

# ***TRAVELLER***



*Supplement 11:  
Animal Encounters*

*Scales, Fur and Feathers (and Fungoid Monstrosities)*

# TRAVELLER

## ANIMAL ENCOUNTERS

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### **CREDITS**

#### ***Classic Traveller***

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

#### ***Mongoose Traveller***

#### **AUTHOR**

August Hahn

#### **EDITOR**

Charlotte Law

#### **LAYOUT**

Will Chapman

#### **INTERIOR ILLUSTRATIONS**

JoB

#### **PROOFREADING**

Nick Robinson

### **CONTENTS**

<b><i>Introduction</i></b>	<b>2</b>
<b><i>A Walk on the Wild Side</i></b>	<b>5</b>
<b><i>When Animals Attack</i></b>	<b>24</b>
<b><i>Cold World Encounters</i></b>	<b>27</b>
<b><i>Temperate World Encounters</i></b>	<b>47</b>
<b><i>Hot World Encounters</i></b>	<b>65</b>
<b><i>Special Enviroments</i></b>	<b>83</b>
<b><i>The Galactic Menagerie</i></b>	<b>86</b>
<b><i>Animal Breed Sheet</i></b>	<b>96</b>

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# INTRODUCTION

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There is so much to do! It's been a long road getting here and now that we are almost planetside I just don't feel prepared at all. I wish Vilhelm could have been here for this. He would have loved New Eden, I'm sure. Still, I can't think about the past. I have to focus on the task at hand. A whole new system, new zoology and I get to classify it all. My own expedition at last; I can't wait to start.

And what a system it is! Initial scans show some form of life on every planet. Tollwin showed me the odds on that happening and the chances are pretty damn slim. This system might actually be unique to our stellar arm, maybe in the entire galaxy. Just thinking about the biological finds waiting for us is enough to keep me up.

I wonder what we'll find first?

<...pause logfile: ashtonramsey|personal...>

Animal Encounters is a sourcebook for *Traveller*, the science fiction roleplaying game. This volume details animal species, behaviour and the myriad forms that life can take throughout the galaxy. It is not setting specific and can be used in conjunction with any campaign to enhance play. Referees will find plenty of use for this sourcebook, as its information is best used to create new creatures and populate planetary systems using the tables within.

This book is also intended to enhance encounters with animal lifeforms, discussing how animals react in various situations and even providing several encounter 'templates' to be used during game play. This introductory chapter details the many forms that animal life can take, the psychology of animals (including a discussion of non-sentient versus semi-sentient) and how animals are likely to react in combat, the most common sort of encounter during a given session.

By combining this information with the details given in the animal creation chapter, *A Walk on the Wild Side*, Referees can create unique and believable encounters between Players and non-sentient (or semi-sentient) life. Here a Referee will find tables intended to make animal creation on-the-fly much easier, allowing for a usable animal during play in just minutes with very little effort.

The largest section of this sourcebook, *When Animals Attack*, is given over to random encounter tables for Referees to use

during play. These are, for the most part, broken down by world type and then by terrain subtype. Using the world generation rules in the *Traveller Core Rulebook*, every basic type of world has been listed here by habitat and given encounter tables of its own. These tables sometimes have secondary charts included to determine initial behaviour of the animals.

Putting all of this information together, the last chapter – *The Galactic Menagerie* – is a collection of fully detailed animals along with likely habitat zones and encounter notes. By making slight modifications to these animals, Referees can reuse these creatures many times for many different encounters. A wolf by any other name might have pincers or wings, after all.

Every care has been taken to keep the subject matter as 'scientific' as possible whenever possible. While there are a few flights of fancy, such as the supposition of life forms capable of existence in the vacuum of space or the high heat envelope of a solar body, these animals for the most part are all feasible and should make for memorable, believable encounters during play.

## **Animal Psychology**

The first thing to remember when using animals during a game is that they are, in fact, animals. They are not sentient beings with the same motivations and variety of thought processes that players typically exhibit. Animals have a very unique psychology and while their behaviour is in a sense predictable, it is not always as simple as one might believe. A basic understanding of animal psychology can be very useful for Referees looking to bring them into their games.

Before delving into the minds of animals, it is important to be clear as to what an animal is and what it is not. Simply defining animals as non-human life forms is not enough, especially in game settings where alien life may be existent, prevalent or even dominant.

Animal psychology centres primarily on the concepts of cognition; several categories of mental development that define their behaviour and determine their role in their individual ecosystems. This information is given in several categories along with their relevance in *Traveller* game play.

