) on the Vorodon's skin. The pustule contents are a useful source of minerals and vitamins once harvested and suitably processed.

Habitat: Vorodon occur naturally in a range of habitats, although domesticated creatures are found only in flat areas.

45. Wabbit

Prairie (common, 5D)

Grazer, 2kg, F9 A2 S2F, ♀0 ♡3/1 ☞ -.

Description: A 40cm-tall orange-furred creature with bulging rear haunches ending in webbed feet. It has two small wings where its forelegs might once have been.

Referee's Notes: Wabbits bounce around using their powerful hind legs, stopping to nibble at any vegetation in their path. When threatened, Wabbits can launch themselves skywards, then use their wings, outstretched ears and webbed feet to glide to safety.

Habitat: Anywhere with plants to eat.

46. Whirr

Forest, prairie, rough (rare, 1)

Killer, 1500kg, A9 F5 S1, ♀3R ♡33/16

☞ **Teeth+2 6D.**

Description: This creature resembles a Terran hippopotamus, supported on three pairs of legs. The heavy body balances the huge 3m-long jaws, filled with ranks of teeth. It has two pairs of dark and beady eyes.

Referee's Notes: A voracious, aggressive carnivore, capable of short bursts of speed (S3 for 1D rounds). Solitary, meeting other Whirr only to mate, these beasts will attack anything they perceive to be alive, including humans, ground cars, etc. Their eyesight is poor - they rely largely upon ground vibrations for sensing prey. Their immensely thick hides are resistant to small weaponry. Whirr are such a hazard they have been eliminated from colonised areas by heavily armed hunters and military units. Vibrating lures are used to hunt and trap them.

Habitat: Whirr prefer open plains but may enter scrub or woodland when prey is scarce.

47. 'Yoo Rat

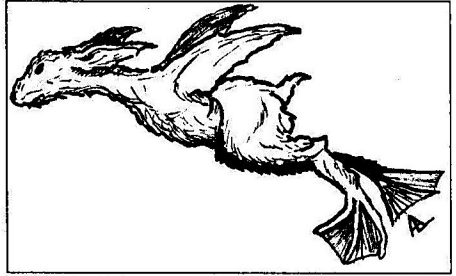
Marsh, swamp (common, 4D)

Gatherer, 2kg, A10 F2 S2, ♀0 ♡1/2

☞ **Bite 1D.**

Description: This creature is about the length of a fox, but with a thicker silhouette and shorter legs. It has a very long scaly tail, big ears, small front-set eyes and a mouth full of long canines and large grinding teeth.

Referee's Notes: 'Yoo Rats are oviparous, and shockingly fecund, able to lay 1-3 eggs

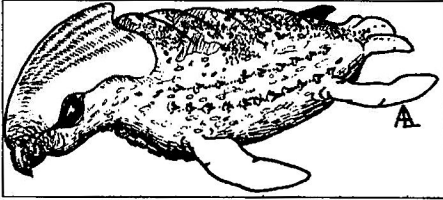


A Wabbit leaps out of the way of a predator every 24 days. Hatching within 12-15 days, the young are fed on pre-masticated food.

'Yoo Rats have an elaborate social structure. The male pecking order is determined by combat, the severity of which depends upon the disputed position. Females mate continuously with all the males in the family group and store the semen internally for up to 80 days. When ovulation occurs, the female fertilises her eggs in proportion to the status of her partners.

When the group is attacked, males go into a killing frenzy, assisted by huge increases in endorphin, adrenaline and pheromone levels. Fighting prowess is a means of improving their social position. The pheromone count rises with exertion, enabling the females to identify the best fathers for their young. 'Yoo Rats pose no threat to humans, but their fur is thick, warm and often attractively variegated. They taste good, especially in a stroganoff.

Habitat: 'Yoo Rats originated in marshy areas with an abundance of foodstuffs, but are now commonly found near the edges of civilisation - rubbish tips and the like.



A peckish Dragon, on the hunt for prey

48. Dragon

Beach, marsh, swamp (rare, 2D)

Amphibian Pouncer, 200kg, A9 F6 S $\frac{1}{2}$ /3S, ♀0 / 1 ♡20/11 ♣Bite 2D, Butt 1D.

Description: This 3m-long swimmer has rough skin, lines of tiny spines down each side and four stumpy flippers. Its underside is flattened and covered with suckers. The top of the head is protected by a plate of thick skin. It has a pair of large eyes and a beak.

Referee's Notes: Dragons move quickly underwater, and can slither slowly across soft ground, but they avoid hard rocky areas. They tire quickly on land and prefer to keep their skin wet, thus they spend most of their time in water. They have an ink sac just beneath their tail flaps. In water they can use this to confuse an opponent and cover their retreat. On land, they will try to manoeuvre so that they can raise the tail and blind their opponents with the spray. To feed, they attach themselves to much larger animals using their stomach suckers, then peck their victim and feed upon the resulting wound.

A Dragon lives for about 80 years. They can be domesticated for use as a mount or beast of burden. A suitably trained Dragon will bond for life with a single, bare-back rider. Dragon flesh tastes like Terran monkfish.

Attacks from the front usually hit the Dragon's head plate (armour value 1). It can also use this to butt its opponent (provided it can get up some speed first).

Habitat: Dragons can spend long periods floating totally motionless in the water, waiting for large prey to pass nearby. Their body is

remarkably flexible, allowing them to move easily through root-filled swamp waters.

49. Dylan's Newt

Forest, marsh, river (uncommon, 20D)

Amphibian Hunter, 1kg, A5 F7 S $\frac{1}{2}$ /1S, ♀0 ♡4/1 ♣Shock 1D.

Description: A rough-skinned 30cm newt-like creature with huge globe-like eyes and a short tail. It has four pairs of legs, the two central pairs being very short and thorny.

Referee's Notes: Newts hunt insects and very small animals using a long sticky tongue. Rubbing its inner pairs of legs together allows a Newt to build up static electricity which it stores in an insulated internal organ until it is discharged through its tongue (to shock prey) or into the water around it (as a defence).

Habitat: Several hundred Newts are usually found together under rocks or, in the breeding season, trekking to find ponds or lakes in which to breed and lay their eggs.

50. Hammermaw

Beach, marsh, river (uncommon, 3D)

Amphibian Hunter, 3kg, A11 F3 S $\frac{1}{2}$ /4S, ♀0 ♡2/3 ♣Bite $\frac{1}{2}$ D.

Description: This cephalopod can change its colour from blue-black to grass green. Its head has three compound eyes and sprouts three long tentacles. It propels itself by jetting water from vents either side of its head.

Referee's Notes: Hammermaws eat hard things: usually arthropods and crustaceans, but scuba gear, hard hat divers, mines, torpedoes, buoys and mini-sub's will do. Hammermaws frequently try eating stones too (their eyesight is exceptionally poor). They grip their prey with their tentacles and bash it with two hard chitinous mouth buds which are worked by hydraulic action. Victims automatically take damage from each 'bite' unless they are armoured (almost any armour will stop this damage, although brittle armour will crack). Hammermaws are not particularly dangerous, but they can be a nuisance.

They drag themselves out of the water to mate and lay their spawn under the mud or sand. However, they have gills rather than lungs, so cannot leave the water for long.

Habitat: Hammermaws prefer shallow water areas where their hard-shelled prey are found in large numbers.

51. Marioche

Beach, marsh, river (rare, 1-2)

Amphibian Killer, 1000kg, A11 F5 S1/1/2S, ♀0 ♥20/30 ↻ Smack/Dissolve.

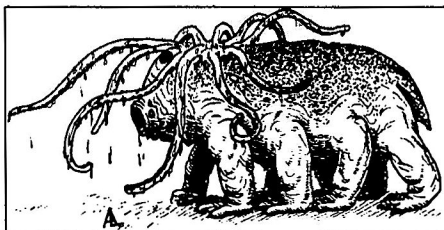
Description: A 4m long, green, flabby, hippopotamus, with four pairs of stumpy legs ending in webbed feet. Ten sucker-covered tentacles, each 2-3m long and dripping mucous, grow from the humped head. A pair of large eyes are set near the base of the tentacles, while two eyes are set either side of the fleshy sphincter which is its mouth.

Referee's notes: The dangerous Marioche is usually preceded by its smell. Having evolved in a competitive environment, it has developed the ability to pre-digest its food. It does this by smacking its dinner with a tentacle and secreting its enzyme-rich, viscous digestive fluids over it. Anything which resists its attack is smacked about until it is unconscious. Victims turn to smelly mush in 3D hours, after which the Marioche sucks them up. Affected PCs take 1/2D damage per hour, divided randomly between the first five characteristics (the digestive fluid enters the blood stream, and passes through the brain). Psionic PCs lose 1 Psi each time they lose a point of Intelligence or Education. To halt this process the injury site must be washed thoroughly with antiseptics and the PC given dialysis or a full blood transfusion. Characteristic losses may be recovered with appropriate reconstructive surgery, except Education, which must be relearned, and loss of Psi, which is irreversible.

Habitat: Marioche hide in deeper water beside a beach or river-bank, waiting for prey to wander within range of their tentacles.

52. Medrok

River (uncommon, 1D)



Most creatures avoid the Marioche...

Amphibian Gatherer, 150kg, A3 F6 S1/2/1S, ♀3R ♥18/10 ↻ Flipper 1D, Bite 1D.

Description: Vaguely reminiscent of a Terran turtle, this white-shelled creature is 2m long, with two pairs of flippers, a long scaled tail and a head similar to that of an armadillo.

Referee's Notes: The amphibious Medrok inhabits fresh water, living mostly on vegetation, supplemented by the occasional small fish. If threatened, they bite their enemy and beat them with their strong flippers.

Originally prized for their shells, Medrok were found to be friendly and curious, and have been domesticated for use as herders and beasts of burden on freshwater farms.

They communicate using a complicated language of sonar-like pulse sequences which can confuse human sonar systems.

Habitat: Fresh water; they lair in riverbank burrows, accessed via an underwater tunnel.

53. Pargil

Any land or sea (uncommon, 1)

Amphibian Reducer, 25kg, A4 F3 S1/1/2S, ♀1 ♥15/7 ↻ Stinger 1 (poison).

Description: An eight-pointed orange-and-black-striped starfish, 50cm across, with spiny ridges along each scaled arm.

