

BROKEN WORTH



CREATURE GUIDE

BROKEN URTHE



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

Along with brand new species, there are the normal creatures we have in our real world century. There are also some creatures from prehistoric times included. Each creature has their statistics along with a brief description. Although levels are optional, I included them to better help you prepare adventures. Each creature also lists the various habitats in which they live.

With exception to the brand new species, the others have some extra information. If you want a world where a normal black bear does not exist, there is an alternate name provided on the upper left in parenthesis.



So instead of running into a black bear, one would encounter a *bahtho*. They are similar to a black bear except they are covered in orange feathers. Their eyes are also silver in color. They still have the characteristics of a black bear, but will provide your world with a unique looking creature that may have mutated slightly over the centuries. Feel free to use one or the other. Maybe you want both black bears and *bahthos* roaming the land.

Aklasaurus

Stamina:	96	Speed:	100'
Protection:	9	Stage:	Animal
Hit:	7	Size:	25' tall
Attacks:	1 bite	Defenses:	E:12/M:8/R:11/S:12/T:10
Damage:	2d6	Level:	12

These 25 foot tall reptiles look similar to a brontosaurus of ancient past. They are dark brown in color with a light brown underbelly. They are herbivores that live mainly in rivers and lakes. They often hide beneath the water, with their head just above the surface. When their prey comes close to shore, their head and neck will emerge from the water and attempt to bite the prey. They sometimes eat tree leaves as well. Habitat: Rivers, Lakes, Forests, Plains, Swamps, Jungle Forests, Jungle Swamps

Algorum

Stamina:	48	Speed:	120'
Protection:	3	Stage:	Industrial
Hit:	10	Size:	6' tall
Attacks:	1 bite or 1 weapon	Defenses:	E:7/M:9/R:8/S:10/T:7
Damage:	1d6 bite or weapon	Level:	6

Algorum are alligator humanoids that stand around 6 feet tall. They have light green scales with a brownish skin on their bellies and under tail. Their eyes vary in color but usually are reddish orange. They fear technology and refuse to use anything other than simple tools, melee weapons and bows. Habitat: Forests, Plains, Swamps, Jungle Forests, Jungle Swamps

Ant, Giant

(*Antodya*)

Stamina:	16	Speed:	180'
Protection:	-1	Stage:	Animal
Hit:	10	Size:	2' long
Attacks:	1 bite	Defenses:	E:6/M:3/R:-/S:7/T:3
Damage:	1d6	Level:	2

A huge red ant with a poisonous bite. One must make a toxin defense test or suffer double damage. *Mutation: The antodya seems to be a large, mutant ant. They are covered in bright blue-green skin. They have eyes that are silver in color.* Habitat: Indoors, Underground, Forests, Hills, Plains, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills

Ant, Giant, Fire

(*Anusek*)

Stamina:	16	Speed:	120'
Protection:	-1	Stage:	Animal
Hit:	10	Size:	3' long
Attacks:	1 bite / 1 spray	Defenses:	E:5/M:3/R:-/S:6/T:7
Damage:	1d4 bite / 1d6 spray	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. If one is sprayed by this creature, they will only suffer damage by the flames if they cannot make a defense test for energy. Usually one can extract a gallon of gasoline-like liquid from the bodies of these creatures. *Mutation: The anusek seems to be a large, mutant ant. They are covered in deep gray scales. They have eyes that are yellow in color.* Habitat: Indoors, Underground, Forests, Hills, Mountains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Antlerg

Stamina:	24	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	10	Size:	6' tall
Attacks:	1 claw / 1 antler	Defenses:	E:5/M:3/R:9/S:9/T:4
Damage:	1d4 claw / 1d6 antler	Level:	3

These 6 foot tall bipedal deer stand upright and are very muscular. They have huge antlers and claws on their feet and hands. Their skin is dark brown, covered with light brown fur. They are quite savage; attacking anything they deem a threat. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Forests, Hills, Mountains, Swamps

Ape, Beast

Stamina:	32	Speed:	90'
Protection:	2	Stage:	Animal
Hit:	11	Size:	9' tall
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:2/R:-/S:10/T:6
Damage:	1d6 claw / 1d8 bite	Level:	4

This creature looks similar to an ape but with huge fangs and dark green scales. Habitat: Radiated Areas, Wastelands, Jungle Forests, Jungle Mountains, Jungle Swamps

Ape, Infected

Stamina:	40	Speed:	120'
Protection:	2	Stage:	Instinctual
Hit:	10	Size:	7' tall
Attacks:	1 claw	Defenses:	E:6/M:-/R:-/S:7/T:13
Damage:	1d6	Level:	5

This ape-like creature is covered in dark red fur with bright yellow eyes. They are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. Anyone bitten by them will need to make a defense test for toxins or become like them in 3d6 hours (attacking anyone that is not infected). A toxshot is known to remove the effects. Habitat: Indoors, Underground, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Swamps

Armor Dilo

Stamina:	32	Speed:	120'
Protection:	5	Stage:	Animal
Hit:	10	Size:	6' long
Attacks:	1 claw / 1 bite	Defenses:	E:9/M:4/R:-/S:8/T:5
Damage:	1d4 claw / 1d6 bite	Level:	4

These 6 foot long mutated armadillos are quite large and have patchy tints of brown all over their bodies. Their eyes are yellow during the day and bright yellow at night, allowing them to see heat patterns up to 90 feet. They are strictly carnivores and will usually only attack things their size or smaller. They will attempt to go after bigger prey, but only when in a pack. Habitat: Deserts, Radiated Areas, Wastelands

Atlantix

Stamina:	48	Speed:	Swim 180'
Protection:	4	Stage:	Primitive
Hit:	7	Size:	9' long
Attacks:	1 claw or 1 weapon	Defenses:	E:7/M:8/R:11/S:10/T:11
Damage:	1d8 claw or weapon	Level:	6

These 9 foot long creatures mainly dwell in the sea and they have light brown scales with dark brown hair on their heads. They resemble mermen from ancient pictures, but have sharp claws and more of a fish looking face. Their fins have blackened spots on them. They will often attack small fishing vessels, not for food, but for simple trinkets and items. They generally make their homes in sunken ships. Habitat: Oceans

Attoid

Stamina:	32	Speed:	120'
Protection:	0	Stage:	Modern
Hit:	9	Size:	5' tall
Attacks:	1 weapon	Defenses:	E:6/M:7/R:-/S:8/T:6
Damage:	weapon	Level:	4

These humanoid insects have evolved to stand around 5 feet tall. They are dark brown in color and have two black bulbous eyes. They have two antennae on their heads, which they use to telepathically communicate with each other. They may only do this telepathic communication when they are in line of sight of each other and no further than 10 feet away. They are immune to most diseases and poisons. They can figure out almost any technological device they come across. They love to trade goods and have little need for money. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Babuman

Stamina:	16	Speed:	120'
Protection:	-1	Stage:	Modern
Hit:	8	Size:	4' tall
Attacks:	1 claw or weapon	Defenses:	E:4/M:2/R:8/S:5/T:5
Damage:	1d4 or weapon	Level:	2

These intelligent humanoids have evolved from baboons into a technological society. They often are armed with lasers and will only use their claws if unarmed. They often build their settlements high up in trees. They can climb as fast as they move on land. Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Badger

(Badgegaph)

Stamina:	16	Speed:	60' (Burrow 30')
Protection:	0	Stage:	Animal
Hit:	10	Size:	3' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:0/R:7/S:7/T:3
Damage:	1-2 claw / 1-2 bite	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The badgegaph seems to be a mutant badger. They are covered in dirty white scales. They have eyes that are black in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps

Barbuga

Stamina:	72	Speed:	90' (Burrow 10')
Protection:	6	Stage:	Animal
Hit:	8	Size:	5' long
Attacks:	1 bite	Defenses:	E:8/M:10/R:-/S:12/T:8
Damage:	3d6	Level:	9

A large burrowing insect with huge jaws and a dark blue outer shell. Habitat: Indoors, Underground, Deserts, Forests, Hills, Plains, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills

Barracuda

(Barrugaph)

Stamina:	16	Speed:	Swim 300'
Protection:	-3	Stage:	Animal
Hit:	10	Size:	5' long
Attacks:	1 bite	Defenses:	E:6/M:0/R:7/S:6/T:5
Damage:	2d4	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The barrugaph seems to be a mutant barracuda. They are covered in rich brown feathers. They have one eye that is tan in color.* Habitat: Oceans

Barvul

Stamina:	68	Speed:	90'
Protection:	0	Stage:	Primitive
Hit:	8	Size:	7' tall
Attacks:	weapon	Defenses:	E:9/M:4/R:10/S:8/T:5
Damage:	weapon	Level:	4

The barvul are a primitive race of humanoids that travel in packs and use spears, bows, or clubs to hunt with. Their skin is light purple in color and they have black hair. They have three eyes on their head that vary from brown to green. They often wear skins but sometimes fine ancient military clothing as well. They sometime tame cave bears as riding mounts. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bat

(Buzaoy)

Stamina:	4	Speed:	10' (Fly 240')
Protection:	-3	Stage:	Animal
Hit:	12	Size:	1' wide
Attacks:	1 bite	Defenses:	E:3/M:2/R:4/S:3/T:4
Damage:	1	Level:	0

This is a creature from Urthe's past that still exists today. *Mutation: The buzaoy seems to be a mutant bat. They are covered in dirty blue scales and have thick blue-green insect-like wings. They have 7 eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bat, Giant

(Badap)

Stamina:	8	Speed:	30' (Fly 180')
Protection:	-2	Stage:	Animal
Hit:	11	Size:	3' wide
Attacks:	1 bite	Defenses:	E:4/M:1/R:-/S:6/T:5
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The badap seems to be a large, mutant bat. They are covered in dull violet scales and have purple insect-like wings. They have one eye that is blue-green in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bat, Vampire

(Batile)

Stamina:	16	Speed:	30' (Fly 180')
Protection:	-1	Stage:	Animal
Hit:	9	Size:	2' wide
Attacks:	1 bite	Defenses:	E:8/M:2/R:5/S:6/T:3
Damage:	1d4	Level:	2

These large bats will latch on to its prey if they succeed at biting. If they are not removed, they will drain the victim's blood causing 1d8 damage per round. *Mutation: The batile seems to be a mutant bat. They are covered in light orange fur and have deep orange bat-like wings. They have eyes that are red in color.* Habitat: Snowy Forests, Indoors, Underground, Forests, Jungle Forests

Battanor

Stamina:	16	Speed:	60' (Fly 200')
Protection:	-3	Stage:	Primitive
Hit:	9	Size:	3' tall
Attacks:	1 weapon	Defenses:	E:4/M:5/R:4/S:6/T:3
Damage:	weapon	Level:	2

These humanoid bats live in cave settlements and use weapons like swords and spears. They are white in color and only travel at night. They are very sensitive to bright light and they would suffer a 4 penalty to attacks if exposed to it. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bear, Black

(Bahtho)

Stamina:	32	Speed:	120'
Protection:	1	Stage:	Animal
Hit:	10	Size:	6' tall
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:6/R:9/S:6/T:9
Damage:	1d4 claw / 1d6 bite	Level:	4

This is a creature from Urthe's past that still exists today. *Mutation: The bahtho seems to be a mutant bear. They are covered in rich orange feathers. They have eyes that are silver in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Forests, Hills, Mountains, Swamps

Bear, Brown**(*Bebuoc*)**

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	6	Size:	9' tall
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:4/R:8/S:7/T:7
Damage:	1d6 claw / 1d8 bite	Level:	6

This is a creature from Urthe's past that still exists today. *Mutation: The bebuoc seems to be a mutant bear. They are covered in dark black feathers. They have eyes that are blue in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Forests, Hills, Mountains, Swamps

Bear, Cave**(*Bearuthet*)**

Stamina:	56	Speed:	120'
Protection:	5	Stage:	Animal
Hit:	7	Size:	12' tall
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:5/R:10/S:11/T:11
Damage:	1d8 claw / 1d10 bite	Level:	7

This is a creature from Urthe's past that still exists today. *Mutation: The bearuthet seems to be a mutant bear. They are covered in shiny white skin. They have eyes that are violet in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground, Forests, Hills, Mountains

Bear, Polar**(*Bezes*)**

Stamina:	72	Speed:	120' (Swim 90')
Protection:	6	Stage:	Animal
Hit:	4	Size:	14' tall
Attacks:	1 claw / 1 bite	Defenses:	E:9/M:6/R:11/S:9/T:10
Damage:	1d10 claw / 1d12 bite	Level:	9

This is a creature from Urthe's past that still exists today. *Mutation: The bezes seems to be a mutant bear. They are covered in green fur. They have eyes that are tan in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Rivers, Lakes, Forests, Hills, Mountains, Plains

Beaver, Giant**(*Bealha*)**

Stamina:	32	Speed:	60' (Swim 120')
Protection:	0	Stage:	Animal
Hit:	9	Size:	6' long
Attacks:	1 bite	Defenses:	E:5/M:4/R:8/S:6/T:7
Damage:	2d6	Level:	4

This is a creature from Urthe's past that still exists today. *Mutation: The bealha seems to be a large, mutant beaver. They are covered in thick yellow skin. They have eyes that are purple in color.* Habitat: Snowy Forests, Snowy Hills, Rivers, Lakes, Forests, Hills

Beetle, Giant**(*Beetuwid*)**

Stamina:	40	Speed:	60'
Protection:	3	Stage:	Animal
Hit:	9	Size:	9' long
Attacks:	1 bite	Defenses:	E:8/M:7/R:-/S:9/T:7
Damage:	3d6	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The beetuwid seems to be a large, mutant beetle. They are covered in dull violet scales. They have eyes that are orange in color.* Habitat: Indoors, Underground, Forests, Hills, Mountains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Beetle, Giant, Acid

Stamina:	24	Speed:	90'
Protection:	0	Stage:	Animal
Hit:	7	Size:	4' long
Attacks:	1 spray	Defenses:	E:7/M:3/R:7/S:8/T:6
Damage:	2d6	Level:	3

These large beetles are light green in color. They attack with an acid spray that will destroy items 30% of the time. Usually a gallon of this acid can be extracted from the corpses of these insects. Habitat: Snowy Forests, Snowy Hills, Forests, Hills, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Beetle, Giant, Water

(*Beshe*)

Stamina:	32	Speed:	30' (Swim 120')
Protection:	-1	Stage:	Animal
Hit:	7	Size:	6' long
Attacks:	1 bite	Defenses:	E:5/M:4/R:9/S:8/T:9
Damage:	2d6	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The beshe seems to be a large, mutant beetle. They are covered in rich gray scales. They have eyes that are brown in color.* Habitat: Rivers, Lakes

Bird Beast

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	10	Size:	8' tall
Attacks:	1 claw / 1 bite	Defenses:	E:6/M:8/R:-/S:8/T:7
Damage:	1d6 claw / 1d4 bite	Level:	6

These large humanoid creatures are covered in red feathers but have bear-like claws. They have a head of a large hawk with a powerful beak. Habitat: Indoors, Underground, Forests, Mountains, Swamps, Radiated Areas, Wastelands

Boar

(*Boabbe*)

Stamina:	32	Speed:	150'
Protection:	1	Stage:	Animal
Hit:	7	Size:	3' long
Attacks:	1 bite	Defenses:	E:6/M:5/R:10/S:9/T:5
Damage:	1d8	Level:	4

This is a creature from Urthe's past that still exists today. *Mutation: The boabbe seems to be a mutant boar. They are covered in shiny silver scales. They have eyes that are purple in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Plains, Deserts, Forests, Hills, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Boar, Giant

(*Boufghe*)

Stamina:	56	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	6	Size:	5' long
Attacks:	1 bite	Defenses:	E:10/M:8/R:-/S:11/T:8
Damage:	2d6	Level:	7

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The boufghe seems to be a large, mutant boar. They are covered in rich blue-green fur. They have eyes that are gold in color.* Habitat: Snowy Forests, Snowy Hills, Forests, Hills, Swamps, Radiated Areas, Wastelands, Jungle Hills, Jungle Swamps

Boargul

Stamina:	64	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	6	Size:	6' tall
Attacks:	1 claw / 1 tusk	Defenses:	E:7/M:6/R:12/S:9/T:17
Damage:	1d8 claw / 1d6 tusk	Level:	8

These 6 foot tall bipedal boars mainly hunt the forest and jungles. Their skin is a light green with dark green fur. Their eyes are black during the day but glow green at night, allowing them to see heat patterns up to 90 feet away. Their tusks are white with green ooze flowing from the tips. Anyone hit with the tusks must make a defense test for toxins or suffer 1d4 damage per round from the venom. This will keep happening until the poison is cured. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Forests, Hills, Mountains, Swamps

Boghound

Stamina:	40	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	8	Size:	6' long
Attacks:	1 bite	Defenses:	E:6/M:6/R:10/S:9/T:6
Damage:	1d6	Level:	5

These dog-like creatures have dark brown scaled and huge fangs. They often walk the swamps but sometimes lurk on the shores of rivers and lakes, awaiting prey. Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Bruk

Stamina:	32	Speed:	150'
Protection:	1	Stage:	Animal
Hit:	7	Size:	5' tall
Attacks:	1 charge	Defenses:	E:8/M:3/R:-/S:6/T:8
Damage:	1d10	Level:	4

These mutant cows are often raised for the meat market. They have orange fur with white horns on their head. Habitat: Deserts, Forests, Hills, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Swamps

Buffalo

(**Bukith**)

Stamina:	40	Speed:	150'
Protection:	0	Stage:	Animal
Hit:	10	Size:	5' tall
Attacks:	1 charge	Defenses:	E:8/M:7/R:11/S:10/T:8
Damage:	1d8	Level:	5

This is a creature from Urthe's past that still exists today. *Mutation: The bukith seems to be a mutant buffalo. They are covered in dirty green fur. They have eyes that are black in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bull, Slime

Stamina:	64	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	5	Size:	5' tall
Attacks:	1 horn or 1 spray	Defenses:	E:7/M:9/R:-/S:11/T:10
Damage:	2d12 or 1d20	Level:	8

These blood red bulls have yellow eyes and green slime dripping from their mouth. They usually attack with horns but may spit 25% of the time. The spit is heavily irradiated and anyone hit with it must make a defense test for radiation or suffer double damage. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Bumblebee, Giant**(Behtho)**

Stamina:	56	Speed:	60' (Fly 240')
Protection:	2	Stage:	Animal
Hit:	6	Size:	3' long
Attacks:	1 sting	Defenses:	E:9/M:5/R:-/S:9/T:10
Damage:	1d6	Level:	7

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone failing a toxin defense test will swell up for 2d4 hours and must remove all clothing to keep from suffocating. A toxshot can reduce this time by 1d4 hours. *Mutation: The behtho seems to be a large, mutant bee. They are covered in shiny blue skin and have bright tan insect-like wings. They have eyes that are yellowish-green in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Burtos

Stamina:	40	Speed:	120'
Protection:	1	Stage:	Primitive
Hit:	7	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:6/M:5/R:11/S:9/T:7
Damage:	weapon	Level:	5

This burtos are a tribe of humanoids that dwell in arctic areas. They have a bluish gray hue to their skin and seem to have adapted to the harsh cold. They generally do not attack others unless threatened, but they do go out and hunt larger animals for food. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Camel**(Cameleda)**