**Awareness:** Awareness is an animal's ability to distribute attention between different aspects of a stimulus and on

**DEFINITION OF ANIMAL**

1: Any of a kingdom (Animalia) of living things including many-celled organisms and often many of the single-celled ones (as protozoans) that typically differ from plants in having cells without cellulose walls, in lacking chlorophyll and the capacity for photosynthesis, in requiring more complex food materials (as proteins), in being organised to a greater degree of complexity, and in having the capacity for spontaneous movement and rapid motor responses to stimulation

2: One of the lower animals as distinguished from human beings.

3: (colloquial) Motive life without the capacity for higher learning or sentience. (This definition typically excludes 'civilised' races from classification as animals.)

sensory input. As in humans, it appears that sharing awareness between stimulus features reduces the capacity to detect any one of them. This is best seen in the extreme development of certain senses, typically at the detriment or absence of others. For example, animal species without eyesight usually have exceptional hearing or tactile ability.

Game Use: Referees can create animal species adapted to their environments with extremely acute senses that reflect their shortcomings in other ways. Animals found in caustic atmospheres might not have any sense of smell, for example, but to compensate for this their hearing is highly developed.

**Memory:** Animals, especially higher-order mammals and primates, exhibit strong short-term memory but usually have little developed long-term cognition. Unless an entity or locale has made a strong impression on an animal, they will not necessarily remember it over a long period of time. Some animals are notable exceptions to this, namely migratory fliers and animals that horde and collect. Both classifications show very strong special memory, often recalling specific locations over months and years, even after geological changes have altered their appearances.

Game Use: By highlighting the short memory of animals and their tendency to forget once stimulus ends, engaging encounters can be created with herds of animals that 'rediscover' the players every time they meet. Migrational memory can be a useful tool as well, as waves of creatures keep arriving where the players are, never ceasing until the players realise that *where* they are is the reason for the constant encounters.

**Spatial cognition:** The ability to properly navigate and search through the environment is a critical ability for many animals. Be it the patterns of insect dances to communicate distance and direction or the scent markings leading many predator species through sprawling areas of territory, the mechanisms for special cognition among animals is as fascinating as it is varied.

Game Use: Players may be surprised by an animal's ability to find its way around an unfamiliar environment such as the interior of a landed starship. Quite an interesting scenario can be created around Players discovering territorial 'marks' aboard their ship and the consequent mayhem of the predator animal that has been marking them.

**Tool and weapon use:** While it is a limited field of research and not a very common trait in the animal kingdom, many species have exhibited tool use and even the rudiments of