Referee's Notes: These creatures appear to spend their entire life (some 30 years) crawling between corpses, digesting those parts of the carcass left by other creatures.

The upper surface of a Pargil is sensitive to sudden shadows falling across it, and to touch; in either case tiny stingers spring out momentarily from its spiny ridges. If a stinger penetrates a victim's skin, a toxin is injected which causes 1 damage per minute until the antidote is administered.

Campers who leave meat, fresh skins or similar items lying around their camp may get an unwelcome visitation from this creature!

Habitat: These creatures are found on land, and in fresh or 'tainted' (e.g. salt) water.

54. Sartenal

Beach, marsh, shallows, swamp (uncommon, 1)

Amphibian Reducer, 25kg, A8 F7 S $\frac{1}{4}$ / $\frac{1}{2}$ S, ♀1 ♥8/5 ♣ Acid 1, Chew 1D.

Description: A mottled, rubbery, yellow and grey pancake-like creature about 50cm across and 5cm thick. It moves slowly by contracting and expanding its body in a rippling motion. In its wake, the ground steams slightly, and is scoured of vegetation.

Referee's Notes: The Sartenal senses its environment through a combination of thermal stimuli and touch. It moves slowly over ground or through shallow water but can bunch up to 'leap' a short distance. The Sartenal attacks by moving over its target and secreting a mild corrosive agent which will attack exposed flesh (1 damage/round) and gradually corrode clothing and equipment.

The underside has a small, foul smelling, toothed 'mouth' which is used on stubborn prey or vegetation which resists the corrosive breakdown. The mouth has no tract leading into the animal; all food is absorbed through tiny pores on its underside. Its skin is tough, rubbery and mildly poisonous, but only the underside exudes corrosive juices.

Sartenal are asexual and oviparous.

Habitat: Sartenal are found in any shallow water area rich in plant and animal life (i.e. food). They absorb oxygen directly through their skin, allowing them to breathe equally easily both in and out of water.

55. Waterskat

Marsh, river (uncommon, 3D)

Amphibian Hunter, 0.6kg, A8 F8 S2/1S, ♀0 ♥4/5 ♣ Bite 1D.

Description: This creature darts about on the surface of the water, supported by six legs with a total span of 1m. The front and rear

feet splay out into a fine net of hairs, supporting the creature on the water by surface tension. The middle pair of limbs each end in a flat paddle with which the creature propels itself across the water. The long, thin, body is covered in fine brown hairs. It has multiple eyes either side of its head. It has a long proboscis, ending in tiny mandibles. It emits a faint chirping sound.

Referee's Notes: Waterskats have good all-round vision but principally detect their prey by detecting vibrations on the water surface. Any Waterskat locating prey sends out vibrations across the water, attracting its colleagues, who will swarm upon the victim. Tiny spines on the middle 'paddle' limbs are used to hold the prey while it is eaten. The long proboscis can penetrate any small hole in the victim's armour. They can spend short periods of time underwater, breathing air trapped under their body hair. Their limbs are not well-suited to movement on land (S $\frac{1}{2}$).

Habitat: Waterskats prefer swamps and still water, although they nest on dry ground.

56. Widow's Scharm

River (rare, 1D)

Amphibian Intermittent, 3kg, F8 A3 S $\frac{1}{2}$ / $\frac{1}{2}$ S, ♀0 ♥4/2 ♣ Water jet.

Description: A 20cm diameter ball of striped grey-black fur with twenty tiny tubes and tentacles protruding around the ball.

Referee's Notes: This ball rolls along the ground using its tentacles. Water jets from the tubes propel it haphazardly through the water. If threatened, these tubes squirt random jets of water, confusing or blinding its opponent. The tubes are also its mouths; it grazes on decaying matter. Asexual, it dies after several years, releasing 3+ $\frac{1}{2}$ D young within its body; these feed on their parent's remains before bursting out. The creature's fur is exported for making the hats worn traditionally by widows on several nearby worlds - hence its name.

Habitat: Fresh water rivers and lakes.

57. Deep Sea Diner

Depths, bottom (rare, 1)

Aquatic Gatherer, 6000kg, A0 F4 S1/2S,
♠1 ♡40/22 ♣-

Description: This creature appears to be a huge, thin film draped over the sea floor.

Referee's Notes: The Deep Sea Diner stretches itself out to catch the remains of dead sea creatures, digesting whatever floats down onto its surface. The Diner need devote no effort to this as the corpses are squashed onto it by water pressure. On rare occasions when the deeps are disturbed, a Diner can reproduce by fission, enabling the species to disperse. This rarely happens, and Diner numbers are accordingly low. The use of Deep Sea Vehicles in the Diner's vicinity may speed up this rate of partition. A submarine passing 'through' a Diner may foul its drive systems, torpedo tubes and periscopes. Dinners are occasionally served as a delicacy. They taste very salty, rather fishy and a bit rotten. It's an acquired taste.

Habitat: The depths of the sea, normally over sand or mud, rather than rocky terrain.

58. House Snail

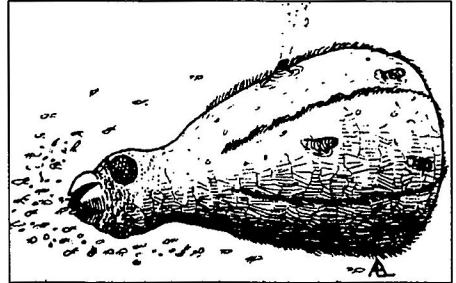
Shallows, river (uncommon, 1 or 3D)

Aquatic Eater, 3000kg, A0 F8 S2S, ♠2
♡100/70 ♣Bite 2D.

Description: A huge aquatic snail, 10-30m long, 3m across, with a 7m high, vertically-wound spiral shell, 15m across at its base.

Referee's Notes: House Snails swim or crawl around slowly, sucking up small plants and creatures. They are social creatures and are usually encountered in schools. They are also occasionally seen with their young swimming along behind them (House Snails are viviparous hermaphrodites).

Their main defence against their major predator - the Ribbonwyrms (q.v.) - is to withdraw into their shells. Unlike Terran snails, this creature has small shell flaps which it can draw across the shell opening.



Tiny males swarm around their Motherfish

Some natives have been known to clean out the shells of dead House Snails and set up their home in them. The common snails are gregarious and ignore large creatures (such as humans), but occasionally a single rogue snail may be encountered, which will attack almost any creature.

Habitat: There are several species of House Snail, some preferring fresh water and others saline or otherwise 'tainted' water.

59. Motherfish

Shallows, depths (uncommon, 1)

Aquatic Gatherer, 250kg, A4 F9 S2S, ♠0
♡35/50 ♣Beak 4D. [Male: Gatherer, 0.1kg,
A6 F7 S3S, ♠0 ♡1/0 ♣-]

Description: A 5m-long cone, striped mauve and white. At the pointed end is a bulbous head/brain sac with three huge compound eyes and a beak. The creature is surrounded by a cloud of tiny squid-like fish.

Referee's Notes: The conical Motherfish is the mobile hive for a large colony of up to 2,000 small, soft-bodied cephalopods. The species is sexually bimorphous: the little fish are male, and the Motherfish is female. The female has evolved to the point where her own stomach is redundant: the males feed her by regurgitating their stomach contents inside the cone. The cone's interior is a combination ovary, stomach, gills and womb. Motherfish breed by huddling mouth to mouth with another Motherfish, exchanging males

who then breed with their new 'home'. When threatened, males surround the enemy and confuse it until the female can attack with her beak. Both sexes move using water jets; the female has a number of jets positioned around its body, allowing it to manoeuvre surprisingly fast and elegantly.

Habitat: Motherfish travel widely throughout the seas, preferring warm water during reproduction.

60. Ribbonwurm

Shallows, river (rare, 1)

Aquatic Pouncer, 5000kg, A9 F5 S3S, ♀0 ♀150/50 ♂ Bite 10D, Constrict 8D.

Description: 25-45m long, 5m wide and less than 1m thick, this ribbon-like creature is mottled brown, blue and orange. In the centre of its upper surface is a gaping maw, surrounded by rows of teeth. At either end of the body are large horny hooks.

Referee's Notes: The Ribbonwurm primarily preys on the House Snail (q.v.) but will also attack watercraft, ground effect vehicles or low-flying air rafts. It lies in wait with its two ends anchored to the sea/river bottom. As prey passes over it on the surface, the Ribbonwurm thrusts its body upwards, in the hope of capsizing its opponent. It then wraps itself around its victim and starts biting.

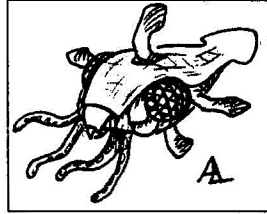
The Ribbonwurm is cold blooded and will not show up on infrared sensors unless it is ready to strike, at which point it rapidly re-absorbs and metabolises carbohydrates and fats stored for this purpose. On death (through old age or a violent cause), millions of Ribbonwurm embryos are released into the water. They develop within a few hours and eat their parent, then each other until just a few survive. Ribbonwurms will eat each other except during the mating season.

Habitat: Ribbonwurms may stay in one deep river location for many weeks, awaiting passing prey. During the mating season they migrate to the sea.

61. Sea Bulb

Shallows, surface, depths (common, ½D)

Aquatic Eater, 3kg, A10 F0 S0, ♀1 (tendrils 0) ♀6/1 ♂ Thrasher 2D-7.



The tiny Smoom

Description: This creature resembles a mottled red bulb, 30cm in diameter, with a tough shell and several purple tendrils coming out of the top. It sways gently in the water, its tendrils occasionally lashing out to seize prey that come too close.

Referee's Notes: Sea Bulbs are highly prized in gourmet restaurants, to which they are shipped in sea water tanks. They are boiled and the insides scooped out. The shell, softened by boiling, is sliced and used as a starter (the rest of the body tastes disgusting and is thrown away).

Sea Bulbs are sentient, which could be determined with neural scanners. They scream horribly at ultrasonic frequencies when in pain. Sea Bulbs would likely illicit support from environmental groups (and the Scout Corp) if their true nature was known. However, many gourmets would pay well for Sea Bulbs, even if protected under law.

Habitat: Seashores, shallow coastal waters and rock pools. Larger varieties are found in the depths of the sea.