Stamina:	24	Speed:	210'
Protection:	-2	Stage:	Animal
Hit:	8	Size:	6' tall
Attacks:	1 bite	Defenses:	E:7/M:3/R:5/S:6/T:8
Damage:	1d4	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The cameleda seems to be a mutant camel. They are covered in thick red fur. They have 5 eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Plains, Deserts, Forests, Hills, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Canna

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Modern
Hit:	7	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:10/M:8/R:-/S:10/T:10
Damage:	weapon	Level:	6

The canna is a friendly race of desert dwelling humanoids that stand around 7 feet tall. Their skin is brownish yellow in color and their heads are smooth and hairless. They often do not leave the heat of the desert but allow other species to live in their settlements. They have a strong opinion on the rights of others and demand that all live in peace when within their borders. They are often nearby to settle disputes and they do so as fair as they can. They do not require much to survive so bribing them is almost impossible, keeping much crime out of their area. Habitat: Deserts, Radiated Areas, Wastelands

Cat**(Categha)**

Stamina:	4	Speed:	180'
Protection:	-5	Stage:	Animal
Hit:	10	Size:	2' long
Attacks:	1 claw / 1 bite	Defenses:	E:3/M:1/R:4/S:4/T:6
Damage:	1-2 claw / 1-2 bite	Level:	0

This is a creature from Urthe's past that still exists today. *Mutation: The categha seems to be a mutant cat. They are covered in deep gray skin. They have one eye that is yellow in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Catfish, Giant

(**Fishodo**)

Stamina:	72	Speed:	Swim 180'
Protection:	7	Stage:	Animal
Hit:	8	Size:	24' long
Attacks:	1 bite	Defenses:	E:8/M:8/R:14/S:8/T:9
Damage:	2d6	Level:	9

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bitten must make an agility test or be swallowed whole, where they will suffer 1d6 damage each round until they are freed or they free themselves. *Mutation: The fishodo seems to be a large, mutant fish. They are covered in deep gray fur. They have eyes that are white in color.* Habitat: Rivers, Lakes

Cave Man

Stamina:	16	Speed:	120'
Protection:	-1	Stage:	Primitive
Hit:	11	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:7/M:2/R:6/S:7/T:7
Damage:	weapon	Level:	2

These seem to be a reverse of human evolution. They look like primitive human with thicker skulls and hunched posture. They live in tribes, wear furs, and use spears and clubs to hunt. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Cave Tentacle

Stamina:	88	Speed:	30'
Protection:	6	Stage:	Animal
Hit:	4	Size:	10' tall
Attacks:	1 tentacle	Defenses:	E:12/M:9/R:12/S:11/T:11
Damage:	1d4	Level:	11

This gray bulbous mass of a creature has one enormous eye with a large mouth. It has 6 sticky tentacles that it uses to wrap around prey. Anyone hit by a tentacle must make a strength test or be pulled into the creature's mouth. They will suffocate in 1d6+5 rounds unless they can free themselves. They can attack from the inside if they can make a strength test that round, and the attack they make is an automatic hit. Habitat: Indoors, Underground

Centidon

Stamina:	72	Speed:	150'
Protection:	4	Stage:	Animal
Hit:	4	Size:	18' long
Attacks:	1 bite	Defenses:	E:11/M:7/R:-/S:12/T:12
Damage:	1d12	Level:	9

This creature looks like a giant centipede but is covered in a reddish colored fur. The head appears to be somewhat feline and has dark green spots covering it. It appears to have a diet of leaves and grass. Some have managed to take these creatures as riding beasts. Habitat: Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Centipede, Giant**(Centuchup)**

Stamina:	24	Speed:	180'
Protection:	-1	Stage:	Animal
Hit:	10	Size:	5' long
Attacks:	1 bite	Defenses:	E:5/M:5/R:-/S:9/T:8
Damage:	1d8	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bitten must make a defense test for toxin or die in 1d4 round. *Mutation: The centuchup seems to be a large, mutant centipede. They are covered in deep blue-green feathers. They have 7 eyes that are violet in color.* Habitat: Indoors, Underground, Forests, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Swamps

Centipede, Large**(Cenughu)**

Stamina:	8	Speed:	150'
Protection:	0	Stage:	Animal
Hit:	9	Size:	1' long
Attacks:	1 bite	Defenses:	E:5/M:1/R:-/S:7/T:3
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bitten must make a defense test for toxin or die in 1d4 round. *Mutation: The cenughu seems to be a large, mutant centipede. They are covered in bright purple feathers. They have 8 eyes that are violet in color, on each of their two heads* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Cheetah**(Cheetaphvu)**

Stamina:	24	Speed:	150' (Run 450')
Protection:	5	Stage:	Animal
Hit:	11	Size:	5' long
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:4/R:7/S:9/T:8
Damage:	1d4 claw / 1d6 bite	Level:	3

This is a creature from Urthe's past that still exists today. They also get a +2 to initiative. *Mutation: The cheetaphvu seems to be a mutant cheetah. They are covered in shiny purple skin. They have eyes that are green in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Chikunz

Stamina:	40	Speed:	60' (Fly 180')
Protection:	1	Stage:	Animal
Hit:	10	Size:	2' tall
Attacks:	1 beam	Defenses:	E:6/M:7/R:10/S:6/T:6
Damage:	1d6 beam	Level:	5

This bird is covered with orange scales and has two dark orange scales. It has a single eye on its head that will fire a laser beam of yellow energy. Habitat: Indoors, Underground, Rivers, Lakes, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Coboar

Stamina:	40	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	9	Size:	20' long
Attacks:	1 bite	Defenses:	E:6/M:3/R:-/S:6/T:14
Damage:	1d6	Level:	5

This creature appears to be a large cobra with purple and blue scales. The head is much like a cobra as well, but it has a snout and tusks that drip venom. Anyone bitten by this creature must make a defense test for toxins or die within 1d6 round. Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Crab, Giant

(Crabus)

Stamina:	24	Speed:	90'
Protection:	-1	Stage:	Animal
Hit:	8	Size:	4' wide
Attacks:	1 pincer	Defenses:	E:8/M:4/R:5/S:9/T:5
Damage:	1d8	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The crabus seems to be a large, mutant crab. They are covered in white fur. They have eyes that are orange in color.* Habitat: Rivers, Lakes, Swamps, Oceans, Jungle Swamps

Crabman

Stamina:	24	Speed:	90' (Swim 60')
Protection:	1	Stage:	Primitive
Hit:	8	Size:	8' tall
Attacks:	1 pincer or 1 weapon	Defenses:	E:8/M:3/R:6/S:9/T:5
Damage:	1d4 or weapon	Level:	3

These humanoid crabs are dark red in color with four yellow bulbous eyes. They often use knives, spears, or clubs as weapons. Habitat: Indoors, Underground, Swamps, Oceans, Jungle Swamps

Crayfish, Giant

(Crayaguf)

Stamina:	40	Speed:	60' (Swim 120')
Protection:	0	Stage:	Animal
Hit:	10	Size:	8' long
Attacks:	1 pincer	Defenses:	E:7/M:6/R:11/S:10/T:9
Damage:	2d6	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The crayaguf seems to be a large, mutant crayfish. They are covered in bright orange feathers. They have 5 eyes that are green in color.* Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Cricket, Large

(Crihku)

Stamina:	16	Speed:	60' (Jump 30')
Protection:	0	Stage:	Animal
Hit:	8	Size:	4' long
Attacks:	1 kick	Defenses:	E:8/M:2/R:6/S:7/T:3
Damage:	1d6	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The crihku seems to be a large, mutant cricket. They are covered in dull gold skin. They have eyes that are tan in color.* Habitat: Indoors, Underground

Crocodile

(Crocokiq)

Stamina:	24	Speed:	60' (Swim 120')
Protection:	0	Stage:	Animal
Hit:	7	Size:	15' long
Attacks:	1 bite / 1 tail	Defenses:	E:7/M:5/R:8/S:6/T:4
Damage:	2d4 bite / 1d10 tail	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The crocokiq seems to be a mutant crocodile. They are covered in dirty gold skin. They have eyes that are white in color.* Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Crocodile, Giant**(Crazoux)**

Stamina:	56	Speed:	60' (Swim 120')
Protection:	6	Stage:	Animal
Hit:	8	Size:	30' long
Attacks:	1 bite / 1 tail	Defenses:	E:8/M:8/R:11/S:10/T:8
Damage:	2d8 bite / 2d10 tail	Level:	7

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The crazoux seems to be a large, mutant crocodile. They are covered in yellowish-green skin. They have eyes that are forest-green in color.* Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Crow**(Crolhet)**

Stamina:	6	Speed:	10' (Fly 360')
Protection:	-2	Stage:	Animal
Hit:	10	Size:	4' wide
Attacks:	1 talon	Defenses:	E:7/M:0/R:5/S:7/T:2
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today. *Mutation: The crolhet seems to be a mutant crow. They are covered in thick orange feathers and have blue feathered wings. They have 4 eyes that are purple in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Crow, Giant**(Crupiq)**

Stamina:	8	Speed:	10' (Fly 270')
Protection:	-2	Stage:	Animal
Hit:	10	Size:	6' wide
Attacks:	1 talon	Defenses:	E:5/M:3/R:-/S:7/T:6
Damage:	1d8	Level:	1

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The crupiq seems to be a large, mutant crow. They are covered in dull yellowish-green scales and have dirty forest-green bat-like wings. They have eyes that are black in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Crox

Stamina:	48	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	9	Size:	8' tall
Attacks:	1 claw / 1 bite	Defenses:	E:9/M:6/R:-/S:11/T:-
Damage:	1d6 claw / 1d8 bite	Level:	6

These bipedal lizards resemble ferocious crocodile humanoids and stand around 8 feet tall. They are immune to toxins & radiation, quite savage, and will attack almost anything they think is edible. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Cruler

Stamina:	40	Speed:	60'
Protection:	1	Stage:	Animal
Hit:	10	Size:	6' wide
Attacks:	1 bite	Defenses:	E:8/M:4/R:-/S:6/T:8
Damage:	2d4	Level:	5

These giant spiders look to be large tarantulas that are purple in color. They do not spin a web but simply hunt for prey. They are often captured and used as pack animals. Habitat: Indoors, Underground, Forests, Hills, Mountains, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains

Crystal Demon

Stamina:	80	Speed:	100'
Protection:	5	Stage:	Animal
Hit:	6	Size:	12' tall
Attacks:	1 claw	Defenses:	E:9/M:6/R:14/S:11/T:10
Damage:	2d8	Level:	10

No one knows where these 12 foot tall ice creatures came from, but they are only found in the very coldest regions. They compose of pure ice and look just like demons from ancient paintings. They are very aggressive but fear any type of fire, which can cause them to take triple damage. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Cyclops

Stamina:	40	Speed:	120'
Protection:	2	Stage:	Primitive
Hit:	10	Size:	7' tall
Attacks:	1 eye / 1 weapon	Defenses:	E:8/M:9/R:11/S:10/T:8
Damage:	2d6 eye / weapon	Level:	5

This brutish humanoid usually wears furs of slain bears and wields a club or axe. Their one eye is bright red in color and can fire a laser beam at their target. They are bald with a dark blue skin. Habitat: Snowy Hills, Snowy Mountains, Indoors, Underground, Hills, Mountains, Jungle Hills, Jungle Mountains

Darkwater Eye

Stamina:	88	Speed:	Swim 60'
Protection:	8	Stage:	Animal
Hit:	4	Size:	3' wide
Attacks:	1 beam	Defenses:	E:9/M:8/R:14/S:13/T:9
Damage:	2d12	Level:	11

This creature floats in the oceans. It looks like a huge eye but has a large mouth underneath. There are two long tentacles that it can grab prey with. It attacks from a red beam that comes from the eye. Habitat: Oceans

Dinosaur, Anatosaurus

(*Anuzueh*)

Stamina:	96	Speed:	120'
Protection:	9	Stage:	Animal
Hit:	3	Size:	30' tall
Attacks:	1 bite	Defenses:	E:11/M:7/R:11/S:11/T:10
Damage:	1d4	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The anuzueh seems to be a large, mutant anatosaurus. They are covered in thick silver skin. They have eyes that are blue-green in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Ankylosaurus

(*Ankani*)

Stamina:	72	Speed:	60'
Protection:	7	Stage:	Animal
Hit:	5	Size:	15' tall
Attacks:	1 bite	Defenses:	E:9/M:9/R:13/S:10/T:8
Damage:	3d6	Level:	9

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The ankani seems to be a large, mutant ankylosaurus. They are covered in bright white fur. They have eyes that are yellow in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Antrodemus**(Antrogach)**

Stamina:	120	Speed:	150'
Protection:	13	Stage:	Animal
Hit:	4	Size:	30' tall
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:9/R:13/S:12/T:12
Damage:	1d4 claw / 4d6 bite	Level:	15

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The antrogach seems to be a large, mutant antrodemus. They are covered in deep gray fur. They have eyes that are violet in color.* Habitat: Jungle Swamps

Dinosaur, Archelon**(Archucir)**

Stamina:	56	Speed:	30' (Swim 150')
Protection:	2	Stage:	Animal
Hit:	8	Size:	12' tall
Attacks:	1 bite	Defenses:	E:6/M:6/R:10/S:8/T:10
Damage:	2d6	Level:	7

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The archucir seems to be a large, mutant archelon. They are covered in light yellow scales. They have 8 eyes that are orange in color.* Habitat: Oceans

Dinosaur, Brachiosaurus**(Brakued)**

Stamina:	288	Speed:	60'
Protection:	17	Stage:	Animal
Hit:	3	Size:	60' tall
Attacks:	1 bite	Defenses:	E:15/M:11/R:17/S:15/T:15
Damage:	3d6	Level:	36

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The brakued seems to be a large, mutant brachiosaurus. They are covered in bright orange fur. They have eyes that are yellow in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Brontosaurus**(Brozes)**

Stamina:	240	Speed:	60'
Protection:	16	Stage:	Animal
Hit:	-1	Size:	70' tall
Attacks:	1 bite	Defenses:	E:15/M:10/R:14/S:16/T:15
Damage:	3d6	Level:	30

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The brozes seem to be a large, mutant brontosaurus. They are covered in thick white fur. They have eyes that are tan in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Camarasaurus**(Camarubej)**

Stamina:	160	Speed:	60'
Protection:	18	Stage:	Animal
Hit:	1	Size:	50' tall
Attacks:	1 bite	Defenses:	E:11/M:14/R:17/S:17/T:17
Damage:	2d6	Level:	20

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The camarubej seems to be a large, mutant camarasaurus. They are covered in deep silver feathers. They have eyes that are red in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Ceratosaurus **(Ceruphoix)**

Stamina:	64	Speed:	150'
Protection:	5	Stage:	Animal
Hit:	8	Size:	17' tall
Attacks:	1 claw / 1 bite	Defenses:	E:11/M:8/R:11/S:11/T:8
Damage:	1d6 claw / 3d6 bite	Level:	8

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The ceruphoix seems to be a large, mutant ceratosaurus. They are covered in vibrant purple scales. They have eyes that are white in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Cetiosaurus **(Cetiupho)**

Stamina:	192	Speed:	60'
Protection:	16	Stage:	Animal
Hit:	0	Size:	60' tall
Attacks:	1 bite	Defenses:	E:14/M:13/R:16/S:16/T:13
Damage:	3d6	Level:	24

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The cetiupho seems to be a large, mutant cetiosaurus. They are covered in bright forest-green scales. They have 4 eyes that are silver in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Dinichthys **(Dinibab)**

Stamina:	80	Speed:	210'
Protection:	7	Stage:	Animal
Hit:	6	Size:	25' tall
Attacks:	1 bite	Defenses:	E:11/M:7/R:10/S:13/T:11
Damage:	3d6	Level:	10

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The dinibab seems to be a large, mutant dinichthys. They are covered in thick gold feathers. They have eyes that are yellowish-green in color.* Habitat: Oceans

Dinosaur, Diplodocus **(Diplaxphu)**

Stamina:	192	Speed:	60'
Protection:	18	Stage:	Animal
Hit:	0	Size:	80' tall
Attacks:	1 bite	Defenses:	E:12/M:14/R:15/S:15/T:14
Damage:	3d6	Level:	24

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The diplaxphu seems to be a large, mutant diplodocus. They are covered in thick brown feathers. They have eyes that are gray in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Elamosaurus **(Eluphich)**

Stamina:	120	Speed:	150'
Protection:	10	Stage:	Animal
Hit:	5	Size:	50' tall
Attacks:	1 bite	Defenses:	E:13/M:12/R:13/S:13/T:14
Damage:	3d8	Level:	15

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The eluphich seems to be a large, mutant elamosaurus. They are covered in shiny blue-green feathers. They have 6 eyes that are forest-green in color.* Habitat: Rivers, Lakes, Oceans

Dinosaur, Gorgosaurus**(Goruchghi)**

Stamina:	104	Speed:	150'
Protection:	9	Stage:	Animal
Hit:	6	Size:	30' tall
Attacks:	1 claw / 1 bite	Defenses:	E:12/M:11/R:15/S:13/T:14
Damage:	1d4 claw / 4d6 bite	Level:	13

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The goruchghi seems to be a large, mutant gorgosaurus. They are covered in light yellowish-green skin. They have one eye that is purple in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Iguanadon**(Igiyge)**

Stamina:	48	Speed:	150'
Protection:	4	Stage:	Animal
Hit:	6	Size:	30' tall
Attacks:	1 claw / 1 bite	Defenses:	E:6/M:5/R:8/S:10/T:7
Damage:	1d4 claw / 2d4 bite	Level:	6

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The igiyge seems to be a large, mutant iguanadon. They are covered in rich orange scales. They have eyes that are gold in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Lambeosaurus**(Lamunilh)**

Stamina:	96	Speed:	120'
Protection:	10	Stage:	Animal
Hit:	3	Size:	20' tall
Attacks:	1 bite	Defenses:	E:9/M:10/R:13/S:14/T:12
Damage:	2d6	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The lamunilh seems to be a large, mutant lambeosaurus. They are covered in shiny green skin. They have eyes that are brown in color.* Habitat: Jungle Forests, Jungle Swamps

Dinosaur, Megalosaurus**(Meguhiep)**

Stamina:	96	Speed:	120'
Protection:	9	Stage:	Animal
Hit:	6	Size:	25' tall
Attacks:	1 bite	Defenses:	E:12/M:9/R:12/S:10/T:10
Damage:	3d6	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The meguhiep seems to be a large, mutant megalosaurus. They are covered in silver skin. They have eyes that are orange in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Dinosaur, Monoclonius**(Mitu)**

Stamina:	64	Speed:	60'
Protection:	3	Stage:	Animal
Hit:	5	Size:	18' tall
Attacks:	1 bite	Defenses:	E:7/M:6/R:10/S:12/T:12
Damage:	2d8	Level:	8

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The mitu seems to be a large, mutant monoclonius. They are covered in thick silver skin. They have eyes that are silver in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Dinosaur, Mosasaurus**(Mosasupow)**

Stamina:	96	Speed:	30' (Swim 150)
Protection:	7	Stage:	Animal
Hit:	5	Size:	50' tall
Attacks:	1 bite	Defenses:	E:9/M:10/R:14/S:14/T:14
Damage:	4d8	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The mosasupow seems to be a large, mutant mosasaurus. They are covered in dark green scales. They have eyes that are purple in color.* Habitat: Oceans

Dinosaur, Paleoscincus**(Pakech)**

Stamina:	72	Speed:	30'
Protection:	5	Stage:	Animal
Hit:	5	Size:	20' tall
Attacks:	1 bite	Defenses:	E:10/M:7/R:14/S:12/T:10
Damage:	2d6	Level:	9

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The pakech seems to be a large, mutant paleoscincus. They are covered in vibrant violet scales. They have 3 eyes that are orange in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Pentaceratops**(Peshe)**

Stamina:	96	Speed:	90'
Protection:	7	Stage:	Animal
Hit:	3	Size:	20' tall
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:9/R:12/S:14/T:12
Damage:	1d6 claw / 1d10 bite	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The peshe seems to be a large, mutant pentaceratops. They are covered in black scales. They have eyes that are green in color.* Habitat: Jungle Forests, Jungle Mountains, Jungle Swamps

Dinosaur, Plateosaurus**(Platuthueph)**

Stamina:	64	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	6	Size:	20' tall
Attacks:	1 bite	Defenses:	E:8/M:8/R:11/S:11/T:12
Damage:	2d6	Level:	8

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The platuthueph seems to be a large, mutant plateosaurus. They are covered in deep red scales. They have eyes that are tan in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Plesiosaurus**(Plesipho)**

Stamina:	160	Speed:	150'
Protection:	17	Stage:	Animal
Hit:	2	Size:	50' tall
Attacks:	1 bite	Defenses:	E:13/M:10/R:14/S:16/T:16
Damage:	3d6	Level:	20

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The plesipho seems to be a large, mutant plesiosaurus. They are covered in vibrant forest-green feathers. They have 8 eyes that are blue in color.* Habitat: Oceans

Dinosaur, Pteranodon**(Ptufaup)**

Stamina:	32	Speed:	30' (Fly 150')
Protection:	1	Stage:	Animal
Hit:	9	Size:	30' tall
Attacks:	1 bite	Defenses:	E:6/M:3/R:6/S:7/T:6
Damage:	2d4	Level:	4

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The ptufaup seems to be a large, mutant pteranodon. They are covered in bright gray feathers and have dark orange insect-like wings. They have eyes that are black in color.* Habitat: Jungle Hills, Jungle Mountains

Dinosaur, Stegosaurus**(Stegibwi)**

Stamina:	144	Speed:	60'
Protection:	16	Stage:	Animal
Hit:	1	Size:	25' tall
Attacks:	1 bite	Defenses:	E:10/M:10/R:14/S:15/T:14
Damage:	3d6	Level:	18

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The stegibwi seems to be a large, mutant stegosaurus. They are covered in deep gray skin. They have 4 eyes that are blue in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Styracosaurus**(Styrowu)**

Stamina:	80	Speed:	60'
Protection:	5	Stage:	Animal
Hit:	4	Size:	18' tall
Attacks:	1 bite	Defenses:	E:10/M:10/R:13/S:9/T:10
Damage:	2d8	Level:	10

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The styrowu seems to be a large, mutant styracosaurus. They are covered in thick gray scales. They have eyes that are violet in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Dinosaur, Teratosaurus**(Tewot)**

Stamina:	80	Speed:	180'
Protection:	5	Stage:	Animal
Hit:	4	Size:	20' tall
Attacks:	1 claw / 1 bite	Defenses:	E:11/M:8/R:12/S:10/T:13
Damage:	1d4 claw / 3d6 bite	Level:	10

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The tewot seems to be a large, mutant teratosaurus. They are covered in dull gold scales. They have 6 eyes that are silver in color.* Habitat: Jungle Forests, Jungle Hills

Dinosaur, Tricerotops**(Tricezsa)**

Stamina:	128	Speed:	90'
Protection:	14	Stage:	Animal
Hit:	1	Size:	24' tall
Attacks:	1 claw / 1 bite	Defenses:	E:12/M:11/R:16/S:16/T:15
Damage:	1d8 claw / 2d6 bite	Level:	16

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The tricezsa seems to be a large, mutant tricerotops. They are covered in vibrant blue-green scales. They have eyes that are blue in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dinosaur, Tyrannosaurus Rex**(Tyraggo)**

Stamina:	144	Speed:	150'
Protection:	14	Stage:	Animal
Hit:	1	Size:	50' tall
Attacks:	1 claw / 1 bite	Defenses:	E:14/M:11/R:16/S:14/T:14
Damage:	1d6 claw / 4d10 bite	Level:	18

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The tyraggo seems to be a large, mutant tyrannosaurus. They are covered in dark brown fur. They have eyes that are silver in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dog**(Doguveyor)**

Stamina:	24	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	9	Size:	3' tall
Attacks:	1 bite	Defenses:	E:4/M:3/R:6/S:6/T:4
Damage:	1d6	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The doguveyor seems to be a mutant dog. They are covered in bright silver fur. They have 4 eyes that are forest-green in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Swamps

Dolphin**(Dolphayauth)**

Stamina:	24	Speed:	Swim 300'
Protection:	0	Stage:	Animal
Hit:	9	Size:	12' long
Attacks:	1 bite	Defenses:	E:6/M:1/R:7/S:8/T:8
Damage:	2d4	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The dolphayauth seems to be a mutant dolphin. They are covered in dirty yellowish-green skin. They have eyes that are blue in color.* Habitat: Oceans

Dracoshark

Stamina:	16	Speed:	Swim 60'
Protection:	-1	Stage:	Animal
Hit:	9	Size:	3' long
Attacks:	1 bite	Defenses:	E:6/M:0/R:7/S:7/T:6
Damage:	1d6	Level:	2

These white sharks have two small horns on their heads. Habitat: Rivers, Lakes

Dragonfly, Giant**(Drucev)**

Stamina:	64	Speed:	10' (Fly 360')
Protection:	5	Stage:	Animal
Hit:	9	Size:	3' long
Attacks:	1 bite	Defenses:	E:8/M:7/R:-/S:10/T:9
Damage:	2d6	Level:	8

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They are fast gaining a +1 to their initiative rolls. *Mutation: The drucev seems to be a large, mutant dragonfly. They are covered in vibrant yellow skin and have thick forest-green bat-like wings. They have eyes that are black in color.* Habitat: Rivers, Lakes, Swamps, Radiated Areas, Wastelands, Jungle Swamps

Drakorian

Stamina:	64	Speed:	60' (Fly 240')
Protection:	3	Stage:	Animal
Hit:	7	Size:	35' long
Attacks:	1 bite / 1 sting	Defenses:	E:11/M:8/R:-/S:11/T:9
Damage:	2d8 bite / 1d6 sting	Level:	8

This is a very large lizard with shiny black scales and a huge scorpion-like tail. It has two feathered wings that are red in color. Anyone stung by this beast must make a defense test for toxin or die within 1d4 rounds. Habitat: Indoors, Underground, Deserts, Forests, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Mountains, Jungle Swamps

Draygun

Stamina:	80	Speed:	90' (Fly 240')
Protection:	6	Stage:	Animal
Hit:	7	Size:	48' tall
Attacks:	1 claw / 1 bite / 1 breathe	Defenses:	E:7/M:9/R:-/S:12/T:12
Damage:	1d8 claw / 1d10 bite / 1d12 breathe	Level:	10

From ancient stories of Urthe's past, these creatures have dark red scales and two large horns on its head. It can breathe fire up to 20' away. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground, Rivers, Lakes, Forests, Hills, Mountains, Radiated Areas, Wastelands, Oceans, Jungle Forests, Jungle Hills, Jungle Mountains

Draygun, Deep

Stamina:	120	Speed:	Swim 180'
Protection:	11	Stage:	Animal
Hit:	2	Size:	60' long
Attacks:	1 bite	Defenses:	E:9/M:10/R:12/S:13/T:11
Damage:	3d8	Level:	15

These giant sea serpents are usually about 50 feet to 60 feet long and are purplish in color. They not able to leave the sea so simply hunt near the shores. Some sailors have told tales about seeing these creatures wrapping around whales and crushing them to death. Deep Dragons can actually breathe fire like the ancient stories tell of other dragons. They do not use this ability too often as they save this deadly strike for wooden boats. The flame will consume a 20 feet area and cause 1d8 damage for 1d4 rounds. Habitat: Oceans

Draygun, Ice

Stamina:	80	Speed:	90'
Protection:	7	Stage:	Animal
Hit:	7	Size:	30' long
Attacks:	1 bite or 1 breathe	Defenses:	E:11/M:8/R:14/S:11/T:11
Damage:	2d8 bite / 3d6 breathe	Level:	10

These 30' long lizards have no skeletal system, but rely on the coldness of the air to form an icy exoskeleton. They are an icy color but you can see the tint of red muscle below the surface. Their body secretes a fluid that immediately starts to freeze, but there are other parts of the body that will emit enough heat to form joints. They will often attempt to bite their prey but will use their icy breathe attack if needed. Anyone hit with this breathe attack must make a defense test for energy or be frozen for 1d4 rounds. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Draygun, Ooze

Stamina:	80	Speed:	90' (Fly 240')
Protection:	6	Stage:	Instinctual
Hit:	4	Size:	40' tall
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:-/R:11/S:12/T:11
Damage:	1d8 claw / 1d10 bite	Level:	10

Drayguns are known to sleep for months at a time. It is not too uncommon that they get consumed by symbiotic ooze while they slumber. These creatures are the result of it. Habitat: Indoors, Underground

Draygur

Stamina:	40	Speed:	180'
Protection:	0	Stage:	Animal
Hit:	8	Size:	12' tall
Attacks:	1 claw	Defenses:	E:8/M:7/R:11/S:9/T:9
Damage:	1d6	Level:	5

These are 12 foot tall herbivores, resembling velociraptors, which tend to stay in packs of 20. They have brownish green scales with yellowish spots that run down its back and legs. They have horns protruding from their heads and reddish ridges on their backs. They are timid and will usually flee from areas of danger. They are easily trained and often used as mounts. They cannot stand cold weather and will die in 1d4 days if exposed to winter environments. They eat almost any kind of leaves and can detect when a plant is poisonous to them. Habitat: Forests, Hills, Mountains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dredlasaur

Stamina:	120	Speed:	120'
Protection:	10	Stage:	Animal
Hit:	3	Size:	22' tall
Attacks:	1 bite / 1 stomp	Defenses:	E:9/M:11/R:14/S:15/T:12
Damage:	2d6 bite / 4d8 stomp	Level:	15

This 22 foot long lizard is dark green in color with a dull yellow underbelly. Their eyes are bright yellow and only allow them to detect movement. They will attack anything that moves, if it is at least over 3 feet tall, and determine if it is meat afterward. Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Dydra

Stamina:	120	Speed:	Swim 180'
Protection:	12	Stage:	Animal
Hit:	2	Size:	40' long
Attacks:	1 bite or 1 beam	Defenses:	E:10/M:9/R:12/S:12/T:13
Damage:	3d8 bite / 2d6 beam	Level:	15

This eight headed serpent hunts the waters of rivers and lakes and is about 40 feet long. It has a dark green scaly skin with dark brown underbelly. They will always bite unless their enemy is out of range. If the enemy is out of range, they will shoot a beam of red energy from their eyes up to a range of 60'. If one is hit by this beam, they must make a defense test for energy or take double damage. If one does maximum damage (during their attack round) to the dydra, then a head is severed, destroyed, or disabled. Habitat: Rivers, Lakes

Eagle

Stamina:	16	Speed:	10' (Fly 300')
Protection:	1	Stage:	Animal
Hit:	10	Size:	6' wide
Attacks:	1 talon	Defenses:	E:8/M:1/R:5/S:6/T:4
Damage:	1d4	Level:	2

(*Eaglexa*)

This is a creature from Urthe's past that still exists today. *Mutation: The eaglexa seems to be a mutant eagle. They are covered in dark green scales and have white feathered wings. They have 7 eyes that are yellowish-green in color.* Habitat: Snowy Forests, Snowy Mountains, Rivers, Lakes, Forests, Mountains, Oceans

Eagle, Giant

Stamina:	32	Speed:	30' (Fly 480')
Protection:	2	Stage:	Animal
Hit:	9	Size:	20' wide
Attacks:	1 talon	Defenses:	E:7/M:2/R:10/S:7/T:8
Damage:	2d6	Level:	4

(*Eaglushuth*)

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The eaglushuth seems to be a large, mutant eagle. They are covered in light green feathers and have light white bat-like wings. They have 4 eyes that are silver in color.* Habitat: Snowy Mountains, Rivers, Lakes, Oceans

Eel, Electric

(*Eeghiom*)

Stamina:	16	Speed:	Swim 120'
Protection:	0	Stage:	Animal
Hit:	12	Size:	9' long
Attacks:	1 bite	Defenses:	E:6/M:2/R:4/S:7/T:5
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today. They will release an electrical discharge about 40% of the time causing 1d6 damage. If a victim can make an energy defense test, they will only suffer half damage from the shock. *Mutation: The eeghiom seems to be a mutant eel. They are covered in vibrant blue fur. They have eyes that are yellow in color.* Habitat: Oceans

Eel, Electric, Giant

(*Eelikxi*)

Stamina:	56	Speed:	Swim 90'
Protection:	2	Stage:	Animal
Hit:	6	Size:	40' long
Attacks:	1 bite	Defenses:	E:8/M:6/R:12/S:11/T:9
Damage:	1d8	Level:	7

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will release an electrical discharge about 40% of the time causing 1d12 damage. If a victim can make an energy defense test, they will only suffer half damage from the shock. *Mutation: The eelikxi seems to be a large, mutant eel. They are covered in vibrant brown feathers. They have eyes that are blue-green in color.* Habitat: Oceans

Eleczard

Stamina:	56	Speed:	60'
Protection:	5	Stage:	Animal
Hit:	9	Size:	7' long
Attacks:	1 bite	Defenses:	E:6/M:9/R:-/S:8/T:11
Damage:	1d8	Level:	7

These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d8 damage if they fail an energy defense test. They only discharge this electricity about 50% of the time. A dead eleczard can charge a few items before the corpses are fully discharged. Habitat: Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Eleczard, Greater

Stamina:	80	Speed:	60'
Protection:	8	Stage:	Animal
Hit:	5	Size:	12' long
Attacks:	1 bite	Defenses:	E:7/M:8/R:-/S:13/T:12
Damage:	1d12	Level:	10

These large lizards have a shiny coat of purplish-red scales. They often attack with their huge jaws, but anyone hitting them with a metal melee weapon may get an electrical jolt causing 1d8 damage if they fail an energy defense test. They only discharge this electricity about 50% of the time. A dead eleczard can charge many items before the corpses are fully discharged. Habitat: Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Elephant**(Elephubith)**

Stamina:	80	Speed:	120'
Protection:	5	Stage:	Animal
Hit:	5	Size:	12' tall
Attacks:	1 stomp / 1 tusk	Defenses:	E:10/M:8/R:12/S:9/T:9
Damage:	2d6 stomp / 1d8 tusk	Level:	10

This is a creature from Urthe's past that still exists today. *Mutation: The elephubith seems to be a mutant elephant. They are covered in light green skin. They have 5 eyes that are black in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Eye Crawler

Stamina:	16	Speed:	100'
Protection:	-2	Stage:	Animal
Hit:	9	Size:	1' tall
Attacks:	1 spit	Defenses:	E:6/M:2/R:-/S:5/T:12
Damage:	1d4	Level:	2

These reddish creatures are about 1 feet tall and have one large eye with six legs attached. They have small orifices that will spray a liquid. One must make a defense test for toxins or take double damage from this liquid. They also have a spongy material on their bellies. They will lie on any organic material while this spongy belly releases a digestive liquid. As the organic material breaks down, it is absorbed through the spongy material, feeding the Eye Crawler. Habitat: Indoors, Underground, Radiated Areas, Wastelands

Falcon, Large**(Facoor)**

Stamina:	8	Speed:	10' (Fly 330')
Protection:	0	Stage:	Animal
Hit:	10	Size:	4' wide
Attacks:	1 talon	Defenses:	E:7/M:0/R:4/S:4/T:2
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The facoor seems to be a large, mutant falcon. They are covered in deep black skin and have bright yellowish-green insect-like wings. They have eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Rivers, Lakes, Deserts, Forests, Hills, Mountains, Plains, Swamps, Oceans, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Fish, Glowing

Stamina:	8	Speed:	300'
Protection:	-1	Stage:	Animal
Hit:	11	Size:	1' long
Attacks:	1 bite	Defenses:	E:7/M:1/R:5/S:6/T:4
Damage:	1d4 bite	Level:	1

This fish is mostly green in color and has two large yellow eyes. They eyes will light up when it sees potential prey. Anyone looking at the fish must make a defense test for the mind or by hypnotized and cannot move. The fish then waits for either the creature to drown or they will simply start eating it while in this state. One can make another mind defense test each round to snap out of it. Habitat: Rivers, Lakes, Oceans

Fly, Giant**(Flobde)**

Stamina:	24	Speed:	90' (Fly 300')
Protection:	0	Stage:	Animal
Hit:	8	Size:	3' long
Attacks:	1 bite	Defenses:	E:6/M:2/R:8/S:5/T:5
Damage:	1d8	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The flobde seems to be a large, mutant fly. They are covered in dark violet fur and have dull purple insect-like wings. They have 8 eyes that are white in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Fly, Giant, Horsefly

(Flyumaos)

Stamina:	48	Speed:	60' (Fly 270')
Protection:	3	Stage:	Animal
Hit:	10	Size:	5' long
Attacks:	1 bite	Defenses:	E:8/M:5/R:-/S:8/T:8
Damage:	2d8	Level:	6

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The flyumaos seems to be a large, mutant fly. They are covered in deep purple feathers and have shiny black insect-like wings. They have eyes that are yellow in color, on each of their two heads* Habitat: Snowy Forests, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Mountains, Jungle Swamps

Frog, Giant

(Frujogh)

Stamina:	16	Speed:	30' (Swim 90')
Protection:	0	Stage:	Animal
Hit:	10	Size:	6' wide
Attacks:	1 tongue	Defenses:	E:8/M:1/R:8/S:4/T:5
Damage:	1d6	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. It will attack with its tongue but only to bring its prey into its mouth, where the bite does damage. A strength test must succeed for the victim to free themselves from the sticky tongue. *Mutation: The fruajogh seems to be a large, mutant frog. They are covered in violet fur. They have eyes that are white in color.* Habitat: Indoors, Underground, Rivers, Lakes, Forests, Plains, Swamps, Jungle Forests, Jungle Swamps

Frogigator

Stamina:	48	Speed:	90' (Jump 120')
Protection:	1	Stage:	Animal
Hit:	9	Size:	6' long
Attacks:	1 bite	Defenses:	E:7/M:6/R:-/S:7/T:10
Damage:	1d6	Level:	6

These greenish skinned creatures mainly live in swampy areas and are about 6 feet long. They are a cross between an alligator and a frog. They will lie beneath the muck or water, waiting for prey to walk by. They will leap out from hiding and try to get a firm hold with their jaws. Once a victim dies, they then drag it under the muck or water to eat. Habitat: Rivers, Lakes, Forests, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Swamps