62. Smoom

Shallows, marsh (uncommon, 5D)

Aquatic Hunter/Carrion Eater, 0.05kg, A7 F7 S½S, ♀0 ♀1/0 ♂ Spit.

Description: A number of ping-pong ball-sized cephalopods with four little tentacles, four little flippers, two big compound eyes and a beak. Their camouflage makes it difficult to distinguish them from the background.

Referee's Notes: Smooms are totally innocuous little animals who make good, affectionate pets, provided they have a tank to sit in. They will even bathe with their keepers. Once able to propel themselves using water jets, they are now reliant upon their flippers. However, their residual jet and

ink sac have combined to form a potent natural spray weapon. Depending upon the species, the spray may cause temporary blindness, disorientation, or simply taste repulsive to aquatic predators. Smoom skin has a chameleon ability, allowing them to conceal themselves very effectively.

Habitat: Smooms can be found zipping about in small groups, nipping tiny lifeforms from the water or crowding around a corpse.

63. Tragyar

Surface, depths, bottom (uncommon, 2D)

Aquatic Filter, 800kg, F5 A4 S1S, 01

♥ 26/12 ♣ Flipper 3D.

Description: 10m in length, this broad, flat-bodied creature swims using four pairs of large flippers. Its upper surface is speckled blue and white, such that from above it closely resembles a sunlit sea bottom. Its eyes are set on either side of the head, with a huge gaping maw between.

Referee's Notes: The Tragyar could quite happily swallow a diver whole, but its mouth is actually designed to filter small jellyfish, plankton and microscopic plant organisms from its native oceans.

Tragyar live in small groups, usually consisting of a dominant female, submissive females (which care for the dominant female's calves but do not breed themselves), several males who defend the group and mate with the dominant female, and a number of calves (Tragyar are viviparous). When groups of Tragyar meet, they may ignore each other, the males may fight, or they may (passively) exchange male and female members. Researchers have been unable to determine why the reaction varies so greatly. The main hazard that Tragyar pose (to PCs), is that males may occasionally attack a water craft, in the belief that it is a hostile male from a different Tragyar group.

A top secret project by Loxibac, a medical research firm, is investigating the use of brain extracts from Tragyar for use in psi drugs. It is not known whether Tragyar themselves have any psi abilities.

Habitat: Tragyar prefer deeper water and rarely approach the shore.

64. Veedifung

Surface, shallows (uncommon, 1)

Aquatic Pouncer, 100kg, A0 F3 S0, 00

♥ 25/9 ♣ Thrasher 2D.

Description: This creature initially appears to be a bright red buoy, floating in the ocean. On closer inspection, it can be seen to be a fungal growth, about 2m across and projecting about 1m above the water. The red dome is soft to the touch and has a number of grey-white nodules.

Referee's Notes: Most of the creature is hidden below water. A trunk-like cylinder projects below the surface, with many light tendrils and a few thicker tentacles spreading out in all directions from just below the surface to a depth of 20m. If the body is prodded or the thin tentacles are disturbed, the heavier tentacles will envelope the disturbance, and draw it in towards the trunk. The prey remains clasped against the trunk until it dies; nutrients from its corpse are gradually absorbed by the Veedifung. The tentacles are strong enough to drag down a small boat which wanders too close. The tentacle attack may thrash or whip the target or (on spectacular success) grasp the target and drag it beneath the water.

Habitat: The Veedifung keeps to deeper water; occasionally it is swept into shallow areas where it may become beached and die.

Floating above it all...

65. Azzanti

Forest, rough (uncommon, 1D)

Flying Intermittent, 5kg, F8 A3 S3F, ♀0

♥3/7 ♀ Beak 1D-4, Irritant gas.

Description: This bird has short stubby wings and gold and blue plumage. Its heavy beak has two large vents on top.

Referee's Notes: When threatened, the Azzanti can release a potent irritant gas from its beak vents. Any creature within the cloud (½D+2 metre radius) must make a Formidable Endurance roll every round to remain upright. Those that fail will be temporarily immobilised by coughing fits, streaming tears, etc. (effects like CS gas).

Azzanti mate for life, so if more than 2 birds are encountered, the remainder will be chicks. Azzanti eat seeds and certain leaves.

Habitat: Forested areas. Azzanti nest only in large dead hollow trees.

66. Baladragon

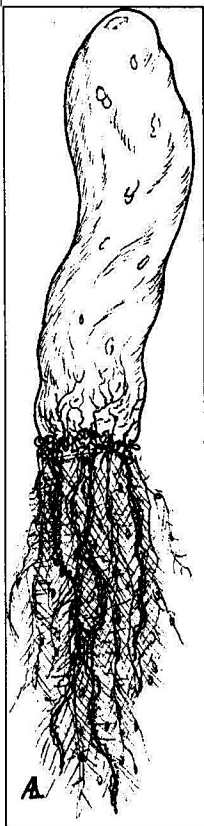
Cave, mountain, rough (very rare, ½D)

Flying Pouncer, 55kg, A5 F5 S2F, ♀2

♥14/8 ♀ Teeth 2D-4, Claws 1D-2, Fire 2D

Description: A 2m-long, metallic blue quadruped lizard with bat-like wings and a long forked tail.

Referee's Notes: Baladragons are a great curiosity. Their internal chemistry allows them to breathe small bursts of fire from vents at the end of their snout (causes 2D damage and may ignite flammables). Baladragon courting is a spectacular affair, with the males temporarily acquiring beautiful iridescent scales on the upper surface of their wings. They use these to impress females and to intimidate competing males. The female lays her eggs within a suitable lair, with the males temporarily acquiring beautiful iridescent scales on the upper surface of their wings. They use these to impress females and to intimidate competing males. The female lays her eggs within a suitable lair and covers them with a special spittle which sets rock hard. The male and female then take turns guarding the eggs, which take 27-30 months to hatch. During this period it is best to steer clear of the lair, since the Baladragon parents



A Boldr Flyer drifts through the air

are extremely defensive of the eggs and, subsequently, of their offspring.

Hypagene, a genetic engineering company, has manipulated Baladragon specimens to create exotic (and expensive) pets for nobles.

Habitat: Baladragons make their lair in caves, ruins and deep chasms.

67. Boldr Flyer

Any (rare, 1)

Flying Filter, 30kg,

A0 F7 S1F, ♀1 ♥48/32

♂ Static discharge 1D.

Description:

Suspended in the air, this 20m tall, thin, silver-grey, cylindrical body bulges and shifts in the wind. Twisted tendrils and nodules hang entwined beneath, terminating in a fine mesh of interlaced fibrous material.

Referee's Notes: The main body is primarily a flotation sac containing helium. This gas is generated from chemicals in the atmosphere by symbiotic unicellular organisms within the sac wall. Flyers will not attack ships intentionally, but a ship passing too close may be ensnared in the mesh. Flyers filter most of their food from the air but occasionally catch larger creatures in their mesh - these hang there until they decay and are absorbed. A by-product of the gas production is the generation of small amounts of electricity. The mesh builds up a static charge which

causes a minor shock to creatures impacting upon it.

Flyers are hermaphroditic, sending out a constant aerosol of genetic material. As the gelatinous eggs embedded in their skin are fertilised, they grow, create their own gas sac, and drift away from their parent.

Habitat: These flimsy creatures are carried on the winds but can control their lift to keep them in the middle and upper atmosphere.

68. Cloud Hopper

Any (common, lots and lots!)

Flying Plant, -kg, A- F- S1, ♀0 ♡0/1 ♣-

Description: A seven-pointed, star-shaped plant, 10-30cm across. It is pale blue, patterned like a fern leaf, and translucent.

Referee's Notes: Cloud Hoppers are so light they float on the slightest breeze and are usually found spinning through the clouds, absorbing moisture. They reproduce by fragmentation and are harmless unless a craft flies through a particularly large group of Hoppers, resulting in a clogged vent.

Habitat: Almost anywhere on the planet, generally up in the clouds but occasionally they drift to the ground like huge snowflakes.

69. Fliger

Prairie (uncommon, 1)

Flying Hijacker, 50kg, A7 F11 S1F, ♀0 ♡9/7 ♣ Claws 1D, Teeth 1D, Spittle 1.

Description: This creature's 4m wingspan is primarily covered in a bleached ivory-coloured leathery skin, lightly covered with blue-green feathers, flecked with orange. Its large, sharp beak is designed for rending flesh. It has two pairs of claws, and seems equally happy resting on either front or back claws while using the other set of claws to manipulate its meal or rip it open.

Referee's Notes: The Fliger usually swoops in slowly, deliberately throwing its shadow over the carrion beneath to scare off those creatures already at the site. The Fliger settles on the meal unopposed, keeping its wings extended in an intimidating manner.

A Fliger can stay aloft for days at a time, following a potential meal (e.g. a sick animal). Fligers do not usually attack humans, but a

lone, injured human might fall prey to these scavengers. When enraged, a Fliger arches its wings, hisses, and spits blobs of mildly corrosive spittle from one of its stomachs.

Habitat: Fligers spend most of their life aloft, only nesting (in high, inaccessible places) while bearing or raising their young. Its territory can span hundreds of kilometres.

70. Flying Wempir

Any (uncommon, ½D)

Flying Killer, 5kg, A11 F6 S4F, ♀0 ♡12/7 ♣ Horn 1D, Teeth+1 2D.

Description: Diving through the clouds, these creatures are mottled grey and blue, shaped like aggressively-styled blimps, with short sweeping wings. Their head has a tiny horn, a vicious barbed mouth, and various coloured patches which might be eyes. They move effortlessly, with the manoeuvrability of a fighter plane. Several tendrils can be seen, swept back into recesses in the body.

Referee's Notes: Wempir are distantly related to Oppenhar's Floaters (q.v.), but have evolved to prey on their brethren. They are very aggressive and will attack any flyer, from birds to starships. Hydrogen chambers within their body provide lift, and they propel themselves using gas jets and their wings.

They attack by diving at their prey, hoping to spear or otherwise damage it, until their victim loses altitude and manoeuvrability, becoming an easy meal.

Habitat: Wempir follow wind currents, tracking their prey. They may thus be found in most areas, but prefer hotter climates.

71. Marsh Hawk

Beach, marsh (rare, 1-2)

Flying Pouncer, 3kg, A8 F4 S2, ♀0 ♡1/1 ♣ Shock 2D, Beak ½D.