Fruglum

Stamina:	40	Speed:	60' (Swim 120')
Protection:	0	Stage:	Primitive
Hit:	8	Size:	4' tall
Attacks:	1 weapon	Defenses:	E:6/M:9/R:7/S:6/T:8
Damage:	weapon	Level:	5

Fruglums are a humanoid frog species that mainly live in the lakes and rivers. They have green skin with a yellowish chest. They have long sticky tongues that they use to cause their opponents to fall off their feet. They usually do not attack other species, except for the fish they require for food. They must lay their eggs just outside their domain, which they seriously defend. This seriousness often leads to misunderstandings from those that get too close to the eggs, causing Fruglums to attack. They are simple creatures that usually use spears and swords as their main weapons. Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Fungoid

Stamina:	24	Speed:	90'
Protection:	-1	Stage:	Animal
Hit:	11	Size:	3' tall
Attacks:	1 fist	Defenses:	E:6/M:3/R:5/S:5/T:11
Damage:	1d4	Level:	3

These humanoid mushroom men are blue in color. They have no eyes but sense the world with vibrations. Anyone that hits them with fists or melee weapons will release spores into the air. Anyone within 10' will have to make a defense test for toxins or they will become a fungoid over the period of one month. A toxshot will remove the spores from the victim's system if administered within 24 hours of exposure. Habitat: Indoors, Underground

Gar, Giant

(*Gazheuc*)

Stamina:	64	Speed:	Swim 300'
Protection:	5	Stage:	Animal
Hit:	6	Size:	30' long
Attacks:	1 bite	Defenses:	E:8/M:7/R:14/S:11/T:10
Damage:	2d10	Level:	8

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The gazheuc seems to be a large, mutant gar. They are covered in shiny tan scales. They have eyes that are white in color.* Habitat: Rivers, Lakes

Gargoil

Stamina:	40	Speed:	90' (Fly 150')
Protection:	1	Stage:	Animal
Hit:	8	Size:	7' tall
Attacks:	1 claw or 1 oil	Defenses:	E:8/M:5/R:8/S:7/T:7
Damage:	1d6 claw or oil	Level:	5

These humanoids have black colored fur and dark gray feathered wings. They have two white horns on their heads that are about 6 inches long. They drool of black oil that they may spit at a victim's feet. Anyone this happens to must make a successful agility test or fall from the sickness. One could harvest 2 gallons of oil from the corpse of these creatures. Habitat: Snowy Forests, Snowy Mountains, Indoors, Underground, Rivers, Lakes, Forests, Mountains, Swamps, Jungle Forests, Jungle Mountains, Jungle Swamps

Gargul

Stamina:	80	Speed:	150'
Protection:	8	Stage:	Animal
Hit:	7	Size:	6' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:7/R:-/S:9/T:13
Damage:	1d6 claw / 1d8 bite	Level:	10

These creature look like deformed wolves and are covered in a twisted pattern of red colored skin. They have huge fangs and their eyes glow with an odd green color. Anyone bitten must make a defense test against radiation or suffer from radiation sickness for 1d4 weeks. This sickness causes one to suffer a 2 penalty to all die rolls but can be cured by a toxshot. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Gatordon

Stamina:	120	Speed:	Swim 150'
Protection:	13	Stage:	Animal
Hit:	1	Size:	50' long
Attacks:	1 bite	Defenses:	E:13/M:8/R:12/S:11/T:13
Damage:	3d6	Level:	15

This large, snake like creature has the legs and head of an alligator and covered in bright blue scales. Habitat: Rivers, Lakes, Oceans

Giant

Stamina:	72	Speed:	120'
Protection:	6	Stage:	Primitive
Hit:	8	Size:	10' tall
Attacks:	1 club	Defenses:	E:10/M:11/R:11/S:12/T:8
Damage:	2d8 club	Level:	9

These giant humanoids usually hunt with enormous clubs. They have brown skin and black hair. They usually wear bear skins and use large tree limbs for weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Giant, Fire

Stamina:	96	Speed:	120'
Protection:	9	Stage:	Primitive
Hit:	7	Size:	12' tall
Attacks:	1 club	Defenses:	E:9/M:13/R:-/S:13/T:14
Damage:	2d10 club	Level:	12

These giant humanoids usually hunt with enormous clubs. Their skin is orange in color and they have bright red hair. They have a natural resistance to heat. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains

Giant, Frost

Stamina:	88	Speed:	120'
Protection:	6	Stage:	Primitive
Hit:	4	Size:	15' tall
Attacks:	1 club	Defenses:	E:12/M:11/R:13/S:11/T:10
Damage:	2d10 club	Level:	11

These giant humanoids usually hunt with enormous clubs. Their skin is white in color and they have bright blue hair. They have a natural resistance to cold. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground, Forests, Hills, Mountains

Giant, Mountain

Stamina:	96	Speed:	120'
Protection:	7	Stage:	Primitive
Hit:	6	Size:	14' tall
Attacks:	1 club	Defenses:	E:11/M:11/R:12/S:10/T:11
Damage:	2d8 club	Level:	12

These giant humanoids usually hunt with enormous clubs. They have pale skin and brown hair. They usually wear bear skins and use large tree limbs for weapons. Habitat: Snowy Mountains, Mountains, Jungle Mountains

Giant, Stone

Stamina:	80	Speed:	120'
Protection:	7	Stage:	Modern
Hit:	4	Size:	12' tall
Attacks:	1 weapon	Defenses:	E:7/M:10/R:11/S:13/T:10
Damage:	weapon	Level:	10

These giant humanoids have dark gray skin and black hair. They often live in large abandoned cities and can hold two-handed weapons in one hand. They often make armor from sheet metal and have been seen using old car doors for shields. Habitat: Snowy Hills, Snowy Mountains, Indoors, Underground, Hills, Mountains, Jungle Hills, Jungle Mountains

Gillard

Stamina:	40	Speed:	120'
Protection:	0	Stage:	Advanced
Hit:	8	Size:	5' tall
Attacks:	1 weapon	Defenses:	E:6/M:7/R:11/S:9/T:6
Damage:	weapon	Level:	5

This aquatic humanoid race of aliens come from an unknown region of space and stands about 5 feet tall. They have bright blue scales and yellow eyes. They resemble fish and breathe through gills in the neck. They must wear a special suit when traveling out of the water. The suit looks like an ancient space suit except it is filled with water instead of oxygen. Habitat: Rivers, Lakes, Oceans

Glow Flower

Stamina:	48	Speed:	None
Protection:	2	Stage:	Instinctual
Hit:	8	Size:	10' tall
Attacks:	1 bite	Defenses:	E:9/M:-/R:11/S:7/T:10
Damage:	1d8	Level:	6

These 10 foot plants lie dormant during the day. At night, they appear as glowing green flowers that stand tall above other plants. The light emits a slow pulse that causes one to slowly approach the light. Only biological creatures within 30' are susceptible to this light. One must make a mind defense test or they will be forced to slowly approach the plant. Once in range, the plant will open up and wrap around the victim, digesting them in 3d6 rounds. During this time, the victim will take 1d4 damage per round. They may attempt to make a strength test each round to see if they break free. These plants are easily found during the day, as piles of bones are usually scattered around the plant. If attacked during the daytime, they will defend themselves without the glowing effect to aid them. Habitat: Forests, Hills, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Goat

(*Goalhoc*)

Stamina:	16	Speed:	150'
Protection:	0	Stage:	Animal
Hit:	12	Size:	3' tall
Attacks:	1 charge	Defenses:	E:8/M:0/R:4/S:7/T:3
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The goalhoc seems to be a mutant goat. They are covered in bright orange feathers. They have one eye that is violet in color.* Habitat: Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Hills, Mountains, Plains

Goat, Giant

(*Goayuar*)

Stamina:	32	Speed:	180'
Protection:	1	Stage:	Animal
Hit:	11	Size:	5' tall
Attacks:	1 charge	Defenses:	E:7/M:6/R:6/S:10/T:9
Damage:	2d8	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The goayuar seems to be a large, mutant goat. They are covered in deep white skin. They have 4 eyes that are purple in color.* Habitat: Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Hills, Mountains, Plains

Gorilla

(*Goriluneep*)

Stamina:	40	Speed:	120'
Protection:	2	Stage:	Animal
Hit:	10	Size:	6' tall
Attacks:	1 claw or weapon	Defenses:	E:8/M:5/R:11/S:8/T:9
Damage:	1d6 or weapon	Level:	5

This is a creature from Urthe's past that still exists today. They may use rocks or clubs as weapons. *Mutation: The gorilneep seems to be a mutant gorilla. They are covered in dull black skin. They have eyes that are red in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Gorilus

Stamina:	56	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	9	Size:	7' tall
Attacks:	2 claws	Defenses:	E:6/M:9/R:13/S:9/T:9
Damage:	1d6 each claw	Level:	7

These apes look like larger version of ancient apes except they have four arms. They mainly eat plants but will sometimes eat meat from smaller animals they capture. They are very aggressive and will attack anyone that enters their domain. Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Gublyn

Stamina:	24	Speed:	120'
Protection:	-1	Stage:	Primitive
Hit:	10	Size:	4' tall
Attacks:	2 claws or 1 weapon	Defenses:	E:5/M:6/R:6/S:6/T:8
Damage:	1d4 each claw or weapon	Level:	3

Gublyns are 4' tall greenish humanoid creatures with three horns on their head. They live underground and are able to use crude weapons like clubs, swords and bows. They have four arms which allow them to perform two attacks per round when they are not holding a weapon. They never come to the surface because they prefer to live in complete darkness. They can see in total darkness up to 200' away. Habitat: Indoors, Underground

Hawk

(Hayi)

Stamina:	4	Speed:	10' (Fly 360')
Protection:	-5	Stage:	Animal
Hit:	10	Size:	2' wide
Attacks:	1 talon	Defenses:	E:7/M:0/R:4/S:5/T:5
Damage:	1d4	Level:	0

This is a creature from Urthe's past that still exists today. *Mutation: The hayi seems to be a mutant hawk. They are covered in shiny violet feathers and have thick black feathered wings. They have 3 eyes that are violet in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Rivers, Lakes, Deserts, Forests, Mountains, Plains, Swamps, Oceans, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Hawkan

Stamina:	16	Speed:	60' (Fly 360')
Protection:	-2	Stage:	Modern
Hit:	11	Size:	6' tall
Attacks:	1 talon or weapon	Defenses:	E:4/M:2/R:6/S:4/T:6
Damage:	1d4 talon or weapon	Level:	2

These humanoid hawks make their settlements in the mountains or on the sides of cliffs. They use many modern items and favor plasma weapons when hunting or defending themselves. Habitat: Snowy Hills, Snowy Mountains, Rivers, Lakes, Hills, Mountains, Oceans, Jungle Hills, Jungle Mountains

Hippopotamus

(Hipuvik)

Stamina:	64	Speed:	90' (Swim 120')
Protection:	5	Stage:	Animal
Hit:	8	Size:	12' long
Attacks:	1 bite	Defenses:	E:7/M:10/R:14/S:12/T:12
Damage:	2d8	Level:	8

This is a creature from Urthe's past that still exists today. *Mutation: The hipuwik seems to be a mutant hippopotamus. They are covered in rich orange skin. They have eyes that are violet in color.* Habitat: Rivers, Lakes, Jungle Swamps

Hoppler

Stamina:	40	Speed:	120' (Jump 180')
Protection:	2	Stage:	Modern
Hit:	9	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:6/M:8/R:10/S:8/T:7
Damage:	weapon	Level:	5

Hopplers are a bright yellowish, insectoid race that feed on leaves and grass. They have four arms and large, orange eyes and stand around 7 feet tall. They have two antennae on their heads, which they use to pick up sound vibrations. They are able to speak, if sounding somewhat high pitch. They usually build their homes over an existing structure, covering it in mud to strengthen it. These dwellings are where they store their food and lay their eggs. They are intelligent and may be encountered out in the world as they like to explore. They will trade metal and artifacts with other species and will even live among them in certain communities. Habitat: Forests, Hills, Mountains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Hornet, Giant

(*Horushiech*)

Stamina:	40	Speed:	Fly 240'
Protection:	1	Stage:	Animal
Hit:	9	Size:	5' long
Attacks:	1 sting	Defenses:	E:8/M:7/R:-/S:7/T:8
Damage:	1d4	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone stung by the hornet must make a defense test for toxin or be paralyzed for 1d4 rounds. *Mutation: The horushiech seems to be a large, mutant hornet. They are covered in dirty black fur and have rich black bat-like wings. They have eyes that are yellow in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Horse

(*Horsanef*)

Stamina:	16	Speed:	240'
Protection:	0	Stage:	Animal
Hit:	11	Size:	6' tall
Attacks:	1 kick	Defenses:	E:5/M:1/R:5/S:4/T:4
Damage:	1d6	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The horsanef seems to be a mutant horse. They are covered in rich brown skin. They have 5 eyes that are blue in color, on each of their two heads* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Horsemen

Stamina:	32	Speed:	180'
Protection:	2	Stage:	Modern
Hit:	8	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:5/M:8/R:-/S:7/T:6
Damage:	weapon	Level:	4

These creatures have the lower body of a horse but the torso of a human. They live in tribes and often raid other settlements for supplies. They are sometimes wearing some form of leather armor and using plasma weapons. Habitat: Forests, Hills, Plains, Radiated Areas, Wastelands

Hulking Beast

Stamina:	72	Speed:	120'
Protection:	6	Stage:	Animal
Hit:	8	Size:	8' tall
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:7/R:10/S:11/T:12
Damage:	1d8 claw / 1d12 bite	Level:	9

This muscular humanoid is covered in dark blue fur and has bright red eyes. It can see in complete darkness and has huge claws. It generally makes a home in a cave but make their way through other underground areas to hunt for meat. Habitat: Indoors, Underground

Human, Infected

Stamina:	16	Speed:	90'
Protection:	0	Stage:	Instinctual
Hit:	9	Size:	6' tall
Attacks:	1 bite	Defenses:	E:4/M:-/R:-/S:7/T:11
Damage:	1d4	Level:	2

These are humans that are believed to have come from an old laboratory accident that was testing a regenerative serum that really caused them to have a hunger for non-infected blood. They have a gray color to their skin and completely blackened eyes. They have rotten teeth and shaggy black hair, if they have hair at all. Anyone bitten by them will need to make a defense test for toxins or become like them in 3d6 hours (attacking anyone that is not infected). A toxshot is known to remove the effects. Habitat: Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains, Jungle Swamps

Hydra

Stamina:	72	Speed:	90'
Protection:	4	Stage:	Animal
Hit:	8	Size:	16' tall
Attacks:	8 bites	Defenses:	E:7/M:9/R:14/S:11/T:10
Damage:	1d4 each bite	Level:	9

From ancient stories of Urthe's past, these creatures have green scales and 8 heads. If one does maximum damage (during their attack round) to the hydra, then a head is severed, destroyed, or disabled. Habitat: Snowy Forests, Snowy Mountains, Snowy Plains, Indoors, Underground, Forests, Mountains, Plains, Swamps, Jungle Forests, Jungle Mountains, Jungle Swamps

Hyena

(*Hyenalhtha*)

Stamina:	24	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	10	Size:	4' tall
Attacks:	1 bite	Defenses:	E:6/M:3/R:6/S:8/T:7
Damage:	2d4	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The hyenalhtha seems to be a mutant hyena. They are covered in bright gray fur. They have eyes that are red in color, on each of their two heads* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Hyena, Giant

(*Hyefum*)

Stamina:	40	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	9	Size:	7' tall
Attacks:	1 bite	Defenses:	E:8/M:6/R:8/S:9/T:9
Damage:	2d8	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The hyefum seems to be a large, mutant hyena. They are covered in light silver scales. They have eyes that are brown in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Insectoid

Stamina:	56	Speed:	180'
Protection:	3	Stage:	Advanced
Hit:	6	Size:	6' tall
Attacks:	1 bite or 1 weapon	Defenses:	E:6/M:7/R:-/S:10/T:7
Damage:	1d4 bite or weapon	Level:	7

These highly advanced creatures often make their cities underground. They often have robots do much of the work for them and use many types of energy weapons. They look like bright yellow grasshoppers with two large black eyes. Habitat: Indoors, Underground, Radiated Areas, Wastelands

Intruder

Stamina:	32	Speed:	90'
Protection:	2	Stage:	Instinctual
Hit:	9	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:5/M:-/R:-/S:9/T:7
Damage:	weapon	Level:	4

This creature has no real form. Any medium sized (recently killed) creature it touches, it can change itself to appear exactly as that creature. It will absorb the memories of the creature and will be able to behave just like they did. They often try to infiltrate a group and take each person at a time. Habitat: Snowy Mountains, Indoors, Underground, Mountains, Swamps, Radiated Areas, Wastelands, Jungle Mountains, Jungle Swamps

Jackal

(*Jackaweoq*)

Stamina:	8	Speed:	120'
Protection:	-3	Stage:	Animal
Hit:	12	Size:	4' tall
Attacks:	1 bite	Defenses:	E:4/M:0/R:4/S:3/T:3
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today. *Mutation: The jackaweoq seems to be a mutant jackal. They are covered in thick gold scales. They have one eye that is blue in color.* Habitat: Deserts, Forests, Hills, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Jaguar

(*Jaguahuij*)

Stamina:	40	Speed:	150'
Protection:	0	Stage:	Animal
Hit:	6	Size:	7' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:4/R:8/S:9/T:8
Damage:	1d4 claw / 1d8 bite	Level:	5

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The jaguahuij seems to be a mutant jaguar. They are covered in thick forest-green skin. They have eyes that are yellow in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Jaw Lock

Stamina:	72	Speed:	Swim 180'
Protection:	7	Stage:	Animal
Hit:	6	Size:	30' long
Attacks:	1 bite	Defenses:	E:9/M:7/R:13/S:12/T:13
Damage:	2d10	Level:	9

These 30' long sharks are a slightly mutated version of a great white. They are completely blackened and have a much thicker skin than their ancestors. They are more aggressive than other sharks, as they will often lock their jaws onto the sides of small boats in the hopes of sinking it. The bite of a Jaw Lock is also poisonous. The poison is far from lethal, but it will affect the nervous system. Just scraping the teeth of these creatures will cause paralysis unless the victim makes a defense test for toxins. If they fail, they will be paralyzed for 1d6 rounds. This attack usually allows the Jaw Lock to consume its prey without dealing with the struggle. Habitat: Oceans

Jellyfish, Giant

(Jelihze)

Stamina:	16	Speed:	10'
Protection:	0	Stage:	Instinctual
Hit:	8	Size:	6' wide
Attacks:	1 sting	Defenses:	E:6/M:-/R:6/S:5/T:9
Damage:	1d10	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. If one is hit from this creature, they must make a defense test for toxins or be paralyzed for 1d6 rounds. *Mutation: The jelihze seems to be a large, mutant jellyfish. They are covered in bright orange feathers. They have 8 eyes that are violet in color.* Habitat: Oceans

Kraken

(Krakevazh)

Stamina:	160	Speed:	Swim 200'
Protection:	18	Stage:	Animal
Hit:	1	Size:	50' long
Attacks:	8 tentacles	Defenses:	E:14/M:10/R:17/S:14/T:14
Damage:	1d6 each tentacle	Level:	20

This enormous squid was once believed to be ancient legend, but many have reported this creature attacking their sailing ships. *Mutation: The krakevazh seems to be a large, mutant kraken. They are covered in dull gold scales. They have eyes that are silver in color.* Habitat: Oceans

Lamprey

Stamina:	32	Speed:	60' (Swim 90')
Protection:	0	Stage:	Animal
Hit:	10	Size:	8' tall
Attacks:	1 punch	Defenses:	E:8/M:3/R:8/S:6/T:7
Damage:	1d10	Level:	4

Lampreys are large blood sucking bipedal beasts with brown or gray on their backs with a whitish gray underbelly. Their faces resemble that of leeches, with saliva that thins the blood of their victims. They stand around 8' tall and have huge hands they use to club their victims. They prefer to knock their victims unconscious so they may feed off the blood at their leisure. They generally feed off of giant fish but will sometimes lie just below the surface of the water and wait for a sailor or swimmer to come nearby. Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Lamprey, Giant

(Lamuqtha)

Stamina:	40	Speed:	90'
Protection:	3	Stage:	Animal
Hit:	9	Size:	3' long
Attacks:	1 bite	Defenses:	E:9/M:4/R:8/S:7/T:6
Damage:	1d4	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will latch on to its prey if they succeed at biting. If they are not removed, they will drain the victim's blood causing 1d6 damage per round. *Mutation: The lamuqtha seems to be a large, mutant lamprey. They are covered in deep red feathers. They have eyes that are brown in color.* Habitat: Rivers, Lakes, Oceans

Leech, Giant**(Luce)**

Stamina:	16	Speed:	30'
Protection:	-3	Stage:	Animal
Hit:	8	Size:	4' long
Attacks:	1 bite	Defenses:	E:6/M:0/R:4/S:4/T:7
Damage:	1d6	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will latch on to its prey if they succeed at biting. If they are not removed, they will drain the victim's blood causing 1d8 damage per round. *Mutation: The luce seems to be a large, mutant leech. They are covered in rich violet skin. They have eyes that are white in color.* Habitat: Indoors, Underground, Rivers, Lakes, Swamps, Jungle Swamps

Leopard**(Leopoyu)**

Stamina:	32	Speed:	120'
Protection:	-1	Stage:	Animal
Hit:	9	Size:	7' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:4/R:7/S:7/T:5
Damage:	1d4 claw / 1d6 bite	Level:	4

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The leopoyu seems to be a mutant leopard. They are covered in light blue-green fur. They have eyes that are yellow in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Lion**(Liodieph)**

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	7	Size:	10' long
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:5/R:12/S:7/T:7
Damage:	1d4 claw / 1d10 bite	Level:	6

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The liodieph seems to be a mutant lion. They are covered in deep gold fur. They have 3 eyes that are gold in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Lion, Fire

Stamina:	72	Speed:	120'
Protection:	7	Stage:	Animal
Hit:	7	Size:	5' tall
Attacks:	1 claw / 1 bite / 1 breathe	Defenses:	E:8/M:9/R:-/S:10/T:8
Damage:	1d8 claw / 1d10 bite / 1d12 breathe	Level:	9

This creature has bright orange scales and a large mane of red hair. It can breathe fire up to 20' away. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Lion, Mountain**(Lionewla)**

Stamina:	32	Speed:	150'
Protection:	2	Stage:	Animal
Hit:	7	Size:	7' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:2/R:7/S:10/T:6
Damage:	1d4 claw / 1d6 bite	Level:	4

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The lionewla seems to be a mutant lion. They are covered in yellowish-green feathers. They have eyes that are silver in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Hills, Mountains, Plains, Jungle Forests, Jungle Hills, Jungle Mountains

Lion, Spotted**(Lionovyu)**

Stamina:	56	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	9	Size:	8' long
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:7/R:9/S:8/T:8
Damage:	1d4 claw / 1d8 bite	Level:	7

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The lionovyu seems to be a mutant lion. They are covered in dirty purple scales. They have eyes that are orange in color.* Habitat: Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Mountains, Plains, Swamps, Jungle Mountains, Jungle Swamps

Lizard Man

Stamina:	24	Speed:	60' (Swim 120')
Protection:	-1	Stage:	Primitive
Hit:	10	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:6/M:7/R:5/S:7/T:7
Damage:	weapon	Level:	3

These green scaled lizard men usually live in swamps, hunting with spears, clubs, and swords. Habitat: Indoors, Underground, Rivers, Lakes, Swamps, Jungle Swamps

Lizard Man, Desert

Stamina:	24	Speed:	90'
Protection:	-2	Stage:	Primitive
Hit:	11	Size:	7' tall
Attacks:	1 weapon or 1 breathe	Defenses:	E:8/M:4/R:-/S:5/T:7
Damage:	weapon / 1d6 breathe	Level:	3

These green scaled lizard men usually live in deserts, hunting with spears, clubs, and swords. They can breathe fire up to 6' away. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Lizard, Fire

Stamina:	80	Speed:	90'
Protection:	8	Stage:	Animal
Hit:	8	Size:	20' long
Attacks:	1 bite or 1 breathe	Defenses:	E:10/M:9/R:-/S:10/T:11
Damage:	2d8 bite / 2d12 breathe	Level:	10

This lizard has bright orange scales with a red feathered head. It can breathe fire up to 10' away, but will only do this attack about 35% of the time. Habitat: Indoors, Underground, Mountains, Radiated Areas, Wastelands, Jungle Mountains

Lizard, Giant**(Lilo)**

Stamina:	32	Speed:	150'
Protection:	2	Stage:	Animal
Hit:	10	Size:	15' long
Attacks:	1 bite	Defenses:	E:6/M:3/R:7/S:8/T:6
Damage:	1d8	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The lilo seems to be a large, mutant lizard. They are covered in rich red scales. They have eyes that are forest-green in color.* Habitat: Indoors, Underground, Forests, Plains, Swamps, Jungle Forests, Jungle Swamps

Lizard, Ice

Stamina:	32	Speed:	90' (Fly 150')
Protection:	0	Stage:	Animal
Hit:	9	Size:	5' long
Attacks:	1 bite	Defenses:	E:8/M:2/R:6/S:8/T:6
Damage:	1d6	Level:	4

This lizard is made of icy scales and can spit a liquid that will freeze their victim's feet to where they stand. There is only a 20% chance they will use this attack and mostly if their victim tries to flee. Habitat: Snowy Hills, Snowy Mountains, Indoors, Underground

Lizard, Subterranean

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	6	Size:	20' long
Attacks:	1 bite	Defenses:	E:7/M:8/R:8/S:7/T:8
Damage:	2d6	Level:	6

This large lizard can blend in with rocks so it will have a +2 to initiative during the first round, and only if hidden by rocks. Habitat: Indoors, Underground

Lobber

Stamina:	64	Speed:	60' (Swim 90')
Protection:	3	Stage:	Animal
Hit:	7	Size:	12' tall
Attacks:	1 pincer	Defenses:	E:10/M:6/R:12/S:10/T:8
Damage:	3d6	Level:	8

Lobbers are 12' tall juggernauts that live at the bottom of the sea. They resemble enormous bipedal lobsters. Their protective shell is dark red in color. They are massively strong and are known to punch right through metal hulls of ships. They remain on the bottom of the sea, watching for prey to pass overhead. They swim quite slowly due to their massive size. Habitat: Oceans

Lokist

Stamina:	24	Speed:	90' (Fly 180')
Protection:	1	Stage:	Animal
Hit:	11	Size:	4' tall
Attacks:	2 claws	Defenses:	E:6/M:3/R:5/S:6/T:8
Damage:	1d6 each claw	Level:	3

These 4 foot tall bipedal insects are a dull yellow color with black spots covering their bodies. Their eyes are black and they will eat meat or vegetation. They are able to attack twice with their multiple arms. They rest during the night and communicate with each other with a series of chirps. Habitat: Forests, Hills, Plains

Lynx, Giant

(Lynapin)

Stamina:	24	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	7	Size:	6' long
Attacks:	1 bite	Defenses:	E:6/M:5/R:6/S:8/T:4
Damage:	1d8	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The lynapin seems to be a large, mutant lynx. They are covered in bright gray feathers. They have eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Man-Plant

Stamina:	72	Speed:	60'
Protection:	4	Stage:	Instinctual
Hit:	4	Size:	8' tall
Attacks:	1 wrap	Defenses:	E:10/M:-/R:13/S:8/T:8
Damage:	special	Level:	9

This creature looks just like a tall humanoid but is made completely of vines and leaves. It will attempt to grab a creature and wrap itself around it to suffocate them. Once dead (death occurs in 1d6+5 rounds), the creature's body will produce a chemical to break down the corpse to absorb. One can attempt a strength test each round to try and break free. Habitat: Indoors, Underground, Swamps, Jungle Swamps

Manta-Ray

(Majno)

Stamina:	72	Speed:	Swim 150'
Protection:	6	Stage:	Animal
Hit:	4	Size:	12' wide
Attacks:	1 bite	Defenses:	E:10/M:7/R:14/S:8/T:9
Damage:	2d6	Level:	9

This is a creature from Urthe's past that still exists today. *Mutation: The majno seems to be a mutant manta-ray. They are covered in light violet feathers. They have eyes that are purple in color.* Habitat: Oceans

Mantaur

Stamina:	56	Speed:	150'
Protection:	5	Stage:	Industrial
Hit:	9	Size:	7' tall
Attacks:	1 spear / 1 sting	Defenses:	E:6/M:10/R:-/S:8/T:11
Damage:	2d8 spear / 1d4 sting	Level:	7

A humanoid ant that is dark red in color. They attack with crude weapons like swords and powder guns, but have a stinger. Anyone hit by the stinger must make a toxin defense test or suffer double damage. Habitat: Indoors, Underground, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains

Mantis, Giant

(Mantighegh)

Stamina:	80	Speed:	120' (Fly 180')
Protection:	6	Stage:	Animal
Hit:	8	Size:	12' long
Attacks:	1 bite	Defenses:	E:10/M:7/R:13/S:9/T:12
Damage:	2d6	Level:	10

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They gain +3 to the first round of initiative and are able to remain hidden within trees and other plants. *Mutation: The mantighegh seems to be a large, mutant mantis. They are covered in shiny tan fur. They have eyes that are silver in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Rivers, Lakes, Deserts, Hills, Mountains, Plains, Swamps, Oceans, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Marner

Stamina:	56	Speed:	90' (Swim 120')
Protection:	3	Stage:	Modern
Hit:	8	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:7/M:10/R:13/S:7/T:7
Damage:	weapon	Level:	7

Marners are an amphibious humanoid species that live in the swampy areas. Their scaly skin is a bluish green color and they stand about 6' tall. They are excellent hunters underwater. They are quite intelligent and deal with many different species. They often trade sharktacler ink and other artifacts they find at the bottom of the lakes. Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Mastodon

(Mammodeuth)

Stamina:	96	Speed:	150'
Protection:	10	Stage:	Animal
Hit:	3	Size:	15' tall
Attacks:	1 stomp / 1 tusk	Defenses:	E:8/M:8/R:11/S:13/T:13
Damage:	2d10 stomp / 1d12 tusk	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The mammodeuth seems to be a large, mutant mammoth. They are covered in light tan fur. They have 7 eyes that are brown in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps

Mermen

Stamina:	16	Speed:	Swim 180'
Protection:	0	Stage:	Modern
Hit:	12	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:4/M:3/R:5/S:5/T:7
Damage:	weapon	Level:	2

These humanoid appear to be human except for the lack of legs replaced by a shark like fin. They often wear bright colored clothing or armor and use energy weapons. Habitat: Oceans

Mirroco

Stamina:	80	Speed:	120'
Protection:	5	Stage:	Animal
Hit:	4	Size:	6' tall
Attacks:	1 claw / 1 bite	Defenses:	E:9/M:10/R:-/S:9/T:13
Damage:	1d4 claw / 1d6 bite	Level:	10

This creature walks on four legs and appears to have no head. The body does have a tail at one end and a large mouth at the other end. It appears to have no eyes but can see heat patterns from its prey. The body is covered in silver reflective scales. Anyone hitting with light beam weapons will have the beam directed back at them where they take the damage. Habitat: Indoors, Underground, Radiated Areas, Wastelands

Mold, Black

Stamina:	8	Speed:	None
Protection:	-4	Stage:	Instinctual
Hit:	9	Size:	3' patch
Attacks:	1 spore	Defenses:	E:5/M:-/R:7/S:4/T:7
Damage:	special	Level:	1

This mold grows indoors and usually on ancient containers of what was once food. Anyone disturbing the mold will release spores where anyone within a 10' area must make a defense test for toxins or die. It can only be destroyed by fire. Habitat: Indoors, Underground

Morlock

Stamina:	16	Speed:	120'
Protection:	-2	Stage:	Primitive
Hit:	12	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:6/M:2/R:5/S:5/T:5
Damage:	weapon	Level:	2

These creature are covered in white fur and have two large black bulbous eyes. They can see in complete darkness and will suffer a -4 penalties to attack when light is in the area. They eat any type of humanoid or may take them for slaves to dig their tunnels. Habitat: Indoors, Underground

Muck Man

Stamina:	16	Speed:	30'
Protection:	0	Stage:	Instinctual
Hit:	9	Size:	7' tall
Attacks:	1 muck	Defenses:	E:8/M:-/R:6/S:6/T:7
Damage:	1d6	Level:	2

This creature seems to be made of mud, which it throws at enemies. It will absorb any biological creature it kills. It cannot be hurt by blunt weapons or projectiles like bullets or arrows. Habitat: Indoors, Underground, Rivers, Lakes, Swamps, Jungle Swamps

Mucktupus

Stamina:	48	Speed:	90'
Protection:	3	Stage:	Animal
Hit:	8	Size:	5' wide
Attacks:	1 bite / 1 tentacle	Defenses:	E:9/M:7/R:12/S:7/T:8
Damage:	1d8 bite / 1d4 tentacle	Level:	6

These swamp creatures lay very still until a victim gets within the range of their tentacles (around 10' long). They are very dark green in color, allowing them to blend in with the swamp land. They strike quickly and without much warning. Once they incapacitate a victim, it will then consume it with its snake like mouth, swallowing the victim whole. Habitat: Swamps, Jungle Swamps

Mule

(*Mulethu*)

Stamina:	24	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	11	Size:	5' tall
Attacks:	1 kick	Defenses:	E:4/M:2/R:8/S:6/T:4
Damage:	1d6	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The mulethu seems to be a mutant mule. They are covered in vibrant yellowish-green feathers. They have eyes that are green in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Muskito

Stamina:	72	Speed:	120' (Fly 150')
Protection:	7	Stage:	Animal
Hit:	6	Size:	5' long
Attacks:	1 bite	Defenses:	E:11/M:10/R:11/S:11/T:8
Damage:	1d6	Level:	9

A muskito is a 5' long insect that drains the blood of its prey for food. They release a chemical that thins the blood, allowing it to drink faster. On a successful hit, there is a 20% chance that a muskito can hang onto its prey to drink. When this happens, the victim must make a shock defense test or be knocked unconscious. The Muskito will do 1d4 damage per round as it drinks blood. When the victim runs out of stamina, the blood is all drained and the Muskito flies away. Habitat: Swamps, Jungle Swamps

Mysticul

Stamina:	16	Speed:	120'
Protection:	-3	Stage:	Advanced
Hit:	10	Size:	2' tall
Attacks:	1 mind	Defenses:	E:4/M:6/R:5/S:6/T:6
Damage:	mind	Level:	2

These small humanoids have green skin with white hair. They often wear finely made robes. They make their cities in forest clearings and rarely sway from it. They will attempt to take control of another humanoid creature's mind to either enslave them or make them attack each other. One must make a mind defense test or suffer this fate. If they are taken control of, they may make another test every 6 hours. A mysticul may only attempt a mind control on a victim every 2 hours. Habitat: Forests

Octopus, Giant

(*Octomuc*)

Stamina:	64	Speed:	30' (Swim 120')
Protection:	5	Stage:	Animal
Hit:	6	Size:	35' long
Attacks:	1 tentacle / 1 bite	Defenses:	E:10/M:6/R:14/S:8/T:10
Damage:	1d6 tentacle / 1d12 bite	Level:	8

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. Anyone hit by the creature must make an agility test to see if they are in the creature's grasp. They must make strength tests until they free themselves and cannot attack while being held. *Mutation: The octomuc seems to be a large, mutant octopus. They are covered in rich yellowish-green feathers. They have 8 eyes that are black in color.* Habitat: Rivers, Lakes, Oceans

Ogre

Stamina:	40	Speed:	90'
Protection:	3	Stage:	Modern
Hit:	6	Size:	9' tall
Attacks:	1 weapon	Defenses:	E:8/M:7/R:-/S:6/T:8
Damage:	weapon	Level:	5

These green skinned, muscular humanoids are usually covered in obsolete cybernetic gear. They often have ranged weapons like flame throwers or laser guns. Many of them look disfigured from some long forgotten war. Habitat: Indoors, Underground, Radiated Areas, Wastelands

Ooze, Symbiotic

Stamina:	16	Speed:	30'
Protection:	0	Stage:	Instinctual
Hit:	12	Size:	6' wide
Attacks:	1 slime	Defenses:	E:4/M:-/R:8/S:8/T:6
Damage:	special	Level:	2

This greenish slime slithers around in search of a host. If they are on a creature for 1d4 hours, they will have consumed most of the creature and are then able to use the skeletal structure to move around more freely. The resulting monster looks like the creature invaded, except it will have the appearance of having a slimy coat covering it. It can only be destroyed by fire or heat. Habitat: Indoors, Underground, Rivers, Lakes

Ostradon

Stamina:	16	Speed:	180'
Protection:	-3	Stage:	Animal
Hit:	9	Size:	7' tall
Attacks:	1 bite	Defenses:	E:4/M:2/R:5/S:6/T:5
Damage:	1d8	Level:	2

These appear to look like an ostrich from the past, but are covered in a thick black fur. They have a long neck with a red feathered head. They attack with their large beak. Habitat: Jungle Forests, Jungle Hills, Jungle Swamps

Otter

Stamina:	8	Speed:	120' (Swim 180')
Protection:	-3	Stage:	Animal
Hit:	11	Size:	2' long
Attacks:	1 bite	Defenses:	E:6/M:0/R:4/S:6/T:5
Damage:	1d4	Level:	1

(*Oteqi*)

This is a creature from Urthe's past that still exists today. *Mutation: The oteqi seems to be a mutant otter. They are covered in red feathers. They have 8 eyes that are blue in color.* Habitat: Rivers, Lakes, Oceans

Otter, Giant

Stamina:	40	Speed:	90' (Swim 180')
Protection:	0	Stage:	Animal
Hit:	10	Size:	5' long
Attacks:	1 bite	Defenses:	E:9/M:5/R:10/S:8/T:9
Damage:	2d6	Level:	5

(*Otite*)

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The otite seems to be a large, mutant otter. They are covered in shiny green scales. They have 7 eyes that are silver in color.* Habitat: Rivers, Lakes