Description: This creature resembles a flying fish, with a wide membrane stretched between its front fins to provide an aerofoil surface. It has a small body, a mouth full of sharp teeth, and a long spiky tail.

Referee's Notes: Marsh Hawks fly about until they see suitable prey, then they swoop down and shock it. The 2D damage is compared to one random characteristic

(Strength, Dexterity or Endurance). If the characteristic is higher, the victim takes just 1 damage on that characteristic, otherwise the victim is stunned for 2D rounds. Once the victim is stunned the Hawk settles on it and eats it alive. They are not much of a threat to big creatures, but could still be a nuisance.

Habitat: Hawks prefer areas with light vegetation - where prey is easy to spot - close to cliffs or trees where they can roost.

72. Oppenhar's Floaters

Any (common, 4D)

Flying Grazer, 0.5kg, F8 A4 S1F, ♀1

♥13/4 ♫ Thrasher 2D-4.

Description: A flock of these creatures look like a collection of party balloons of different shapes and sizes, ranging from 10cm to 5m in diameter. Their skin has colourful whorls, diamonds and camouflage-like patterns. At the base of the balloon is a collection of tendrils, and two large, multi-faceted eye patches. They chirp and sing as they rise and fall with the air currents.

Referee's Notes: The larger creatures are the eldest. The balloon is inflated with hydrogen, separated internally from ingested water (typically vapour in the air). Control of the hydrogen generation allows them to rise or fall, while tiny gas jets give them a semblance of steering. The body sac is remarkably thin yet tough, and the organs at the base are encapsulated in light cartilage.

They move in flocks, scattering only when threatened. If they become too cold, they climb above the clouds to reach the sun.

As part of their reproductive cycle, Floaters are attracted by extremely bright lights; they react by releasing a mist of genetic material into the air. In nature this behaviour is triggered by solar flares from their otherwise dull star, but may be triggered by artificial light sources. Humans find this mist mildly euphoric and hallucinogenic.

Specimens are sometimes captured to secure a supply of the mist 'drug', but such creatures usually survive for less than 2D days if separated from their flock.

Habitat: Floaters are largely blown with the wind and may thus be found in almost any area, although they prefer hotter climes.

73. Paracone

Any land (rare, 5D)

Flying Killer, 0.01kg, A12 F0 S1F, ♀0

♥1/0 ♫ Teeth 1.

Description: This creature seems to be a cone (point downwards) on a tiny parachute.

Referee's Notes: Paracones are young Sand Sirens (q.v.). Spat upwards from their parent, they drift on thermal currents until they begin to lose height. The Paracone then attempts to drop onto something edible (e.g. an animal), although it has little control of its descent. If successful, it starts munching downwards, anchoring itself in place with tiny hooks at the edge of its parachute. It will attempt to eat its victim to death, then burrows into the soil beneath the corpse. As scavengers are attracted to the corpse, some will fall into the newly established Sand Siren. Given the low success rate of finding suitable prey as they drop, and the need for fairly loose earth or sand to burrow into, very few Paracones successfully become Sand Sirens.

Habitat: Paracones may drift great distances from their parent and may thus be found in almost any habitat.

74. Song Bug

Forest, jungle, rough (uncommon, 1D)

Flying Intermittent, 0.01kg, F6 A6 S1,

♂0 ♥2/0 ♫ Bite 1.

Description: Song Bugs are small ladybird-like insects with a bright orange shell/wing-case and 12 pairs of legs.

Referee's Notes: Song Bugs are unusual, in that between conception and egg-laying, hormonal changes render the bug immune to the toxins of the Xenocinth (q.v.) and Barbed Gorse (q.v.) - but only when exposed to roughly equal quantities of each. A female Song Bug nests in a Xenocinth bloom, from whence she calls males to her with her a high-pitched song and (by night) a pale orange glow. The male with whom she mates continues to visit, bringing nectar from the Xenocinth and Barbed Gorse, while the female lays and guards 'his' eggs. In the process he picks up genetic material which enables both of the plant species to propagate inside the Xenocinth flower. The

male and female finally die. When their maggots hatch, they eat their parents' corpses, develop sexes and move on.

When the Xenocinth flower dies and drops, it spills the insect corpses, and the fertilised seeds of both plant species on to the ground.

Habitat: Song Bugs travel widely while young, finally selecting a Xenocinth/Barbed Gorse pair (known as a "Lantern Vine") in which to mate (and die).

75. Valshur'lk

Prairie (common, 5D)

Flying Grazer, 6kg, A8 F6 S2F (F10 A5 if alone), ♀0 ♡5/7 ♣Teeth 2D-4.

Description: This ugly, ungainly flyer resembles a shaggy dog, cross-bred with a vulture. Its has long blue feathers with white and yellow flecks. It sports a vicious toothed beak and makes a low, wobbling call as it moves jerkily around on its four chubby legs.

Referee's Notes: Valshur'lk are found on agricultural worlds and frontier colonies throughout the Imperium. They are prized for their sweet meat (they provide twice the edible meat of equivalent fowl) and their colourful feathers. The latter grow very rapidly and are regularly plucked by the Valshur'lk itself. Feathers collected from domesticated birds are used for decoration or processed into a tough, light cloth of bright colour. These creatures may breed twice a year. Valshur'lk are exported from existing farms as embryos, in controlled-environment boxes. A premium rate is paid to ensure they arrive safely.

Individually timid, a large group (called a 'covey') will mob any predator which threatens them, crushing and pecking it. Predators thus prefer to pick off sick or young individuals where possible. Valshur'lk are incapable of long flights because of their weight and ungainly shape.

Habitat: Valshur'lk prefer plains regions and are farmed on ranches. It is rumoured they are the result of a Solomani geneering programme millennia ago, to support



A Yark, descending to feed

colonists. They certainly thrive in poor conditions.

76. Yark

Cave, chasm, crater (rare, 2D)

Flying Reducer, 12kg, A9 F6 S2, ♀0 ♡5/6 ♣Sucker 2D.

Description: These creatures resemble a cross-breed between a giant tawny moth and a bat. They hang from cave walls or the underside of vegetation using their mouths and the front-most of their three pairs of legs. When flying, their translucent insectoid purple wings emit a faint high-pitched tone.

Referee's Notes: Yark feed on almost any living matter, spending hours sucking away at it. They will only attack humans in self defence, but may settle on ships and other equipment. Over time, their digestive juices can render a ship un-spaceworthy. They seem to be attracted to particular types of plastic. They navigate in the dark using sonar, listening to the echoes of certain frequencies produced by their wing beats.

Habitat: Yark prefer dark areas with unpalatable atmospheres (e.g. tainted).

77. Barbed Gorse

Forest, jungle (uncommon, 1)

Plant, 3kg, F- A- S0, ♀0 ♀0/15 ♀ Toxic pollen.

Description: A heavy thorny shrub which uses snaking tendrils to drag itself upwards, forming a dense, vertical mat of spines. It extends beautiful blue orchid-like blooms which smell strongly of coconut.

Referee's Notes: The pollen of the Barbed Gorse is a mild toxin which is quite poisonous to insects, except the Song Bug (q.v.), which provides pollination for the plant. The pollen has no effect on mammals, but the barbs contain a concentrated dose of the pollen toxin, which causes hallucinogenic effects in humans and nausea in smaller creatures.

Habitat: Barbed Gorse can be found climbing up rocks or trees. When growing intertwined with a Xenocinth (q.v.), the pair of plants are referred to as a "Lantern Vine". Lone Gorse plants still produce pollen but will not be fertilised and thus will not spread.

78. Cgiveg

Mountain, rough (rare, 1D)

Plant, 1kg, A9 F- S0, ♀0 ♀0/5 ♀ Dart.

Description: This plant consists of a clump of thick stalks, striped purple and black, with tiny clusters of white bulbous flowers at the tip of each stalk.

Referee's Notes: When its stalks are disturbed by a passing animal, the Cgiveg's flower head puffs out tiny dart-like seeds towards the disturbance. The seeds contain a toxin - sufficient to kill a mouse or stun a cat-sized creature for 1D rounds. Most of the seeds will simply be carried away by larger creatures, dropping off later to germinate in a new location. However, small victims fall to the ground near the Cgiveg and die; their decaying corpse revitalises the soil for the plant. Certain humans seem sensitised to the toxin and may suffer a dramatic allergic

reaction (anaphylactic shock) which may result in death if not treated immediately.

Habitat: Often found close to dense vegetation, where the seeds have been carried by herbivores too large to succumb to the 'dart' seed toxin.

79. Curleri

Prairie, rough (uncommon, 10D)

Plant, 1kg, A0 F- S0, ♀0 ♀0/2

♀ Thrasher 1.

Description: These 1.5m high, blue-green reeds grow in a neat square grid, about 50cm apart, over a square area 8-10m on a side.

Referee's Notes: The Curleri is thigmotactic (touch-sensitive) - if one reed is chewed or knocked, the entire row will begin to wilt. As they touch the next row, these plants also begin to wilt, resulting in a wave effect across the plants. When the reed tips of any row touch the ground (about 20 seconds after they began to wilt), they whip back up. Tiny holes in the leaves cause a high-pitched whistling noise as they whip up, and their thin ends cause minor cuts to whatever creature was trying to eat them. Curleri spread by sending out runners - a new plant forms a given distance along the runner, creating the unusually regular spacing between the plants.

Habitat: Flat, open plains areas.

80. Deathfern

Forest, prairie, rough (rare, 1)

Plant, -kg, A- F- S0, ♀- ♀0/3 ♀ Leaf 1.

Description: An area of ground is filled with dark green blades, lancing upwards from the ground. Each blade has delicate frilled edges and an unusually large ball of roots protruding just above the surface.

Referee's Notes: The Deathfern has characteristics in common with both grasses and ferns: it uses spores to propagate, but grows from its base, just above the roots. When eaten, the hard casing of its seeds allow them to pass through the digestive tract unharmed, to sprout wherever their host

drops them. This species is particularly successful in areas where Scuttlebugs (q.v.) or similar creatures are found; after the bugs' swarm season, the Deathfern has few natural competitors.

Deathfern leaves appear soft and frilled but are razor sharp - an unarmoured creature brushing against a leaf will receive a minor cut. A plain of Deathferns is impassable to unarmoured creatures.

Animals stampeding into an area of Deathfern might well bleed to death from the number of razor-sharp cuts received from the Deathfern leaves.

Habitat: Most frequently plains and scrub areas frequented by Scuttlebugs, but very rarely isolated ferns are found in other areas.



The frilly
Deathfern

81. Emily's Honey Tree

Forest, rough (rare, 1D km diameter area)

Plant, 100kg, F- A- S0, Q1 ♡0/25 ♫ -.

Description: The vegetation over a large area resembles mutant Christmas trees. A mossy coral-like grey/green structure is overlaid with red flowers and vines with emerald leaves and white or lilac blooms. In places the vine appears to be blistered, while at other points translucent amber baubles hang from it on long golden strands.

Referee's Notes: This 'tree' is a symbiotic agglomeration of three plant species: a soft-bodied saprophyte analogous to a land-based coral, a rootless flowering plant which lives by photosynthesis and the saprophyte's excretions, and a species of flowering succulent vine. The saprophyte provides the structure of the colony, feeding upon decaying matter from the other plants. The flowers send their roots throughout its structure. The vine offers nest sites to various insects which fertilise the flowers and the

vines. A species of beetle burrows into the vine, inflating bladder-like pockets within it. These insects collect pollen from the flowers (and trace amounts of the saprophyte) and process this into honey. Emdilles (q.v.) bite open the inflated pockets and gorge themselves on the insects, but do not eat the honey because of the unpleasant taste of its saprophyte contamination). The honey drips out to form an amber sac, which will eventually form the basis for another Honey Tree colony. With appropriate processing, humans can remove the saprophyte from the honey and make it into a tasty syrup.

Habitat: Their reproductive methods cause Honey Trees to be concentrated in a few areas. Attempts to transplant trees have been unsuccessful because of the difficulty of replicating their complex ecosystem.

82. Euphorbian Violet

Mountain, rough (very rare, 1)

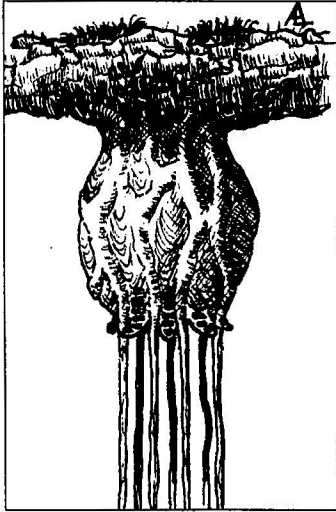
Plant, 15kg, A- F- S0, Q0 ♡0/10 ♫ -.

Description: A spindly plant, reaching up to 6m in height, with pale orange bracts.

Referee's Notes: All parts of this plant are edible to herbivores and humans. However, the plant seems to have a mild telepathic power. Rather than eating the plant, passing animals seem to suffer a strange urge to bring rotting material (i.e. fertiliser) to it.

This was first witnessed by scientists at a Corialanus Trust botanical facility, where gardeners noticed that for some reason they were feeding the plant more than they should. Researchers eventually concluded they were being influenced at a subconscious level by the plant, although the precise mechanism by which the plant affected the gardeners could not be identified.

Subsequently, it was found that the plant retained some telepathic sensitivity for 16-24 hours after harvesting. The plant can adjust its internal chemistry according to the thoughts of those in close proximity to it. For example, a cook preparing the Violet focuses upon the desired taste and the plant adjusts its chemistry accordingly. The Violet is very rare and thus very expensive. Attempts to clone or propagate it in large quantities have been unsuccessful to date.



The Lacar waits silently for its prey to pass beneath

Habitat: Sheltered gullies in rocky areas.

83. Honeygourd

Forest, jungle, prairie (uncommon, 1D)

Plant, 100kg, F- A- S0, 01 ♡0/25 ♪-

Description: This plant consists of a number of large ground-hugging creepers which sprout large violet flowers and immense (50-100cm) diameter fruit. These fruit have a thick, woody skin.

Referee's Notes: The fruit contain seeds in a sweet watery sap. They propagate by allowing sap pressure to build up until the gourd ruptures, making a resounding 'bang' and shooting the seeds up to 15m. Seeds which are glued to passing animals and insects are transplanted elsewhere, eventually dropping off and germinating.

PCs who become covered in the syrup will find all manner of insects and small animals are suddenly attracted to them.

Habitat: Honey gourds are usually found spreading across the jungle floor, but smaller species survive in plains areas.

84. Hypoxis

Mountain, rough (rare, 1)

Plant, 2kg, A0 F- S0, 00 ♡0/5
♪ Shock 1.

Description: A bushy plant, 2m high, with thick silver-grey stems and bright red square leaves (about 3cm across).

Referee's Notes: The red pigmentation in Hypoxis includes a chemical sensitive to magnetic fields. The plant utilises natural (e.g. planetary) magnetic fields to generate the biochemical transformations required to keep itself alive. These processes include the generation of electrical currents which build up at the extremities of the plant. A very mild electric shock (1 point) is experienced by any passing creature which touches the plant.

Research work is underway to determine if the plant's biochemistry can be adapted for use in simple energy cells.

Habitat: Found near strong natural and artificial magnetic sources.

85. Lacar

Forest, jungle (rare, 1)

Plant Trapper, 25kg, A7 F- S0, 00 / 1

♡10/4 ♪ Strangle 1D, Acid 1D.

Description: Long green tendrils hang from the tree canopy above.

Referee's Notes: The Lacar starts life as a winged seed. Those few seeds that land on a tree branch send their roots into the tree and live as a parasite while developing a huge digestive sac, with hanging tendrils. Once the sac is grown and the tendrils have grown to reach the ground, the plant acquires a carnivorous tendency. Creatures brushing multiple tendrils will cause the tendrils to curl upwards quite rapidly, entwining the creature. On a roll of 1 on 1D, the victim's neck will be entwined, causing gradual strangulation. After several minutes, the contracting tendrils have lifted the victim up to the sac, in which they will be slowly digested. The tendrils are difficult to cut, but the sac is unarmoured.

Lacar are asexual. Twice a year the sac emits a cloud of small winged seeds.

Habitat: Lacar are usually found in dense wooded areas. Occasionally a Lacar may lodge on a rocky overhang and find sufficient nourishment to grow a small sac.

86. Mesl

Prairie, rough (rare, 1D)

Plant, 2kg, F8 A4 S¼, ♀0 ♡7/3

♂ Irritant.

Description: A small, pancake-like growth, 6cm thick and 30cm across, covered in mauve and green hair-like tufts.

Referee's Notes: Mesl are able to move slowly by expanding and contracting their outer surface. Their upper surface has a chameleon ability which allows them to 'blend' into the background. Although originally thought to be animals, Mesl are non-sentient plant life, attracted to warm, humid areas with organic matter to feed on. Upon finding a suitable thermal source (a hot water spring, a man-made ventilation system, a vehicle engine, etc.) with a suitable food source (anything from vegetation to organic materials used in thermal lagging) the Mesl begins slowly expanding. After a few days it reaches 2-3m diameter and begins to split into several new Mesl. In the meantime it may well have blocked a critical vent or duct.

The hairy tufts are coated with an irritant which defends the Mesl from grazers (and will cause mild discomfort to humans).

Habitat: Sun-drenched plains, geothermal hot springs, warm ventilation systems, etc.

87. Rat Wort

Marsh, swamp (uncommon, 1)

Plant Trapper, 100kg, A0 F- S0, ♀1

♡20/10 ♂ Acid 1D/round.

Description: A number of wide, thick, dark-green lily pads cover the boggy ground here. Each pad has a sponge-like surface.

Referee's Notes: Although it can feed by photosynthesis, the Rat Wort's main source of nourishment is small animals (dog-sized or less). The 'lily pads' are covered in a thick gum which contains the plant pollen. If an animal moves across a 'pad' and has no Rat Wort pollen on it, the plant will cover its feet with genetic material and allow it to leave. However, if the creature is already carrying pollen, the Rat Wort gum undergoes a rapid (but temporary) chemical change which increases its stickiness (a Formidable Strength task would be required for a

character to break free). The entire pad then folds over its victim in just a few (½D) rounds. Once enfolded, the victim suffers 1D acid damage per round as the plant's digestive juices get to work.

Seeds resulting from pollination are broadcast from small pustules on the pads.

Habitat: Usually found bridging the marshy ground between two more solid islands, thus encouraging animals to walk across it.

88. Scott's Downfall

Marsh, jungle, rough (uncommon, 1D)

Plant, 0.1kg, A- F- S0, ♀0 ♡0/1 ♂ -.

Description: A low-growing, flat, green disc-shaped fungus, faintly luminous at night.

Referee's Notes: Quite edible, this fungus is harmless to Vargr, but gives humans severe flatulence. Legend tells of an Imperial explorer named Scott on a first-contact mission to a Vargr world. During the welcome banquet he ate some of the fungus and the resulting 'effects' were taken as such an insult by the Vargr that they locked Scott up and threw away the key.

Habitat: Damp, humid areas (and Vargr dinner dishes).

89. Sunset Flower

Mountains, rough (rare, 1D)

Plant, -kg, A- F- S0, ♀0 ♡0/1 ♂ -.

Description: A low bush (30cm) with pale orange fleshy leaves and a single flower bud, 15cm across and pure black.

Referee's Notes: At sunset the flower opens to reveal dark purple petals with a silvery centre, reminiscent of a star in the night sky. The flower is reputed to bring good luck, although it is a protected species, so picking the flower is illegal. However, the flower has a secret known only to a secret psionic sect; it is a natural focus for psi power (effectively any psi task undertaken within 1m of a living Sunset Flower costs 1 less psi point than usual). The sect believe that the flower is an organic construct developed by the Ancients.

Habitat: Mountain sides and hill sides facing the setting sun.



The Trilliap provides a shady place to rest

90. Tengis Sni

Beach (uncommon, 1)

Plant, 1kg, A-F-S0, 00 ♡0/5 ♣-

Description: A thick water weed, up to 5m in length, attached at one end to rocks and floating horizontally.

Referee's Notes: Tengis Sni absorbs nutrients from the water and concentrates this in pustules on its lower surface. Small fish are attracted to eat the pustules, which also contain Sni 'seeds'. The seeds are excreted elsewhere by the fish to form new Sni colonies. The nutritious nature of Tengis Sni means that it is widely grown as a crop on water-rich worlds. If a grazer begins nibbling the weed itself, the weed will begin to fold up like a concertina against the rocks. If the nibbling continues, the weed will rapidly extend itself, in an attempt to confuse, or scare off its attacker.