Owl		(Owlupoey)	
Stamina:	8	Speed:	10' (Fly 270')
Protection:	0	Stage:	Animal
Hit:	8	Size:	4' wide
Attacks:	1 talon	Defenses:	E:5/M:0/R:4/S:3/T:3
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today. *Mutation: The owlupoey seems to be a mutant owl. They are covered in rich yellowish-green skin and have rich red insect-like wings. They have eyes that are red in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Owl, Giant		(Owaqoc)	
Stamina:	32	Speed:	30' (Fly 180')
Protection:	1	Stage:	Animal
Hit:	11	Size:	7' wide
Attacks:	1 talon	Defenses:	E:9/M:2/R:7/S:7/T:5
Damage:	2d8	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The owaqoc seems to be a large, mutant owl. They are covered in dark brown skin and have deep forest-green feathered wings. They have eyes that are orange in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Pike, Giant		(Pikuhiiep)	
Stamina:	32	Speed:	Swim 360'
Protection:	2	Stage:	Animal
Hit:	11	Size:	12' long
Attacks:	1 bite	Defenses:	E:6/M:3/R:10/S:9/T:9
Damage:	2d8	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The pikuhiiep seems to be a large, mutant pike. They are covered in dull white fur. They have eyes that are yellowish-green in color.* Habitat: Rivers, Lakes

Porcubus			
Stamina:	80	Speed:	120'
Protection:	5	Stage:	Animal
Hit:	4	Size:	24' tall
Attacks:	1 claw / 1 quill	Defenses:	E:9/M:10/R:14/S:12/T:15
Damage:	2d4 claw / 1d6 quill	Level:	10

These 24' tall bipedal porcupines mainly live in the forest. They have dark brown skin and fur, but are also covered in black quills. They are carnivorous and hunt mainly for animals. Due to their size, it is hard for this creature to effectively sneak up on its prey. To accommodate this, they can launch a quill up to 150' away. Anyone hit with this quill will take 1d6 points of damage but must also make a defense test for toxins. If they fail then they will fall asleep for 2d4 rounds. This allows the Porcubus to capture its prey. There is a 10% chance that anyone landing a melee attack on these creatures will be stuck with a quill. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Forests, Hills, Mountains, Plains, Swamps

Porcupine, Giant**(Petzho)**

Stamina:	48	Speed:	60'
Protection:	1	Stage:	Animal
Hit:	8	Size:	5' tall
Attacks:	1 bite	Defenses:	E:9/M:6/R:8/S:11/T:10
Damage:	2d4	Level:	6

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone hitting it with fists or melee weapons will suffer 1d4 damage from the quills. *Mutation: The petzho seems to be a large, mutant porcupine. They are covered in rich green fur. They have eyes that are silver in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Forests, Hills, Mountains, Plains, Swamps

Psych Serpent

Stamina:	64	Speed:	90'
Protection:	3	Stage:	Animal
Hit:	7	Size:	20' long
Attacks:	1 bite	Defenses:	E:7/M:7/R:12/S:9/T:12
Damage:	2d6	Level:	8

These bright blue snakes normally have black eyes. There is a 30% chance the eyes will change color to a bright red. Anyone gazing the eyes must make a defense test for the mind or become paralyzed by them. This gives the serpent an automatically successful attack on that victim during the next round. Habitat: Indoors, Underground, Jungle Hills, Jungle Mountains

Radigator

Stamina:	48	Speed:	90' (Swim 90')
Protection:	3	Stage:	Animal
Hit:	7	Size:	20' long
Attacks:	1 bite	Defenses:	E:8/M:7/R:-/S:7/T:9
Damage:	2d8	Level:	6

These reptiles get to about 20' long and have green scales in varying shades. Their eyes glow an eerie green color and can sometime be seen just under the surface of the water. There is a 20% chance they will spit irradiated venom at a victim. A successful hit means the victim must make a defense test for radiation or suffer a -4 to strength and endurance for 3d6 turns. This condition is not cumulative. Habitat: Rivers, Lakes, Forests, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Swamps

Raider/Bandit

Stamina:	41	Speed:	120'
Protection:	3	Stage:	Modern
Hit:	8	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:7/M:3/R:4/S:7/T:6
Damage:	weapon	Level:	1

These humanoids appear as many different species, not just humans. They vary in levels from 1 to 20 and travel in groups for better combat odds. They have weapons from simple clubs to plasma weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Ram**(Raqoc)**

Stamina:	16	Speed:	150'
Protection:	-3	Stage:	Animal
Hit:	8	Size:	4' tall
Attacks:	1 charge	Defenses:	E:7/M:4/R:6/S:8/T:7
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The raqoc seems to be a mutant ram. They are covered in vibrant blue-green skin. They have 4 eyes that are tan in color.* Habitat: Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Hills, Mountains, Plains

Ram, Giant**(Raguix)**

Stamina:	32	Speed:	150'
Protection:	0	Stage:	Animal
Hit:	10	Size:	8' tall
Attacks:	1 charge	Defenses:	E:6/M:2/R:7/S:9/T:8
Damage:	2d6	Level:	4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The raguix seems to be a large, mutant ram. They are covered in shiny purple scales. They have eyes that are blue in color.* Habitat: Snowy Hills, Snowy Mountains, Hills, Mountains

Rat**(Rusigh)**

Stamina:	4	Speed:	150'
Protection:	-5	Stage:	Animal
Hit:	8	Size:	1' long
Attacks:	1 bite	Defenses:	E:7/M:0/R:-/S:5/T:6
Damage:	1	Level:	0

This is a creature from Urthe's past that still exists today. *Mutation: The rusigh seems to be a mutant rat. They are covered in violet feathers. They have 3 eyes that are purple in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Rat, Giant**(Raghuih)**

Stamina:	39	Speed:	120' (Burrow 60')
Protection:	-4	Stage:	Animal
Hit:	11	Size:	3' long
Attacks:	1 bite	Defenses:	E:7/M:1/R:-/S:3/T:3
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The raghuih seems to be a large, mutant rat. They are covered in rich orange fur. They have eyes that are blue in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Raxumar

Stamina:	48	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	9	Size:	6' tall
Attacks:	1 claw / 1 bite	Defenses:	E:7/M:6/R:9/S:9/T:11
Damage:	1d4 claw / 1d6 bite	Level:	6

These 6' tall bipedal lizard men hunt many areas and have bluish green scales with bright red eyes. They prefer to live in swamps and jungle areas, feeding off smaller creatures. They will attack larger creatures to secure a bigger meal, but the opportunity must present itself. They can see heat patterns up to 100' away and can hold their breathe for over an hour. They usually hunt in small groups when after bigger prey. Habitat: Rivers, Lakes, Swamps, Jungle Swamps

Razorwhale

Stamina:	40	Speed:	Swim 210'
Protection:	0	Stage:	Animal
Hit:	9	Size:	24' long
Attacks:	1 razor	Defenses:	E:6/M:5/R:10/S:7/T:6
Damage:	3d8	Level:	5

This creature looks like a smaller whale but has a 6' long razor sharp bone protruding from its head. The skin of the creature is a bluish-black color, while the bone is dark gray in color. Habitat: Oceans

Rhinoceros

(*Rhixit*)

Stamina:	72	Speed:	120'
Protection:	6	Stage:	Animal
Hit:	6	Size:	12' long
Attacks:	1 charge	Defenses:	E:9/M:7/R:13/S:11/T:8
Damage:	2d8	Level:	9

This is a creature from Urthe's past that still exists today. *Mutation: The rhixit seems to be a mutant rhinoceros. They are covered in dull green fur. They have eyes that are orange in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Hills, Jungle Mountains, Jungle Swamps

Rhondaran

Stamina:	112	Speed:	120'
Protection:	12	Stage:	Animal
Hit:	4	Size:	20' tall
Attacks:	1 horn / 1 stomp	Defenses:	E:9/M:8/R:-/S:15/T:15
Damage:	1d8 horn / 1d10 stomp	Level:	14

This tall descendants of rhinos attack with a stomp and a swing of its large horn. It has thick skin that is dark gray in color, but the horn is a dirty white color. Some are able to tame these creatures for riding beasts. Habitat: Snowy Forests, Snowy Plains, Forests, Plains, Radiated Areas, Wastelands, Jungle Forests

Ripper

Stamina:	128	Speed:	10' (Run 40')
Protection:	12	Stage:	Instinctual
Hit:	3	Size:	30' high
Attacks:	6 branches	Defenses:	E:13/M:-/R:13/S:12/T:14
Damage:	1d4 each branch	Level:	16

These look like normal trees except they will sense any movement from a medium sized creature. The branches will then quickly attack those nearby. Habitat: Snowy Forests, Snowy Plains, Forests, Plains, Swamps

Rutan

Stamina:	40	Speed:	120'
Protection:	3	Stage:	Modern
Hit:	7	Size:	5' tall
Attacks:	1 weapon	Defenses:	E:9/M:5/R:-/S:9/T:10
Damage:	weapon	Level:	5

The rutan are a humanoid rat race of thieves and brigands that are varying shades of brown in color. They live in desert areas and stand about 5' tall. They have vision that allows them to see up to 300' in total darkness. They often get their loot by sea but have been known to take their vehicles and perform raids on small settlements and passersby. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Sabre Grizzly

Stamina:	72	Speed:	120'
Protection:	7	Stage:	Animal
Hit:	7	Size:	15' tall
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:7/R:10/S:9/T:9
Damage:	2d6 claw / 2d8 bite	Level:	9

These 15' tall white bears hunt the snow region. They often dwell in burrows under the snow or caves formed in the ice shelves. A pelt from this animal would value at about 100 xormite. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Sabretooth Tiger**(Timxe)**

Stamina:	64	Speed:	120'
Protection:	3	Stage:	Animal
Hit:	7	Size:	12' long
Attacks:	1 claw / 1 bite	Defenses:	E:11/M:10/R:12/S:11/T:12
Damage:	1d6 claw / 1d12 bite	Level:	8

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. They have a +1 to their initiative. *Mutation: The timxe seems to be a large, mutant tiger. They are covered in light tan feathers. They have eyes that are blue-green in color.* Habitat: Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Scorpion, Giant**(Scobbe)**

Stamina:	48	Speed:	150'
Protection:	1	Stage:	Animal
Hit:	6	Size:	5' wide
Attacks:	1 pincer / 1 sting	Defenses:	E:10/M:5/R:-/S:8/T:8
Damage:	1d4 pincer / 1d10 sting	Level:	6

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone stung by the creature must make a defense test for toxin or die from the poison in 1d6 rounds. *Mutation: The scobbe seems to be a large, mutant scorpion. They are covered in dark gray feathers. They have 6 eyes that are violet in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Scortzer

Stamina:	56	Speed:	140'
Protection:	2	Stage:	Animal
Hit:	6	Size:	12' long
Attacks:	1 pincer / 1 beam	Defenses:	E:6/M:8/R:9/S:8/T:10
Damage:	1d4 pincer / 1d10 beam	Level:	7

These 12' long scorpions are metallic white in color. They are very fast and hard to outrun. They usually attack with their pinchers but will shoot a beam of energy from their tail when out of range. This beam is bright red in color and comes from the tip of their stinger. They have no venom and do not use their tail to puncture. The beam of energy is powerful though and anyone hit by it must make a defense test for energy or take double damage from the attack. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains

Sea Horse, Giant**(Sathca)**

Stamina:	24	Speed:	210'
Protection:	-2	Stage:	Animal
Hit:	9	Size:	6' tall
Attacks:	1 bite	Defenses:	E:6/M:5/R:9/S:7/T:6
Damage:	1d6	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The sathca seems to be a large, mutant seahorse. They are covered in light green skin. They have 6 eyes that are forest-green in color.* Habitat: Oceans

Shark**(Shuce)**

Stamina:	48	Speed:	Swim 240'
Protection:	4	Stage:	Animal
Hit:	8	Size:	16' long
Attacks:	1 bite	Defenses:	E:6/M:7/R:9/S:9/T:11
Damage:	2d8	Level:	6

This is a creature from Urthe's past that still exists today. *Mutation: The shuce seems to be a mutant shark. They are covered in dark brown fur. They have eyes that are yellowish-green in color.* Habitat: Oceans

Shark, Land

Stamina:	72	Speed:	140' (Burrow 30)
Protection:	7	Stage:	Animal
Hit:	8	Size:	9' long
Attacks:	1 claw / 1 bite	Defenses:	E:9/M:8/R:-/S:8/T:9
Damage:	3d6 claw / 4d12 bite	Level:	9

These creature look like thick, muscular sharks. They have four powerful legs they use to burrow under the ground and surprise their prey. Habitat: Deserts, Forests, Hills, Plains, Radiated Areas, Wastelands

Shark, Megalodon

(*Sharashilh*)

Stamina:	96	Speed:	Swim 180'
Protection:	10	Stage:	Animal
Hit:	7	Size:	50' long
Attacks:	1 bite	Defenses:	E:12/M:10/R:12/S:10/T:12
Damage:	3d12	Level:	12

This is a creature from Urthe's ancient past that once was extinct, but have somehow reappeared in recent centuries. *Mutation: The sharashilh seems to be a large, mutant shark. They are covered in light gold scales. They have eyes that are blue in color.* Habitat: Oceans

Sharktacle

Stamina:	48	Speed:	Swim 180'
Protection:	4	Stage:	Animal
Hit:	9	Size:	40' long
Attacks:	1 bite / 1 tentacle	Defenses:	E:8/M:5/R:9/S:8/T:9
Damage:	1d8 bite / 1d6 tentacle	Level:	6

These 40' long creatures are fast and attack with their jaws and tentacles. They are mostly a dark blue color but their tentacles are more yellowish as you get to the tips. They are often hunted by marners as they provide a good source of food, and the ink is valuable to scholars. One can harvest about 1 liter of ink from these creatures, valued at about 100 xormite. Habitat: Rivers, Lakes

Sharz

Stamina:	40	Speed:	120'
Protection:	2	Stage:	Advanced
Hit:	9	Size:	6' tall
Attacks:	2 weapon	Defenses:	E:8/M:5/R:-/S:8/T:8
Damage:	weapon	Level:	5

This 6' tall bipedal species crashed on this planet centuries ago. They have 4 arms that allow them to attack twice per round. Their skin is green but will sometimes pulsate a glowing green, which warns other Sharz of danger. They are very technologically advanced and do not take kindly to invaders. They live in the radiated areas and have technology to purify water. They are able to communicate with others with telepathy. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Sheel

Stamina:	24	Speed:	180'
Protection:	-2	Stage:	Animal
Hit:	9	Size:	10' long
Attacks:	1 bite	Defenses:	E:4/M:2/R:7/S:9/T:4
Damage:	2d4	Level:	3

Sheel are 10' long mutant shark/eels that electrocute their prey when biting. The creature is light gray in color with sections of black and a white underbelly. Anyone bit by this creature must make an energy defense test or suffer double damage. Habitat: Rivers, Lakes

Shellox

Stamina:	40	Speed:	60'
Protection:	2	Stage:	Animal
Hit:	9	Size:	9' long
Attacks:	1 bite	Defenses:	E:6/M:5/R:-/S:9/T:6
Damage:	3d6	Level:	5

This beetle is covered in white fur with patches of black fur. They are often tamed to be pack animals. Habitat: Indoors, Underground, Forests, Hills, Mountains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Shockeel

Stamina:	24	Speed:	90'
Protection:	1	Stage:	Animal
Hit:	8	Size:	8' long
Attacks:	1 bite	Defenses:	E:6/M:1/R:5/S:9/T:8
Damage:	1d6	Level:	3

These giant eels are about 8' long and hunt rivers and lakes. They are a very dark gray in color, allowing them to hide much easier. They will produce an electrical shock 35% of the time. They do this to try and stun their prey before eating. This electrical shock will affect a 20' area from the shockeel and a defense test for shock is required or the victim is stunned for 1d4 rounds. Habitat: Rivers, Lakes

Shrukar

Stamina:	56	Speed:	120' (Swim 180')
Protection:	5	Stage:	Primitive
Hit:	7	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:9/M:10/R:10/S:9/T:10
Damage:	weapon	Level:	7

The shrukar are a race of humanoid sharks that stand about 7' tall and mainly live in the oceans. They are dark blue in color and have light blue coloring around their mouths. They can survive on land for about a day before they must return to the sea. This allows the shrukar to perform raids on various land settlements. They often use pitch forks or tridents as weapons. Habitat: Oceans

Skunk

(*Skuwu*)

Stamina:	8	Speed:	120'
Protection:	0	Stage:	Animal
Hit:	8	Size:	2' long
Attacks:	1 bite	Defenses:	E:7/M:3/R:7/S:5/T:4
Damage:	1	Level:	1

This is a creature from Urthe's past that still exists today. There is a 30% chance they will spray an opponent that will cause blindness for 1d4 rounds unless the victim can make an agility test. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. *Mutation: The skuwu seems to be a mutant skunk. They are covered in deep gray fur. They have 5 eyes that are orange in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Skunk, Giant

(*Skunkachiel*)

Stamina:	40	Speed:	90'
Protection:	0	Stage:	Animal
Hit:	9	Size:	4' long
Attacks:	1 bite	Defenses:	E:5/M:3/R:10/S:9/T:8
Damage:	1d6	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. There is a 30% chance they will spray an opponent that will cause blindness for 2d4 rounds unless the victim can make an agility test. If sprayed, they will also have a horrible strong odor until they are able to wash themselves. *Mutation: The skunkachiel seems to be a large, mutant skunk. They are covered in thick silver scales. They have eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Slime, Acid

Stamina:	80	Speed:	60'
Protection:	8	Stage:	Instinctual
Hit:	6	Size:	8' wide
Attacks:	1 slime	Defenses:	E:8/M:-/R:-/S:12/T:9
Damage:	3d8	Level:	10

This bright yellow slime consumes almost any type of wood, metal, or organic materials. They suffer double damage from fire attacks. Habitat: Indoors, Underground, Mountains, Radiated Areas, Wastelands, Jungle Mountains

Slime, Giant

Stamina:	32	Speed:	60'
Protection:	0	Stage:	Instinctual
Hit:	8	Size:	7' wide
Attacks:	1 slime	Defenses:	E:6/M:-/R:10/S:6/T:10
Damage:	special	Level:	4

This green slime crawls around underground dwellings in search of prey to absorb. Anyone it hits with slime must make a defense test for toxins or suffer from paralysis for 1d4 rounds. The slime will attempt to coat the victim and break down the body to absorb. It will take double damage from fire based attacks. Habitat: Indoors, Underground

Sludgow

Stamina:	56	Speed:	60'
Protection:	3	Stage:	Animal
Hit:	7	Size:	6' tall
Attacks:	1 spit	Defenses:	E:10/M:8/R:-/S:7/T:8
Damage:	1d6	Level:	7

These sickly cows have tattered brown fur on a putrid green skin. They have huge fangs and attack with a radioactive spit. Anyone failing a radiation defense test suffers twice the amount of damage. They also suffer from radiation sickness for 1d4 weeks. This sickness causes one to suffer a 1 penalty to all die rolls but can be cured by a toxshot. Habitat: Forests, Radiated Areas, Wastelands, Jungle Forests

Slug, Giant

(*Slulhoc*)

Stamina:	96	Speed:	60'
Protection:	7	Stage:	Animal
Hit:	7	Size:	30' long
Attacks:	1 bite	Defenses:	E:12/M:9/R:13/S:11/T:12
Damage:	1d12	Level:	12

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone striking it with fists or melee weapons will be stuck with mucus, slowing them down and causing a penalty of 2 to all die rolls. *Mutation: The slulhoc seems to be a large, mutant slug. They are covered in shiny green feathers. They have eyes that are white in color.* Habitat: Indoors, Underground