Habitat: Attached to rocks and other vertical surfaces from the water surface down to about 5m depth.

91. Travos

Prairie (common, lots of it!)

Plant, 0.5kg, A-F-S0, 00 ♡0/3 ♣-

Description: A tall stalk with thin, flat leaves winding around it, each with a bulbous pod at the leaf base and multiple thick yellow flowerheads around the top of the stalk.

Referee's Notes: This crop plant is very tolerant of drought and is thus grown extensively on dry worlds. Flowering triannually, the blooms of the Travos are a source of two types of oil, while the seeds (in pods lower on the stalk) are extremely nutritious and are produced twice per year. The stalk is tough enough to use as a building material, and can be ground down to make drink flavourings.

Habitat: As Travos can tolerate extremes of water, gravity and light, it makes an excellent crop for frontier worlds. It is found naturally in plains areas.

92. Trilliap

Forest (rare, 1)

Plant Trapper, 400kg, A0 F-S0, 00

♡28/9 ♣ Spines 2D.

Description: Appearing as a tall, canopied plant, this creature not only blends into the undergrowth but creates an ideal place to rest out of the sun. Its wide, brown, bark-covered trunk rises 3m, ending abruptly in a crown of dense blue-green vegetation. Entwined around the base of the trunk are many vines and roots which run outwards across the ground to a distance of about 3m.

Referee's Notes: Close examination of the 'roots' (from afar) reveals several are broken off. Should a creature stand close to the trunk, the root structure will suddenly lift up, caging the victim and gradually lifting them up over the edge of the crowning vegetation to drop into the funnel-like trunk. This is lined with sharp edges projecting down to prevent escape (any attempt to do so incurs the 'spines' attack for 2D damage). The victim drowns in digestive juices and dissolves over a number of weeks, during which time the tree has a distinct, ripe smell.

Habitat: The Trilliap grows among other trees where its true nature is camouflaged. It cannot move position, and is relatively harmless to humans while young and small.

93. Viglass

Prairie, (rare, 1D km across)

Plant, -kg, A0 F-S0, 00 ♡0/1 ♣ Shock.

Description: A carpet of tiny, silver-grey plants stretches across most of the landscape for hundreds of metres in all directions.

Referee's Notes: Viglass is a tender, edible plant, loved by grazers. However, the common root structure which runs between the plants can store small amounts of electrical charge. On odd occasions, when a lightning strike hits an area of Viglass, much of the charge is distributed rapidly through the roots. Grazers touching the plants (or PCs trampling over them) will receive an electrical shock. The damage from the shock is 2D, -1 per week since the plants were 'charged' (e.g. 2D-3 after 3 weeks).

Habitat: Open areas, hill tops, beneath large isolated trees, i.e. where lightning is most likely to strike.

94. Wiffel

Jungle (rare, 1)

Plant, 0.5kg, A- F- S0, 00 ♡0/4 ♣ -.

Description: A small (30cm tall) bushy plant with triangular leaves and partially hollow stems. A strange purring sound can be heard in its vicinity.

Referee's Notes: A 'domesticated' plant which, once 'bonded' with its owner, will turn pink when stroked, blue when too cold, brown when too hot and rich green when conditions are ideal. In the wild, attacks by herbivores cause it to turn striped yellow and black, simulating the appearance of a poisonous insect or plant. If stroked, rather than nibbled, larger specimens will 'purr'. This noise is caused by the emission of tiny gas bubbles into the liquid in the hollow stems. Wiffels live up to 10 years and their owners have been known to grow so attached to their plant that they have requested that their Wiffel be buried with them.

Habitat: Wiffel plants grow naturally in temperate jungles but are found in a wide range of domestic environments.

95. Wow Grass

Prairie, rough (rare, 1)

Plant, 0.5kg, A- F- S0, 00 ♡0/3

♣ Addictive Stimulant.

Description: A fat-leaved, pale yellow fern-like plant which emanates a sweet smell.

Referee's Notes: The smell attracts insect prey which get stuck in a sap secreted under the leaves. This secretion is toxic to insects, but is harmless and extremely addictive to humans (it contains chemical equivalents of amphetamines, nicotine and caffeine). Some cultures use this 'grass' in their cooking, while others simply chew it. Unfortunately its side effects include weight loss, insomnia, dehydration and paranoid hallucinations. If used for long periods, it is carcinogenic.

Habitat: Found naturally in small clumps, it can be cultivated only in a carefully controlled artificial environment which provides a precise mix of soil nutrients.

96. Xenocinth

Forest, jungle (uncommon, 1)

Plant, 2kg, F- A- S0, 00 ♡0/10 ♣ Toxic pollen.

Description: A large vine-like plant, supported by winding tendrils, with large, almost woody, hollow flowers (about the size of a tennis ball) in a variety of pastel shades. The whole plant smells slightly of hyacinths.

Referee's Notes: The Xenocinth flowers produce pollen and nectar - the former is mildly toxic (it will kill insects which enter the flowers, but is only a mild irritant to a human). The only insect immune to its effects is the Song Bug (q.v.), which pollinates the Xenocinth in return for protection from the bug's predators offered by the plant's pollen.

Habitat: Xenocinth can be found climbing up rocks or trees. When growing in close proximity to a Barbed Gorse (q.v.), the pair of plants are referred to as a "Lantern Vine".

This section includes parasites, gas giant lifeforms and other unusual lifeforms which do not fit within the standard Traveller categories.

97. Bylabon

Swamp (rare, 1)

Parasite, 3kg, A10 F8 S1, ♀0 ♡3/2

☞ **Control host.**

Description: This creature has two forms. The embryo stage appears as a muscle-bound brown-green mottled blanchange, which drags itself around with two long tentacles, each ending in a sharp claw-like appendage. It has no apparent visual organs, but seems sensitive to temperature and to nearby movement.

The adult parasite will only be found on a host creature, resembling a 'growth' on the back of the host. Its two tendrils reach forward and sink into the skin at the back of the host's neck. The growth slowly rises and falls as it breathing. The host will protect the parasite by turning to keep its own body between the parasite and any threat.

Referee's Notes: Both embryo and adult resemble a large, muscled jellyfish, with fibres growing from the underside - in the adult, these grow into the host.

An embryo approaches its unsuspecting (e.g. asleep) victim, selects a point over a major nerve centre (e.g. the spine) and bonds with its prey. It exudes an anaesthetic while merging with its host, which may produce euphoric, hallucinogenic or even depressive effects depending upon the lifeform. The victim must make a Formidable Endurance roll each hour the parasite is attached. Each failure results in the temporary loss of 1 point of Intelligence. If the Intelligence reaches zero, the Bylabon has fully bonded, making the victim susceptible to its will (although the victim's Intelligence returns to its normal level). The fully-bonded parasite, now an adult, takes on a harder skin. Killing it at this point will not save the victim, as the embedded fibres in the host body can

regenerate the Bylabon fully in less than 24 hours (this permanently reduces the victim's Strength and Endurance by 1).

Removing the adult is possible only by high tech surgery, which is still hazardous to the victim and may cause permanent loss of any characteristic, including Intelligence and/or Education (due to brain damage).

When the host dies, the Bylabon dies too but embryos hatch from the host corpse.

It is rumoured that intelligence agencies have used Bylabons for interrogation and control of unwilling subjects.

Habitat: This creature is found in swamps, where it preys on the young of native grazers.

98. Cloparta

Any (very rare, 3D)

Parasite, 0.01kg, A7, F7, S1, ♀1 ♡1/0

☞ **Energy absorption, Bite 1.**

Description: Cloparta resemble 10cm-long horseshoe crabs but with no tail, a sharp arrow-like head and two whip antennae.

Referee's Notes: Cloparta live by absorbing various frequencies of electromagnetic (EM) radiation. The interaction of the EM fields with a complex of gelatinous chemicals (within tiny channels in their shell) provides the energy required for their basic biological processes. Although individuals are not sentient, they have a hive mind which can make them appear quite bright. They are attracted to energy sources and may latch onto an unsuspecting starship where they can drain energy from the jump grid (sometimes causing a misjump). Asexual and oviparous, they lay their eggs in warm places; these take 3-4 days to hatch. Cloparta infestations may play havoc in a civilised area.

Habitat: Cloparta occur where very strong sunlight or similar EM radiation occurs. They can survive vacuum and can even travel through jump space on the hull of starship.

99. Crarch

Gas giant atmosphere (uncommon, 1)

Flying Plant, 4000kg, A- F- S1F, ♀3

♥62/27 ♀-

Description: This resembles a collection of rounded bubbles or even rocks, covered with entangled plant growths, some of which hang over the edges of the structure. It moves slowly, blown and twisting in the wind. However, a closer examination shows that some of the bulges grow slightly whilst others contract, keeping the disk-like structure aligned with the sun. The plant growths appear vine-like, without a distinct structure. The overall colour is hues of green and blue.

Referee's Notes: Crarch grow up to 500m across, although their very light structure contains many gas pockets. The disk orientation is controlled by the redistribution of gases between the pockets.

They are only hazardous if encountered by a starship refuelling in the gas giant. If this is the case, a collision may be catastrophic, as gas pockets within the Crarch may explode, or the ship may become entangled and be dragged down into the atmosphere.

100. Gik

Prairie (rare, lots and lots)

Killer, 0.1kg, A0 F- S0, ♀4R ♥1/0 ♀ Drill and eat ½D.

Description: Long, thin, silvery spiral shells driven horizontally by the strong wind.

Referee's Notes: Giks are little flying drill-bits which are blown about on the strong winds which are common on their native world. They have extremely tough, yet flexible shells, containing the creature's soft body.

When a Gik shell impacts a hard surface, tiny claws around the tip dig in and it begins screwing into the surface. The tip then splits, to allow the Gik itself to extend its mouthparts and begin eating away at its host (whether this be a rock, a creature or an armoured exploration vehicle). Once sufficiently fed, the asexual Gik divides into two creatures, one of which begins exuding minerals to form a new shell, before dropping off into the wind again.

Habitat: Giks may be native to any harsh, windswept world.

101. Jerard's Algae

Jungle (rare, 1)

Plant, 0.1kg, A3 F0 S0, ♀2 ♥2/0 ♀

Focused light beams.

Description: A translucent blue-green crystalline outcrop, sparkling in the sunlight.

Referee's Notes: The crystals are exuded by tiny blue-green algae on the rock beneath. The algae use the crystals to focus the weak light of the jungle floor for their own photosynthesis. If a nearby tree falls, or the crystals are otherwise exposed to strong light, they become a lasing foci, damaging the algae but releasing randomly directed focused energy. The wavelength of the light can vary, occasionally being a very hot visible beam or an intense ultra-violet beam. The former is relatively harmless (although it may scare PCs) while the latter cannot be seen, but can cause temporary blindness.

Habitat: These algae are primarily found in the shadowy ground beneath a dense jungle canopy. Related species have been found in other, low light situations.

102. Wallard's Limpet

Urban (rare, 1)

Intermittent, 2kg, F- A- S¼, ♀0 ♥3/0 ♀-

Description: A blue-green gelatinous blob with no visible limbs, mouth or sense organs.

Referee's Notes: Starting life as an inconspicuous 'droplet', a Limpet homes in on laundry, approaching through ventilation ducts, etc. The droplet then grows rapidly, feeding on the laundry detritus, skin particles, etc. to become a huge blob. Its excretions will stain the laundry blue-green, before it divides into several hundred new droplets, which crawl off to find new laundry to stain.

Imperial researchers have been unable to identify the purpose of this organism, nor how it evolved. It is rumoured that it may be the result of a failed bio-warfare experiment.

Habitat: Laundry baskets.

Index and Glossary

Alphabetical index to the lifeforms by habitat and terrain

Index by Habitat

#	Name	Type	Terrain	Prevalence	Pg.
Land					
1	Aastita	Chaser	Cave, prairie, rough	Common	7
2	Bondee	Grazer	Forest, prairie	Uncommon	7
3	Chert Cat	Chaser	Cave, prairie	Rare	7
4	Cliktas	Carrion Eater	Rough	Uncommon	8
5	Curlak Beetle	Eater	Forest, jungle	Uncommon	8
6	Dravanzar	Eater	Ice Plains	Uncommon	8
7	Drawlree	Gatherer	Forest, jungle	Very rare	9
8	Emdille	Hunter	Forest, rough	Rare	9
9	Feakhefourar	Pouncer	Forest, prairie, rough	Rare	9
10	Fyirian Lazek	Killer	Forest, mountain	Very rare	9
11	Gorm	Hunter	Jungle	Uncommon	10
12	Grasroller	Grazer	Prairie	Common	10
13	Haeran Rat	Gatherer	Forest, jungle	Common	11
14	Horsall	Intermittent	Prairie	Common	11
15	Krunner	Carrion Eater	Any (land)	Common	11
16	Long-Toothed Jiger	Pouncer	Forest, jungle, prairie, rough	Rare	12
17	Macfoon	Intermittent	Forest, jungle	Uncommon	12
18	Mazuker	Intermittent	Urban	Rare	12
19	Mimicant	Intermittent	Jungle, marsh, river	Uncommon	12
20	Natspine	Intermittent	Forest, jungle, rough	Uncommon	12
21	Nosecut	Hunter	Forest, prairie, rough	Uncommon	13
22	Oluem	Eater	Forest, prairie	Rare	13
23	Pandyflo	Eater	Jungle	Common	14
24	Pit Jumper	Trapper	Prairie, rough	Uncommon	14
25	Plagiwasp	Pouncer	Forest	Uncommon	14
26	Porforis	Siren	Forest, rough	Uncommon	15
27	Quarin	Killer	Prairie, rough	Uncommon	15
28	Saborian	Hunter	Forest, jungle	Uncommon	15
29	Sand Siren	Trapper	Beach, marsh, prairie	Uncommon	15
30	Scuttlebug	Gatherer	Prairie	Common	16
31	Sleethe	Grazer	Marsh, prairie	Uncommon	16
32	Snaksnapyr	Grazer	Cave, mountain, rough	Uncommon	17
33	Snow Skipper	Hunter	Ice Plain	Rare	17
34	Stumpswarmers	Siren/Eater	Jungle, marsh, river	Uncommon	17
35	Sweating Hoglet	Grazer	Prairie	Common	17
36	Takyan	Pouncer	Forest, jungle	Rare	18
37	Talquil	Eater	Forest	Uncommon	18
38	Talspik	Trapper	Forest, jungle, rough	Uncommon	18
39	Talyrm	Filter	Desert	Uncommon	19
40	T'ark'qua's Bane	Pouncer	Rough, urban	Common	19
41	Telig's Crab	Gatherer	Prairie, rough	Common	19
42	Toggin	Gatherer	Cave, rough	Uncommon	20
43	Vorodon	Intermittent	Prairie, rough	Uncommon	20
44	Wabbit	Grazer	Prairie	Common	20
45	Whirr	Killer	Forest, prairie, rough	Rare	21
46	'Yoo Rat	Gatherer	Marsh, swamp	Common	21
47	Vultut	Intermittent	Forest, ruins, urban	Rare	20
Amphibian					
48	Draaon	Pouncer	Beach, marsh, swamp	Rare	22

49	Dylan's Newt	Hunter	Forest, marsh, river	Uncommon	22
50	Hammermaw	Hunter	Beach, marsh, river	Uncommon	22
51	Marioche	Killer	Beach, marsh, river	Rare	23
52	Medrok	Gatherer	River	Uncommon	23
53	Pargil	Reducer	Any (land or sea)	Uncommon	23
54	Sartenal	Reducer	Beach, marsh, shallows, swamp	Uncommon	24
55	Waterskat	Hunter	Marsh, river	Uncommon	24
56	Widow's Scharm	Intermittent	River	Rare	24

Aquatic

57	Deep Sea Diner	Gatherer	Bottom, depths	Rare	25
58	House Snail	Eater	River, shallows	Uncommon	25
59	Motherfish	Gatherer	Depths, shallows	Uncommon	25
60	Ribbonwyrn	Pouncer	River, shallows	Rare	26
61	Sea Bulb	Eater	Depths, shallows, surface	Common	26
62	Smoom	Hunter	Marsh, shallows	Uncommon	26
63	Tragyar	Filter	Bottom, depths, surface	Uncommon	27
64	Veedifung	Pouncer	Shallows, surface	Uncommon	27

Flyer

65	Azzanti	Intermittent	Forest, rough	Uncommon	28
66	Baladragon	Pouncer	Cave, mountain, rough	Very rare	28
67	Boldr Flyer	Filter	Air	Rare	28
68	Cloud Hopper	Plant	Air	Common	29
69	Flijer	Hijacker	Prairie	Uncommon	29
70	Flying Wempir	Killer	Air	Uncommon	29
71	Marsh Hawk	Pouncer	Beach, marsh	Rare	29
72	Oppenhar's Floaters	Grazer	Air	Common	30
73	Paracone	Killer	Air	Rare	30
74	Song Bug	Intermittent	Forest, jungle, rough	Uncommon	30
75	Valshur'lk	Grazer	Prairie	Common	31
76	Yark	Reducer	Cave, chasm, crater	Rare	31

Plant

77	Barbed Gorse	(Plant)	Forest, jungle	Uncommon	32
78	Cgiveg	(Plant)	Mountain, rough	Rare	32
79	Curleri	(Plant)	Prairie, rough	Uncommon	32
80	Deathfern	(Plant)	Forest, prairie, rough	Rare	32
81	Emily's Honey Tree	(Plant)	Forest, rough	Rare	33
82	Euphorbian Violet	(Plant)	Mountain, rough	Very rare	33
83	Honeygourd	(Plant)	Forest, jungle, prairie	Uncommon	34
84	Hypoxis	(Plant)	Mountain, rough	Rare	34
85	Lacar	Trapper	Forest, jungle	Rare	34
86	Mesl	(Plant)	Prairie, rough	Rare	35
87	Rat Wort	Trapper	Marsh, swamp	Uncommon	35
88	Scott's Downfall	(Plant)	Jungle, marsh, rough	Uncommon	35
89	Sunset Flower	(Plant)	Mountains, rough	Rare	35
90	Tengis Sni	(Plant)	Beach	Uncommon	36
91	Travos	(Plant)	Prairie	Common	36
92	Trilliap	Trapper	Forest	Rare	36
93	Viglass	(Plant)	Prairie	Rare	36
94	Wiffel	(Plant)	Jungle	Rare	37
95	Wow Grass	(Plant)	Prairie, rough	Rare	37
96	Xenocinth	(Plant)	Forest, jungle	Uncommon	37

Unusual

97	Bylabon	Parasite	Swamp	Rare	38
98	Cloparta	Parasite	Any	Very rare	38
99	Crarch	Flying Plant	Gas giant	Uncommon	39
100	Gik	Killer	Prairie	Rare	39
101	Jerard's Algae	Plant	Jungle	Rare	39
102	Wallard's Limpet	Intermittent	Urban	Rare	39

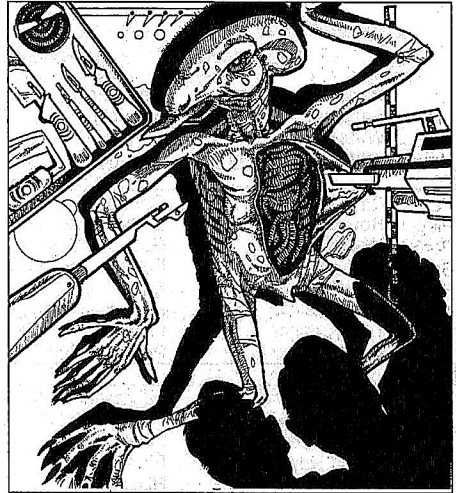
Creating Encounter Tables

The tables in this section can be used to generate encounter tables for your worlds. For a given terrain type, select a set of lifeforms (plants, the herbivores which eat the plants, and the predators which prey on the herbivores) and fit them into the encounter table according to their prevalence:

2D Roll	Prevalence
2	Rare / very rare
3	Uncommon / rare
4	Uncommon
5	Common / uncommon
6	Common
7	Common
8	Common
9	Common / uncommon
10	Uncommon
11	Uncommon / rare
12	Rare / very rare

Each terrain table includes the lifeform's type (Am. = Amphibian, Aq. = Aquatic, Fl. = Flyer) and prevalence (C = Common, U = Uncommon, R = Rare, V = Very Rare).