Sluskur

Stamina:	32	Speed:	60' (Fly 180')
Protection:	2	Stage:	Animal
Hit:	11	Size:	4' long
Attacks:	1 bite	Defenses:	E:9/M:6/R:-/S:8/T:13
Damage:	1d8 bite	Level:	4

This snake is covered in bright blue feathers with wings of similar color. It is hard to see when flying as the body can appear to blend with the sky. Anyone bitten by this creature must make a defense test for toxins or die within 1d4+2 rounds. Habitat: Indoors, Underground, Hills, Mountains, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains

Snake, Constrictor

(*Snasfa*)

Stamina:	32	Speed:	90'
Protection:	0	Stage:	Animal
Hit:	8	Size:	15' long
Attacks:	1 bite / 1 squeeze	Defenses:	E:5/M:3/R:10/S:9/T:5
Damage:	1d8 / 1d10	Level:	4

This is a creature from Urthe's past that still exists today. Anyone caught in a squeeze attack must make a successful strength test or will continue to remain in the snake's grasp, taking another 1d10 damage. *Mutation: The snasfa seems to be a mutant snake. They are covered in rich red scales. They have 5 eyes that are red in color.* Habitat: Indoors, Underground, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Snake, Poisonous

(*Snagiugh*)

Stamina:	24	Speed:	150'
Protection:	-2	Stage:	Animal
Hit:	11	Size:	5' long
Attacks:	1 bite	Defenses:	E:4/M:2/R:8/S:7/T:13
Damage:	1d4	Level:	3

This is a creature from Urthe's past that still exists today. Anyone bit will need to make a defense test for toxins or die within 1d8 rounds. *Mutation: The snagiugh seems to be a mutant snake. They are covered in dirty violet fur. They have eyes that are tan in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Mountains, Jungle Swamps

Snake, Poisonous, Large

(*Snicfi*)

Stamina:	40	Speed:	150'
Protection:	2	Stage:	Animal
Hit:	7	Size:	20' long
Attacks:	1 bite	Defenses:	E:9/M:7/R:9/S:9/T:11
Damage:	2d6	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bit will need to make a defense test for toxins or die within 1d4 rounds. *Mutation: The snicfi seems to be a large, mutant snake. They are covered in vibrant gold skin. They have 4 eyes that are orange in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Snake, Sea

Stamina:	72	Speed:	Swim 120'
Protection:	7	Stage:	Animal
Hit:	8	Size:	26' long
Attacks:	1 bite / 1 squeeze	Defenses:	E:8/M:10/R:13/S:11/T:9
Damage:	1d8 / 1d10	Level:	9

This snake is often found in water and has dark blue scales with a white underbelly. Anyone caught in a squeeze attack must make a successful strength test or will continue to remain in the snake's grasp, taking another 1d10 damage. Habitat: Oceans

Snakemen

Stamina:	32	Speed:	90' (Swim 180')
Protection:	0	Stage:	Advanced
Hit:	7	Size:	7' tall
Attacks:	1 weapon	Defenses:	E:6/M:6/R:-/S:8/T:8
Damage:	weapon	Level:	4

These humanoid snakes only communicate with the rattles on their tails. They have huge fangs but they do not have any poison, nor do they bite with them. They are often found wearing plastoid armor and wielding plasma and laser weapons. They often build bases within swampy regions. Habitat: Indoors, Underground, Radiated Areas, Wastelands, Jungle Forests, Jungle Swamps

Spider, Amber

Stamina:	24	Speed:	180'
Protection:	0	Stage:	Animal
Hit:	8	Size:	6' wide
Attacks:	1 bite	Defenses:	E:7/M:1/R:5/S:7/T:5
Damage:	1d6	Level:	3

These large orange spiders secrete an amber like substance that they often spit at their prey's feet to keep them still (30% of the time). They often come back later when the prey is tired to finish them off for dinner. When the amber hardens, usually only a plasma torch can cut through it. Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Spider, Giant

(*Spiduzun*)

Stamina:	40	Speed:	30' (On Web 120')
Protection:	3	Stage:	Animal
Hit:	6	Size:	5' wide
Attacks:	1 bite	Defenses:	E:6/M:5/R:7/S:9/T:11
Damage:	2d4	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bit will need to make a defense test for toxins or be paralyzed for 1d6 rounds. Any web a victim is caught in can only be escaped from a successful strength test. *Mutation: The spiduzun seems to be a large, mutant spider. They are covered in shiny purple scales. They have 3 eyes that are forest-green in color.* Habitat: Indoors, Underground, Forests, Hills, Mountains, Jungle Forests, Jungle Hills, Jungle Mountains

Spider, Giant, Water

(*Spigheuh*)

Stamina:	64	Speed:	150'
Protection:	3	Stage:	Animal
Hit:	5	Size:	5' wide
Attacks:	1 bite	Defenses:	E:7/M:10/R:14/S:11/T:13
Damage:	2d4	Level:	8

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bit will need to make a defense test for toxins or be paralyzed for 1d6 rounds. They are able to walk on water, but often wait underwater within an air bubble they create. *Mutation: The spigheuh seems to be a large, mutant spider. They are covered in dark silver scales. They have eyes that are black in color.* Habitat: Rivers, Lakes

Spider, Large

(*Spicu*)

Stamina:	16	Speed:	60' (On Web 150')
Protection:	-3	Stage:	Animal
Hit:	9	Size:	2' wide
Attacks:	1 bite	Defenses:	E:6/M:0/R:5/S:7/T:11
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bit will need to make a defense test for toxins or be paralyzed for 1d4 rounds. Any web a victim is caught in can only be escaped from a successful strength test. *Mutation: The spicu seems to be a large, mutant spider. They are covered in rich gray feathers. They have eyes that are white in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Squid, Giant

(Squiduphoth)

Stamina:	96	Speed:	30' (Swim 180)
Protection:	9	Stage:	Animal
Hit:	4	Size:	43' long
Attacks:	1 tentacle / 1 bite	Defenses:	E:8/M:8/R:12/S:10/T:10
Damage:	1d8 tentacle / 2d8 bite	Level:	12

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will use an inky discharge if they need to escape, but they will attempt to wrap their tentacles around its prey. Anyone hit by the creature must make an agility test to see if they are in the creature's grasp. They must make strength tests until they free themselves and cannot attack while being held. *Mutation: The squiduphoth seems to be a large, mutant squid. They are covered in light gray feathers. They have eyes that are gold in color.* Habitat: Oceans

Squirrel

(Squzoux)

Stamina:	8	Speed:	90'
Protection:	-2	Stage:	Animal
Hit:	11	Size:	1' long
Attacks:	1 bite	Defenses:	E:7/M:0/R:3/S:7/T:3
Damage:	1	Level:	1

This is a creature from Urthe's past that still exists today. *Mutation: The squzoux seems to be a mutant squirrel. They are covered in rich green skin. They have 3 eyes that are tan in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps

Squirrel, Giant

(Sqitca)

Stamina:	16	Speed:	120'
Protection:	1	Stage:	Animal
Hit:	8	Size:	3' long
Attacks:	1 bite	Defenses:	E:5/M:1/R:5/S:8/T:5
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The sqitca seems to be a large, mutant squirrel. They are covered in thick brown scales. They have eyes that are tan in color.* Habitat: Snowy Forests, Snowy Mountains, Forests, Mountains

Stag

(Staguphich)

Stamina:	24	Speed:	240'
Protection:	-1	Stage:	Animal
Hit:	10	Size:	5' tall
Attacks:	1 antlers	Defenses:	E:7/M:2/R:8/S:8/T:6
Damage:	2d4	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The staguphich seems to be a mutant stag. They are covered in dull violet feathers. They have 5 eyes that are blue in color.* Habitat: Forests, Hills, Plains

Stag, Giant

(Stugar)

Stamina:	40	Speed:	210'
Protection:	2	Stage:	Animal
Hit:	6	Size:	8' tall
Attacks:	1 antlers	Defenses:	E:7/M:4/R:10/S:9/T:6
Damage:	2d8	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The stugar seems to be a large, mutant stag. They are covered in dull silver skin. They have 6 eyes that are white in color.* Habitat: Hills, Mountains

Sting Ray

(*Stingubus*)

Stamina:	8	Speed:	Swim 90'
Protection:	-4	Stage:	Animal
Hit:	12	Size:	3' wide
Attacks:	1 sting	Defenses:	E:4/M:3/R:5/S:7/T:3
Damage:	1d4	Level:	1

This is a creature from Urthe's past that still exists today. If anyone is struck by their stinger, they must make a toxin defense test or suffer double damage. *Mutation: The stingubus seems to be a mutant stingray. They are covered in light violet fur. They have eyes that are yellowish-green in color.* Habitat: Oceans

Sturg Fly

Stamina:	16	Speed:	60' (Fly 180')
Protection:	1	Stage:	Animal
Hit:	11	Size:	2' long
Attacks:	1 bite	Defenses:	E:6/M:4/R:-/S:4/T:5
Damage:	1d4	Level:	2

This large fly is mostly bright purple in color and will attempt to bite its prey. Anyone bitten must make a defense test against toxin or be paralyzed for 1d6 rounds. Habitat: Indoors, Underground, Forests, Hills, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Swamps

Sulk

Stamina:	48	Speed:	60'
Protection:	1	Stage:	Animal
Hit:	8	Size:	9' long
Attacks:	1 bite	Defenses:	E:9/M:7/R:-/S:11/T:7
Damage:	1d4	Level:	6

These large black lizards are covered in feathers and are often captured to be used as riding mounts. Habitat: Snowy Hills, Snowy Mountains, Indoors, Underground, Deserts, Hills, Mountains, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains

Sundew, Giant

(*Sundutek*)

Stamina:	64	Speed:	10'
Protection:	3	Stage:	Animal
Hit:	7	Size:	5' wide
Attacks:	1 tentacle	Defenses:	E:9/M:10/R:10/S:11/T:11
Damage:	special	Level:	8

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They do not attack but if one touches their tentacles without protection, they must make a toxin defense test or be paralyzed for 1d6 rounds. After the 1d6 rounds, they must make another test unless they are somehow dragged away from it. Every round they are touching the creature, they suffer 1d4 damage from being digested. *Mutation: The sundutek seems to be a large, mutant sundew. They are covered in rich orange fur. They have eyes that are yellowish-green in color, on each of their two heads* Habitat: Indoors, Underground, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Swordfish

(*Fisuthu*)

Stamina:	16	Speed:	Swim 240'
Protection:	-2	Stage:	Animal
Hit:	8	Size:	10' long
Attacks:	1 bite	Defenses:	E:7/M:0/R:5/S:6/T:7
Damage:	2d6	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The fisuthu seems to be a mutant fish. They are covered in rich silver skin. They have eyes that are gray in color.* Habitat: Oceans

Thorntus

Stamina:	24	Speed:	30'
Protection:	-2	Stage:	Instinctual
Hit:	10	Size:	8' tall
Attacks:	1 limb	Defenses:	E:6/M:-/R:-/S:9/T:10
Damage:	1d8	Level:	3

A thorntus is a desert plant that senses movement from its prey. It looks like a cactus and stand about 8' tall. It is varying shades of green in color and has movable roots that allow it to travel. When within range, the thorntus will attack with its thorny limbs. The thorns have venom in them and have a 25% chance of putting its prey to sleep for 2d8 rounds. It attempts to do this so it can wrap its limbs around the prey and begin to dissolve the tissue for food. This sleeping effect can be avoided if the victim can make a defense test for toxins. A slain thorntus can be cut open where one can extract about a liter of venom. This venom is worth about 40 xormite and can coat 20 arrows/bolts/darts. Habitat: Deserts, Radiated Areas, Wastelands

Tick, Giant

(*Tewme*)

Stamina:	24	Speed:	30'
Protection:	1	Stage:	Animal
Hit:	11	Size:	2' wide
Attacks:	1 bite	Defenses:	E:6/M:5/R:5/S:5/T:6
Damage:	1d4	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. They will latch on to its prey if they succeed at biting. If they are not removed, they will drain the victim's blood causing 1d6 damage per round. *Mutation: The tewme seems to be a large, mutant tick. They are covered in bright black fur. They have 3 eyes that are tan in color.* Habitat: Indoors, Underground, Forests, Swamps, Jungle Forests, Jungle Swamps

Tiger

(*Tigeziegh*)

Stamina:	48	Speed:	120'
Protection:	2	Stage:	Animal
Hit:	7	Size:	9' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:8/R:11/S:8/T:7
Damage:	1d6 claw / 1d10 bite	Level:	6

This is a creature from Urthe's past that still exists today. They have a +1 to their initiative. *Mutation: The tigeziegh seems to be a mutant tiger. They are covered in vibrant gold skin. They have 7 eyes that are yellowish-green in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Tiger, Magma

Stamina:	64	Speed:	120'
Protection:	4	Stage:	Animal
Hit:	5	Size:	6' long
Attacks:	1 claw / 1 bite	Defenses:	E:10/M:7/R:-/S:10/T:9
Damage:	2d4 bite / 2d6 bite	Level:	8

These cats roam caves mostly and are covered in a very hard red skin. They are immune to fire attacks and lasers only seem to do half damage. They often find pockets of lava or magma to build their dens. Habitat: Indoors, Underground, Radiated Areas, Wastelands

Tinora

Stamina:	8	Speed:	120'
Protection:	-3	Stage:	Modern
Hit:	10	Size:	2' tall
Attacks:	weapon	Defenses:	E:7/M:5/R:4/S:3/T:6
Damage:	weapon	Level:	1

These small humanoids have a pale blue skin color and white hair. They look like miniature humans and use weapons like plasma knives or plasma pistols. Habitat: Snowy Forests, Snowy Hills, Forests, Hills, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Toad, Fire

(*Toawi*)

Stamina:	40	Speed:	60' (Jump 60')
Protection:	3	Stage:	Animal
Hit:	9	Size:	5' wide
Attacks:	1 bite or 1 spit	Defenses:	E:7/M:4/R:-/S:9/T:6
Damage:	2d4 bite or spit	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. It has a bright orange skin and yellow eyes. There is a 20% chance they will spray an opponent with a gasoline type substance. If anyone gets covered in this fluid, the toad will then attempt to fire a laser beam from their eyes to ignite the flame, which is considered another range attack. One can harvest a couple gallons of gasoline from the corpse of one of these creatures. *Mutation: The toawi seems to be a large, mutant toad. They are covered in thick green skin. They have one eye that is blue-green in color.* Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Toad, Giant

(*Towyu*)

Stamina:	24	Speed:	60' (Jump 60')
Protection:	0	Stage:	Animal
Hit:	9	Size:	5' wide
Attacks:	1 bite	Defenses:	E:7/M:3/R:6/S:8/T:7
Damage:	2d4	Level:	3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The towyu seems to be a large, mutant toad. They are covered in bright orange fur. They have 3 eyes that are violet in color.* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Toad, Ice

(*Toaghaih*)

Stamina:	40	Speed:	60' (Jump 60')
Protection:	0	Stage:	Animal
Hit:	7	Size:	5' wide
Attacks:	1 bite or 1 beam	Defenses:	E:6/M:6/R:10/S:8/T:10
Damage:	1d4 bite or beam	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. It has a bright blue skin and black eyes. There is a 20% chance it will use their beam attack from their eyes. Anyone hit with this beam will be frozen in ice where one must make a successful medicine test to thaw them out. This process takes about 2 days. *Mutation: The toaghaih seems to be a large, mutant toad. They are covered in dirty violet skin. They have eyes that are silver in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Swamps

Toad, Poisonous

(*Teshe*)

Stamina:	16	Speed:	60' (Jump 60')
Protection:	1	Stage:	Animal
Hit:	9	Size:	5' wide
Attacks:	1 bite	Defenses:	E:8/M:4/R:7/S:8/T:8
Damage:	2d4	Level:	2

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. Anyone bitten by the creature must make a defense test for toxins or suffer double damage. *Mutation: The teshe seems to be a large, mutant toad. They are covered in dull white fur. They have eyes that are red in color, on each of their two heads* Habitat: Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Torus

Stamina:	56	Speed:	120'
Protection:	2	Stage:	Primitive
Hit:	7	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:7/M:8/R:13/S:7/T:11
Damage:	weapon	Level:	7

These 6' tall humanoid bulls are a warlike race that hunt in groups and live in herds. They have dark brown skin with brown fur. They have dull yellow horns on their head and their eyes are usually dark red in color. They commonly use simple melee weapons and bows, but some have been encountered with guns and other types of technology. Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Trapjaw

Stamina:	32	Speed:	180'
Protection:	4	Stage:	Animal
Hit:	11	Size:	4' tall
Attacks:	1 bite	Defenses:	E:6/M:5/R:-/S:7/T:5
Damage:	1d8	Level:	4

These 4' tall creatures are the guard dogs of the Sharz. They are quite fast and have a light blue color to their skin. They only have two legs and a tail that helps them balance. They have a large mouth with 3 enormous fangs they use to latch onto prey. The Sharz are able to control these creatures with telepathy from 100' away, instead of the standard 30' they use to communicate. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Troll

Stamina:	56	Speed:	120'
Protection:	5	Stage:	Industrial
Hit:	8	Size:	9' tall
Attacks:	1 weapon	Defenses:	E:7/M:11/R:-/S:11/T:11
Damage:	weapon	Level:	7

These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Troll, Frost

Stamina:	16	Speed:	90'
Protection:	0	Stage:	Industrial
Hit:	12	Size:	9' tall
Attacks:	1 weapon	Defenses:	E:6/M:6/R:9/S:4/T:5
Damage:	weapon	Level:	2

These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have bluish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground

Troll, Giant

Stamina:	64	Speed:	120'
Protection:	3	Stage:	Industrial
Hit:	5	Size:	10' tall
Attacks:	1 weapon	Defenses:	E:10/M:10/R:-/S:11/T:10
Damage:	weapon	Level:	8

These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Troll, Giant, Two-Headed

Stamina:	80	Speed:	120'
Protection:	8	Stage:	Industrial
Hit:	5	Size:	10' tall
Attacks:	2 weapons	Defenses:	E:11/M:8/R:-/S:12/T:9
Damage:	weapons	Level:	10

These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have greenish skin and have a deformed appearance. They have two heads with each controlling one arm and thus able to attack twice per round with each weapon. They regenerate if they are not burned after being slain. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Troll, Sea

Stamina:	56	Speed:	30' (Swim 120')
Protection:	2	Stage:	Industrial
Hit:	6	Size:	10' tall
Attacks:	1 weapon	Defenses:	E:7/M:11/R:12/S:10/T:10
Damage:	weapon	Level:	7

These creatures were once humans that were exposed to a high radiation incident hundreds of years ago. They have blue scales and have a deformed appearance. They regenerate if they are not burned after being slain. Very few have been reported killed as they sink to the depths below and thus cannot be burned. They are often dressed in some type of clothing, even if rather tattered. They also use modern to primitive weapons. Habitat: Oceans

Turteldon

Stamina:	104	Speed:	30' (Swim 90')
Protection:	8	Stage:	Animal
Hit:	4	Size:	30' wide
Attacks:	1 bite	Defenses:	E:9/M:10/R:13/S:13/T:12
Damage:	4d8	Level:	13

This giant turtle has a long neck that it can extend above the open sea. This creature is known to have sunk many ships. Habitat: Rivers, Lakes, Oceans