Note: The terrain types Air and Urban are not standard Traveller® terrains. Air indicates that a lifeform is airborne and is found flying or drifting over almost any type of surface terrain. Urban (which includes Ruin) indicates the lifeform is found in civilised areas.



"Okay, let's cut it open and see what makes it tick"

Deep Sea Diner	Aq. Gatherer	R
Tragyar	Aq. Filter	U
Cave		
Aastita	Chaser	C
Baladragon	Fl. Pouncer	V
Chert Cat	Chaser	R
Krunner	Carrion Eater	C
Pargil	Am. Reducer	U
Snaksnapyr	Grazer	U
Toggin	Gatherer	U
Yark	Fl. Reducer	R
Chasm. Crater		
Yark	Fl. Reducer	R
Depths		
Deep Sea Diner	Aq. Gatherer	R
Motherfish	Aq. Gatherer	U
Sea Bulb	Aq. Eater	C
Tragyar	Aq. Filter	U
Desert		
Cloparta	Parasite	V
Pargil	Am. Reducer	U
Talym	Filter	U
Forest		
Azzanti	Fl. Intermittent	U
Barbed Gorse	Plant	U
Bondee	Grazer	U
Curlak Beetle	Eater	U
Deathfern	Plant	R
Drawtree	Gatherer	V
Dylan's Newt	Am. Hunter	U
Erdille	Hunter	R
Emily's Honey Tree	Plant	R
Feakhefourar	Pouncer	R
Fyirian Lazek	Killer	R

Air		
Boldr Flyer	Fl. Filter	R
Cloud Hopper	Fl. Plant	C
Crarch	Fl. Plant	U
Flying Wempir	Fl. Killer	U
Oppenhar's Floaters	Fl. Grazer	C
Paracone	Fl. Killer	R
Beach		
Dragon	Am. Pouncer	R
Hammermaw	Am. Hunter	U
House Snail	Aq. Eater	U
Marioche	Killer	R
Marsh Hawk	Fl. Pouncer	R
Pargil	Am. Reducer	U
Ribbonwurm	Aq. Pouncer	R
Sand Siren	Trapper	U
Sartenal	Am. Reducer	U
Tengis Sni	Plant	U
Bottom		

Haeran Rat	Gatherer	C	Stumpswarmers	Siren/Eater	U
Honeygourd	Plant	U	Waterskat	Am. Hunter	U
Krunner	Carriion Eater	C	'Yoo Rat	Gatherer	C
Lacar	Plant Trapper	R	Mountain		
Long-Toothed Jiger	Pouncer	R	Baladraqon	Fl. Pouncer	V
Macfoon	Intermittent	U	Cgiveg	Plant	R
Natspine	Intermittent	U	Cloparta	Parasite	V
Nosecut	Hunter	U	Euphorbian Violet	Plant	V
Oluem	Eater	R	Fyirian Lazek	Killer	R
Pargil	Am. Reducer	U	Hypoxis	Plant	R
Plagiwasp	Pouncer	U	Krunner	Carriion Eater	C
Porforis	Siren	U	Pargil	Am. Reducer	U
Saborian	Hunter	U	Snaksnapyr	Grazer	U
Song Bug	Fl. Intermittent	U	Sunset Flower	Plant	R
Takyan	Pouncer	R	Prairie		
Talquil	Eater	U	Aastita	Chaser	C
Talspik	Intermittent	U	Bondee	Grazer	U
Trilliap	Trapper	R	Chert Cat	Chaser	R
Whirr	Killer	R	Cloparta	Parasite	V
Xenocinth	Plant	U	Curlier	Plant	U
Jungle			Deathfern	Plant	R
Barbed Gorse	Plant	U	Dravanzar	Eater [Ice Plains]	U
Curlak Beetle	Eater	U	Feakhefourar	Pouncer	R
Drawtree	Gatherer	V	Fliger	Fl. Hijacker	U
Gorm	Hunter	U	Grasroller	Grazer	C
Haeran Rat	Gatherer	C	Honeygourd	Plant	U
Honeygourd	Plant	U	Horsail	Intermittent	C
Jerard's Algae	Plant	R	Krunner	Carriion Eater	C
Krunner	Carriion Eater	U	Long-Toothed Jiger	Pouncer	R
Lacar	Plant Trapper	R	Mesl	Plant	R
Long-Toothed Jiger	Pouncer	R	Nosecut	Hunter	U
Macfoon	Intermittent	U	Oluem	Eater	R
Mimicant	Intermittent	U	Pargil	Am. Reducer	U
Natspine	Intermittent	U	Pit Jumper	Trapper	U
Pandyflo	Eater	C	Quarin	Killer	U
Pargil	Am. Reducer	U	Sand Siren	Trapper	U
Saborian	Hunter	U	Scuttlebug	Gatherer	C
Scott's Downfall	Plant	U	Sleethe	Grazer	U
Song Bug	Fl. Intermittent	U	Snow Skipper	Hunter [Ice Plains]	R
Stumpswarmers	Siren/Eater	U	Sweating Hoglet	Grazer	C
Takyan	Pouncer	R	Telig's Crab	Gatherer	C
Talspik	Intermittent	U	Travos	Plant	C
Wiffel	Plant	R	Valshur'lk	Fl. Grazer	C
Xenocinth	Plant	U	Viglass	Plant	R
Marsh			Vorodon	Intermittent	U
Dragoon	Am. Pouncer	R	Wabbit	Grazer	C
Dylan's Newt	Am. Hunter	U	Whirr	Killer	R
Hammermaw	Am. Hunter	U	Wow Grass	Plant	R
Krunner	Carriion Eater	C	River		
Marioche	Am. Killer	R	Dylan's Newt	Am. Hunter	U
Marsh Hawk	Fl. Pouncer	R	Hammermaw	Am. Hunter	U
Mimicant	Intermittent	U	House Snail	Aq. Eater	U
Pargil	Am. Reducer	U	Marioche	Am. Killer	R
Rat Wort	Plant Trapper	U	Medrok	Am. Gatherer	U
Sand Siren	Trapper	U	Mimicant	Intermittent	U
Sartenal	Am. Reducer	U	Pargil	Am. Reducer	U
Scott's Downfall	Plant	U	Ribbonwyrmm	Aq. Pouncer	R
Sleethe	Grazer	U	Stumpswarmers	Siren/Eater	U
Smoom	Aq. Hunter	U	Waterskat	Am. Hunter	U

Widow's Scharm	Am. Intermittent	R
Rough		
Aastita	Chaser	C
Azzanti	Fl. Intermittent	U
Baladragon	Fl. Pouncer	V
Cgiveg	Plant	R
Cliktas	Carrion Eater	U
Cloparta	Parasite	V
Curleri	Plant	U
Deathfern	Plant	R
Emily's Honey Tree	Plant	R
Emdille	Hunter	R
Euphorbian Violet	Plant	V
Feakhefourar	Pouncer	R
Hypoxis	Plant	R
Krunner	Carrion Eater	C
Long-Toothed Jiger	Pouncer	R
Mesl	Plant	R
Nat spine	Intermittent	U
Nosecut	Hunter	U
Pargil	Am. Reducer	U
Pit Jumper	Trapper	U
Porforis	Siren	U
Quarin	Killer	U
Scott's Downfall	Plant	U
Snaksnapyr	Grazer	U
Song Bug	Fl. Intermittent	U
Sunset Flower	Plant	R
Talspik	Intermittent	U
T'ark'qua's Bane	Pouncer	C
Telig's Crab	Gatherer	C

Taggin	Gatherer	U
Vorodon	Intermittent	U
Whirr	Killer	R
Wow Grass	Plant	R
Shallows		
Motherfish	Aq. Gatherer	U
Pargil	Am. Reducer	U
Sartenal	Am. Reducer	U
Sea Bulb	Aq. Eater	C
Smoom	Aq. Hunter	U
Veedifung	Aq. Pouncer	U
Surface		
Sea Bulb	Aq. Eater	C
Tragyar	Aq. Filter	U
Veedifung	Aq. Pouncer	U
Swamp		
Bylabon	Parasite	R
Cloparta	Parasite	V
Dragoon	Am. Pouncer	R
Krunner	Carrion Eater	C
Pargil	Am. Reducer	U
Rat Wort	Plant Trapper	U
Sartenal	Am. Reducer	U
'Yoo Rat	Gatherer	C
Urban		
Cloparta	Parasite	V
Krunner	Carrion Eater	C
Mazuker	Intermittent	R
T'ark'qua's Bane	Pouncer	C
Vultut	Intermittent	R
Wallard's Limpet	Intermittent	R

Glossary

The following simple explanations of terms used in this book are not necessarily the strict definitions used in normal Terran biology.

Arthropod - Lifeform without a spine, with a segmented body, jointed limbs, and external skeleton, e.g. insects, spiders, crustaceans.

Asexual - Lifeform with no sexual organs, capable of reproducing without needing to fuse male and female genetic material.

Bisexual - See Hermaphrodite.

Carcinogenic - Induces cancer.

Cephalopod - Lifeform which protects part of its body within a shell, with a distinct tentacled head, e.g. octopus, squid, cuttlefish.

Crustacean - Lifeform, normally aquatic, which protects part of its body within a hard shell, e.g. crab, lobster, shrimp.

Digitigrade - Walks on its toes.

Hermaphrodite - Lifeform with both male and female sexual organs, which may fertilise itself, or need cross-fertilisation from others of

its kind, e.g. Terran flowers often contain both the male (pollen-producing) stamen, and female (receiving) carpels.

Invertebrate - Lifeform with no backbone.

Mammal - Lifeform which suckles its young.

Marsupial - Lifeform which carries its young in a pouch within its body.

Oviparous - Lifeform which lays eggs outside its body, from which the young hatch, e.g. Terran birds and most reptiles.

Ovoviviparous - Lifeform which produces eggs which develop and hatch within its body such that it gives birth to live young, e.g. some Terran snails, snakes and fish.

Saprophyte - Lifeform which lives on dead or decayed organic matter, e.g. fungi such as Penicillium.

Vertebrate - Lifeform with a backbone.

Viviparous - Lifeform which gives birth to live young, e.g. humans and other mammals.

A supplement for Marc Miller's Traveller®

Crawling across wind-whipped desert...

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