Turtle, Giant, Sea

(*Turtezchi*)

Stamina:	120	Speed:	10' (Swim 150)
Protection:	13	Stage:	Animal
Hit:	1	Size:	20' wide
Attacks:	1 bite	Defenses:	E:13/M:12/R:14/S:14/T:13
Damage:	3d8	Level:	15

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The turtezchi seems to be a large, mutant turtle. They are covered in dull yellowish-green fur. They have eyes that are yellow in color.* Habitat: Oceans

Turtle, Giant, Snapping

(Turtluraax)

Stamina:	80	Speed:	30' (Swim 20')
Protection:	8	Stage:	Animal
Hit:	6	Size:	30' wide
Attacks:	1 bite	Defenses:	E:10/M:9/R:12/S:9/T:10
Damage:	4d6	Level:	10

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The turtluraax seems to be a large, mutant turtle. They are covered in thick red feathers. They have 8 eyes that are brown in color.* Habitat: Rivers, Lakes

Tusker

Stamina:	40	Speed:	120'
Protection:	3	Stage:	Industrial
Hit:	10	Size:	8' tall
Attacks:	1 weapon	Defenses:	E:7/M:6/R:8/S:7/T:7
Damage:	weapon	Level:	5

Tuskers are an 8' tall humanoid elephant species with gray skin and dark blue eyes. They are a shifty species that usually deal in gambling and chemical stimulants such as drugs and alcohol. Habitat: Indoors, Underground, Jungle Forests, Jungle Hills, Jungle Swamps

Unicorn

Stamina:	40	Speed:	240'
Protection:	1	Stage:	Animal
Hit:	10	Size:	6' tall
Attacks:	1 horn or 1 beam	Defenses:	E:8/M:7/R:-/S:10/T:10
Damage:	1d8 horn / 2d8 beam	Level:	5

This horse is covered in dark red scales and has bright yellow eyes. It has a black horn protruding from its head that it can stab enemies with. The horn can also fire a plasma beam of energy at opponents. The unicorn will only use the beam when enemies are not within reach, as the use of the beam tires the creature. Habitat: Forests, Hills, Plains, Swamps, Radiated Areas, Wastelands

Unihare

Stamina:	8	Speed:	180'
Protection:	-1	Stage:	Animal
Hit:	9	Size:	3' long
Attacks:	1 horn	Defenses:	E:4/M:0/R:-/S:4/T:4
Damage:	1d4	Level:	1

A large, ferocious rabbit with a razor sharp horn on its head and dark green fur. Habitat: Indoors, Underground, Forests, Plains, Radiated Areas, Wastelands

Vambear

Stamina:	32	Speed:	120'
Protection:	-1	Stage:	Primitive
Hit:	9	Size:	5' tall
Attacks:	1 weapon	Defenses:	E:8/M:8/R:6/S:9/T:8
Damage:	weapon	Level:	4

These 5' tall bipedal bat creatures live underground. They have the head of a bat but their bodies resemble that of humanoid bears. They have brown skin with a thick mane of black and white hair. Their eyes glow yellow and they can see heat patterns up to 120' away. They are able to use crude weapons like clubs. They strictly feast on the blood of other creatures. They are able to perform a shriek attack once per day. They will only resort to this if their stamina is below half. The shriek will affect a 10' radius and anyone caught in it will need to make a shock defense test or suffer 1d4 points of sonic damage. This also causes the victim to be deafened for 1d6+4 rounds. Habitat: Indoors, Underground

Vampere

Stamina:	72	Speed:	180'
Protection:	4	Stage:	Animal
Hit:	4	Size:	7' tall
Attacks:	1 bite	Defenses:	E:11/M:8/R:12/S:11/T:11
Damage:	2d6	Level:	9

These humanoids have sickly white skin with pointy ears. They can speak somewhat and are often wearing old ragged clothing. They fear any bright light and sleep in dark corners during the day. At night they will hunt for any medium sized creature that has some form of blood. Anyone bitten by these creatures, and lives, will become a vampere in about a week. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Vine Lasher

Stamina:	40	Speed:	None
Protection:	1	Stage:	Instinctual
Hit:	8	Size:	20' long
Attacks:	1 vine	Defenses:	E:5/M:-/R:9/S:8/T:6
Damage:	1d6	Level:	5

These 20' vines look like many other greenish vines and usually hang upside down. Once a victim gets close enough, they will whip them until they die. Then it will wrap them up and slowly consume the corpse for food. They can be found all over the land, where there is vegetation for them to hide. Habitat: Forests, Plains, Swamps, Jungle Forests, Jungle Swamps

Vine, Hanging

Stamina:	64	Speed:	None
Protection:	5	Stage:	Instinctual
Hit:	6	Size:	20' long
Attacks:	6 vines	Defenses:	E:8/M:-/R:11/S:9/T:9
Damage:	1d4 each vine	Level:	8

These look like normal vines except they will sense any movement from a medium sized creature. The vines will then quickly attack those nearby. Habitat: Forests, Hills, Swamps, Jungle Forests, Jungle Hills, Jungle Swamps

Vulture

(*Vultuyeq*)

Stamina:	16	Speed:	30' (Fly 270')
Protection:	1	Stage:	Animal
Hit:	12	Size:	6' wide
Attacks:	1 talon	Defenses:	E:4/M:4/R:-/S:7/T:7
Damage:	1d4	Level:	2

This is a creature from Urthe's past that still exists today. *Mutation: The vultuyeq seems to be a mutant vulture. They are covered in dark yellowish-green fur and have dull yellow feathered wings. They have eyes that are forest-green in color.* Habitat: Deserts, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Vulture, Giant**(Vultughiuh)**

Stamina: 24
Protection: 1
Hit: 8
Attacks: 1 talon
Damage: 1d8

Speed: 30' (Fly 240')
Stage: Animal
Size: 12' wide
Defenses: E:8/M:3/R:-/S:6/T:7
Level: 3

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The vultughiuh seems to be a large, mutant vulture. They are covered in thick green skin and have vibrant violet feathered wings. They have 4 eyes that are silver in color.* Habitat: Deserts, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains, Jungle Swamps

Wasp, Giant**(Wecha)**

Stamina: 32
Protection: 0
Hit: 9
Attacks: 1 sting
Damage: 1d4

Speed: 60' (Fly 210')
Stage: Animal
Size: 3' tall
Defenses: E:8/M:6/R:-/S:10/T:8
Level: 4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The wecha seems to be a large, mutant wasp. They are covered in shiny violet scales and have shiny blue bat-like wings. They have 4 eyes that are green in color.* Habitat: Rivers, Lakes, Forests, Hills, Mountains, Plains, Swamps, Radiated Areas, Wastelands, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Waste Hound

Stamina: 32
Protection: -1
Hit: 7
Attacks: 1 bite
Damage: 1d8

Speed: 150'
Stage: Animal
Size: 5' long
Defenses: E:5/M:2/R:-/S:9/T:6
Level: 4

These mutant dogs are blood red in color with glowing yellow eyes. They can detect heat signatures up to 100' away, allowing them to hunt at night. Anyone bitten must make a defense test for radiation. If affected by the radiation sickness, the victim will not be able to recover any Stamina until a toxshot is applied. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Weasel**(Wealhji)**

Stamina: 4
Protection: 0
Hit: 10
Attacks: 1 bite
Damage: 1

Speed: 150'
Stage: Animal
Size: 1' long
Defenses: E:3/M:2/R:7/S:4/T:5
Level: 0

This is a creature from Urthe's past that still exists today. *Mutation: The wealhji seems to be a mutant weasel. They are covered in vibrant yellowish-green skin. They have eyes that are tan in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Deserts, Forests, Hills, Mountains, Plains, Swamps

Weasel, Giant**(Wedieph)**

Stamina: 32
Protection: 2
Hit: 7
Attacks: 1 bite
Damage: 1d6

Speed: 150'
Stage: Animal
Size: 4' long
Defenses: E:9/M:6/R:10/S:8/T:5
Level: 4

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The wedieph seems to be a large, mutant weasel. They are covered in dull gray fur. They have 5 eyes that are white in color.* Habitat: Indoors, Underground, Plains, Swamps

Weeder

Stamina:	24	Speed:	None
Protection:	1	Stage:	Instinctual
Hit:	9	Size:	10' wide
Attacks:	1 vine	Defenses:	E:8/M:-/R:7/S:6/T:5
Damage:	2d8	Level:	3

Weeders are carnivorous plants that are dark green in color and cover an area 10' wide. Their roots dangle freely in the water as the bulk of the plant lies 15' below the surface. They can often be spotted from afar as the leaves can be seen floating on the surface of the waves. They generally feed on larger creatures that happen to swim by, but they have been known to wrap around sea vessels. Sailors are often taken one by one with by the mouths of these plants. Habitat: Rivers, Lakes

Whale

(*Whethxi*)

Stamina:	112	Speed:	Swim 180'
Protection:	12	Stage:	Animal
Hit:	6	Size:	67' long
Attacks:	1 bite	Defenses:	E:11/M:11/R:15/S:12/T:14
Damage:	2d20	Level:	14

This is a creature from Urthe's past that still exists today. *Mutation: The whethxi seems to be a mutant whale. They are covered in bright silver feathers. They have eyes that are yellow in color.* Habitat: Oceans

Wisp

Stamina:	72	Speed:	Fly 180'
Protection:	5	Stage:	Instinctual
Hit:	5	Size:	1' wide
Attacks:	1 light	Defenses:	E:10/M:-/R:-/S:8/T:11
Damage:	special	Level:	9

These bluish orbs of light fly around only at night. Anyone gazing on these creatures must make a defense test for the mind or be hypnotized. They can make another test to snap out of it each round. The wisp will attempt to lead the prey in a direction that may cause their death (off a cliff, down a deep hole, etc.). Once they are dead, the wisp will consume the corpse within its light leaving only bones (or exoskeletons) behind. Habitat: Snowy Mountains, Indoors, Underground, Mountains, Swamps, Radiated Areas, Wastelands, Oceans, Jungle Mountains, Jungle Swamps

Wolf

(*Wolfucir*)

Stamina:	24	Speed:	180'
Protection:	-2	Stage:	Animal
Hit:	10	Size:	3' tall
Attacks:	1 bite	Defenses:	E:4/M:5/R:9/S:7/T:6
Damage:	1d6	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The wolfucir seems to be a mutant wolf. They are covered in dark tan fur. They have 8 eyes that are brown in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Wolf, Ice

Stamina:	48	Speed:	180'
Protection:	3	Stage:	Animal
Hit:	9	Size:	5' tall
Attacks:	1 bite	Defenses:	E:10/M:6/R:11/S:11/T:8
Damage:	2d4	Level:	6

This wolf is made of icy white scales and blends in with the snow, giving it +1 to initiative during the first round of combat. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Indoors, Underground

Wolf, Spiked

Stamina:	56	Speed:	150' (Fly 120')
Protection:	2	Stage:	Animal
Hit:	9	Size:	4' tall
Attacks:	1 claw / 1 bite / 1 tail	Defenses:	E:6/M:5/R:12/S:8/T:9
Damage:	1d4 claw / 1d6 bite / 1d8 tail	Level:	7

These hairless wolves have black skin and white eyes. Their tails have spikes on the end, which they use for attacks. They have huge bat-like wings that wrap around them when on land. Habitat: Snowy Forests, Snowy Mountains, Indoors, Underground, Forests, Mountains, Swamps, Jungle Forests, Jungle Mountains, Jungle Swamps

Wolverine

(*Woloya*)

Stamina:	24	Speed:	120'
Protection:	-2	Stage:	Animal
Hit:	7	Size:	2' long
Attacks:	1 claw / 1 bite	Defenses:	E:6/M:2/R:8/S:7/T:7
Damage:	1d4 claw / 1d6 bite	Level:	3

This is a creature from Urthe's past that still exists today. *Mutation: The woloya seems to be a mutant wolverine. They are covered in dull white feathers. They have 6 eyes that are yellow in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground

Wolverine, Giant

(*Wugha*)

Stamina:	40	Speed:	150'
Protection:	1	Stage:	Animal
Hit:	6	Size:	6' long
Attacks:	1 claw / 1 bite	Defenses:	E:8/M:4/R:10/S:10/T:6
Damage:	1d6 claw / 1d8 bite	Level:	5

This is a creature from Urthe's past that still exists today, although mutated or evolved somewhat. *Mutation: The wugha seems to be a large, mutant wolverine. They are covered in dark orange fur. They have eyes that are gray in color.* Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground

Worm, Carcass

Stamina:	32	Speed:	120'
Protection:	-1	Stage:	Animal
Hit:	8	Size:	9' long
Attacks:	1 bite	Defenses:	E:5/M:3/R:8/S:8/T:9
Damage:	1d6	Level:	4

This large worm is reddish-green in color and lives in underground areas. It often eats carcasses and debris left behind over the centuries. Those it bites must make a toxin defense test or become paralyzed for 1d8 rounds. If no one else attacks the worm, it will begin to consume the paralyzed victim. Habitat: Indoors, Underground

Worm, Cave

Stamina:	80	Speed:	60' (Burrow 20')
Protection:	8	Stage:	Animal
Hit:	5	Size:	30' long
Attacks:	1 bite	Defenses:	E:10/M:9/R:10/S:13/T:11
Damage:	2d8	Level:	10

This large worm lives in underground dwellings or the mountainous regions of the land. They will move through already existing tunnels before being forced to burrow. Habitat: Snowy Mountains, Indoors, Underground, Mountains, Jungle Mountains

Worm, Frost

Stamina:	96	Speed:	60' (Burrow 60')
Protection:	10	Stage:	Animal
Hit:	3	Size:	42' long
Attacks:	1 bite	Defenses:	E:12/M:10/R:12/S:10/T:10
Damage:	6d6	Level:	12

This large worm is covered in white fur and travels under the snow and ice to surprise its prey. It can feel vibrations above and will attempt to surface at that spot. Habitat: Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts

Worm, Giant

Stamina:	120	Speed:	90' (Burrow 30')
Protection:	10	Stage:	Animal
Hit:	1	Size:	50' long
Attacks:	1 bite	Defenses:	E:10/M:8/R:-/S:15/T:15
Damage:	2d12	Level:	15

This giant black worm will usually gain a +3 to initiative when it emerges from under the ground, and only during that first combat round. Habitat: Snowy Hills, Snowy Plains, Indoors, Underground, Deserts, Hills, Plains, Radiated Areas, Wastelands, Jungle Hills

Worm, Glow

Stamina:	32	Speed:	90'
Protection:	-1	Stage:	Animal
Hit:	9	Size:	30' long
Attacks:	1 bite	Defenses:	E:5/M:6/R:-/S:8/T:5
Damage:	1d6	Level:	4

These 30' long worms travel under the ground and have an eerie green glow to them. Before they surface, you are often able to see the glow beneath the soil. A victim must make a defense test for radiation or take double damage from the bite. Fluid can be extracted from a dead Glow Worm. This fluid, if put in a clear container, can light up a 20' area for six hours. Habitat: Indoors, Underground, Deserts, Radiated Areas, Wastelands

Wrapper

Stamina:	64	Speed:	120'
Protection:	6	Stage:	Instinctual
Hit:	9	Size:	8' long
Attacks:	1 bite	Defenses:	E:7/M:-/R:14/S:9/T:11
Damage:	1d8	Level:	8

These are 8' long leeches that dwell in the muck of the rivers and lakes. They are slimy and dark gray in color. They will wrap around their prey and latch onto them to drain their blood until the victim is dead. If they are successfully hit by an attack, they will release their victim and try to latch on again. Each round, they are sucking blood, will cause 1d8 points of damage. One can also set themselves free with a successful strength test. Habitat: Rivers, Lakes

Wulog

Stamina:	32	Speed:	180'
Protection:	2	Stage:	Animal
Hit:	10	Size:	6' tall
Attacks:	1 bite	Defenses:	E:9/M:4/R:9/S:6/T:5
Damage:	2d4	Level:	4

These mutated dogs are covered in dark gray scales and have two small horns on their heads. They have long tongues and tusks. Habitat: Snowy Forests, Snowy Hills, Snowy Mountains, Snowy Plains, Indoors, Underground, Deserts, Forests, Hills, Mountains, Plains, Swamps, Jungle Forests, Jungle Hills, Jungle Mountains, Jungle Swamps

Xorbucon

Stamina:	40	Speed:	120'
Protection:	2	Stage:	Primitive
Hit:	7	Size:	6' tall
Attacks:	1 weapon	Defenses:	E:6/M:8/R:7/S:8/T:12
Damage:	weapon	Level:	5

These humanoid lizard creatures live underground and stand about 6' tall. They have dark brown scales, gray underbelly and dark red ridges on their backs. They have huge red eyes that allow them to see in total darkness up to 150' away. They are able to use crude weapons like clubs and spears. Once a day they are able to release a toxic spray at a single target. There is a 20% chance they will resort to this attack. Anyone hit with this spray must make a defense test for toxins or suffer 2d4 damage. They are meat eaters but will commonly hunt for small creatures. They will attack larger creatures only in self-defense, or if their young is in danger. Habitat: Indoors, Underground

Yeti

Stamina:	40	Speed:	150'
Protection:	1	Stage:	Animal
Hit:	7	Size:	8' tall
Attacks:	2 claws	Defenses:	E:8/M:7/R:8/S:9/T:9
Damage:	1d6 each claw	Level:	5

These large humanoid beasts are covered in dirty white fur and live in mountainous caves. They often travel at night in search of live meat. Habitat: Snowy Mountains, Indoors, Underground

Zombie

Stamina:	16	Speed:	60'
Protection:	0	Stage:	Instinctual
Hit:	8	Size:	6' tall
Attacks:	1 bite	Defenses:	E:5/M:-/R:-/S:7/T:4
Damage:	1d6	Level:	2

At one time, the dead rose and walked the planet. Some of these still roam the world. Any medium sized humanoid mammal killed by these creatures will return as one of them. Habitat: Snowy Hills, Snowy Mountains, Indoors, Underground, Deserts, Hills, Mountains, Swamps, Radiated Areas, Wastelands, Radiated Areas, Wastelands, Jungle Hills, Jungle Mountains, Jungle Swamps

Zormites

Stamina:	40	Speed:	120'
Protection:	1	Stage:	Instinctual
Hit:	8	Size:	6" wide
Attacks:	1 bite	Defenses:	E:6/M:-/R:-/S:6/T:6
Damage:	1d4	Level:	5

These tick-like creatures give off a high amount of radiation. Anyone that gets bitten by them will need to make a defense test for radiation or suffer an additional 1d4 damage. They have been given the name because they seem to eat xormite whenever they find it. If they are hit by an energy weapon, there is a 30% chance they will explode, causing 1d10 damage to all those within 10' of it. Habitat: Indoors, Underground, Radiated Areas, Wastelands



What roams the world of the 45th century?

This guide has 300 different creatures that inhabit the world of Urthe. Some are from recent history, while others are from tales of ancient past. There are other creatures that have spawned anew to walk the landscapes. This supplement also provides options to remove some of the familiarity all together, and have every creature...a new creature.



This supplement is used with the post-apocalyptic fantasy role-playing game...

BROKEN  **URTHE™**

...and is fully compatible with the futuristic adventure role-playing game...

SPACE RYFT™