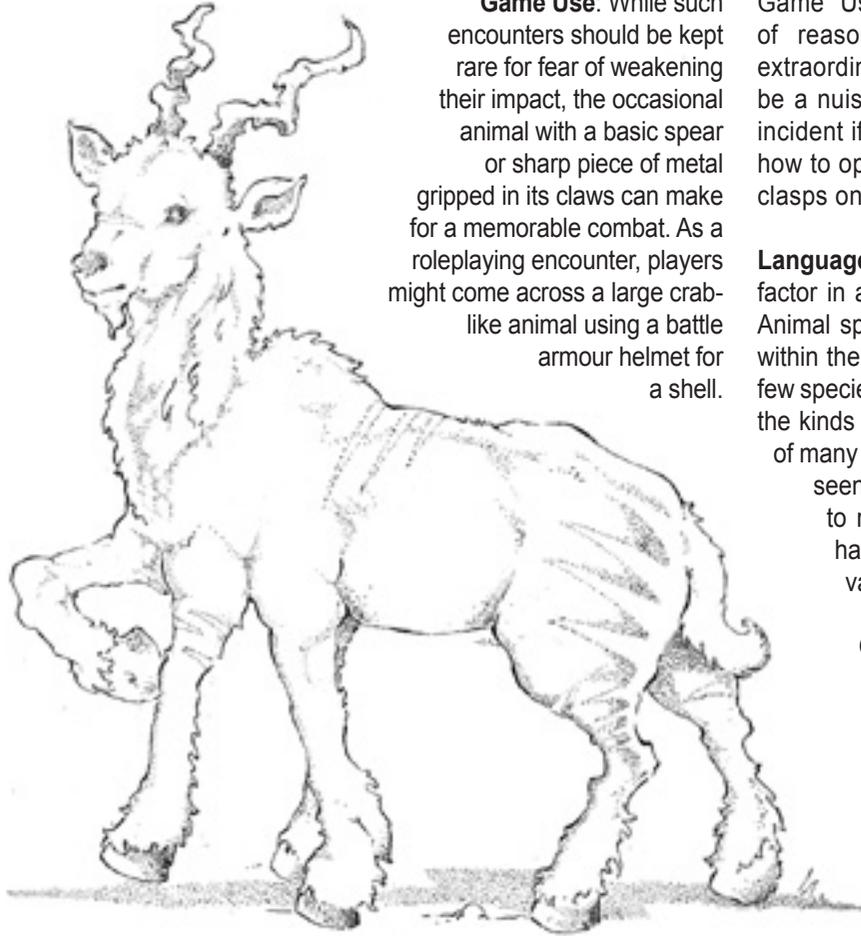
**FIGHT OR FLIGHT**

The single most important thing for Referees to keep in mind when running encounters with animals is that non-sentient species are creatures of instinct. They are rarely moved by emotional drives and tend to approach all situations as their biology demands. If they are predators and can sense players as edible, they may attack to feed. If they are prey species, they may run from any newcomers as a matter of survival.

Of special note are refined metal and chemical scents. Animals are a part of the natural world and as such do not usually react well to the presence of anything manufactured or alien to their environment. Even an aggressive predator species is not likely to stick around the landing site of a starship as it touches down. Such an event is a traumatic, unnatural thing and will send virtually any animal species into flight, at least in the short term. Inquisitive animals, especially territorial ones, will probably start to investigate later but where technology is concerned, escaping is the first order of business for most life forms.

Fleeing is an important concept to keep in mind for another reason. Few species understand the idea of warfare in a sentient sense. Survival is a stronger biological drive, one that supersedes aggression in all but the most bloodthirsty creatures. In this sense, animals are not at all likely to fight to the death or to the last member of a pack. Once a single animal goes down, routing should be considered a real possibility. Many animals will flee even if they are merely wounded. Little touches like this can make encounters with animals far more realistic.

weapon creation. Most common among mammals, especially primates, tool use can advance a species beyond what they might normally accomplish in a given environment and even allows them to spread outside their typical habitat. It should be noted that mammals are not the only creatures who utilise 'tools'; cephalopods are known to commandeer foreign objects to use as shells, for example.



**Game Use:** While such encounters should be kept rare for fear of weakening their impact, the occasional animal with a basic spear or sharp piece of metal gripped in its claws can make for a memorable combat. As a roleplaying encounter, players might come across a large crab-like animal using a battle armour helmet for a shell.

**Reasoning and problem solving:** Cognition is present in virtually every animal species. What is not common is the ability to use that cognition to solve problems in a logical and straight forward manner. In fact, this capability is the basis for sentience and semi-sentience, traits usually only found in higher order mammals (on Earth-like planets, at least). More often than not, reason and tool use can be found in the same species.

**Game Use:** Making unexpected animal species capable of reason can transform a normal encounter into an extraordinary one. While a swarm of rat-like creatures might be a nuisance, those same little creatures become a major incident if they have tiny opposable digits and can figure out how to open doors, pop the lids of canisters and unhook the clasps on vac suits.

**Language:** An often overlooked or, alternately, overdeveloped factor in animal encounters is the concept of communication. Animal species do have the ability to express basic concepts within their own social groups and do so on a regular basis. A few species evolve this capacity to a greater degree, developing the kinds of expressive 'languages' like wolf howls, the grunts of many simian breeds and even bioluminescent light patterns seen in some forms of insects and fish. What is important to remember is that animals do **not**, as a general rule have the ability to impart complex concepts like colour, value judgments and the like.

**Game Use:** On a basic level, language can make a combat encounter more interesting if the animals involved can call for help or have the ability to communicate in some manner. Animals using basic tactical communication on the battlefield can make Players think twice about taking such 'beasts' for granted in the future. Again, Referees should be careful not to overuse this idea. Animal species of this kind should be rare.

# A WALK ON THE WILD SIDE

<...commence logfile: ashtonramsey|personal...>

We've arrived in system and, I must say, I had no idea of the complexities involved in travelling between the stars. I consider myself a learned man but if I had to guide this vessel by myself I would never even be able to get into orbit, much less back out of it. Fortunately I do not have to try. Captain Raemus and her crew have been very helpful, even supportive of my mission here. I must say it is a very nice change.

My first set of planetary data has come in and as soon as the ship's computer has decrypted it into a form I can use, I will set about building a basic ecosystem model for each of New Eden's six planets. So many fascinating forms of life! Surely something here will be unique enough that I'll get to communicate the discovery of a truly remarkable new species. Imagine it, an alien species of fauna with my name on it. I really hope it is something at least vaguely attractive. I would rather not leave the legacy of some hideous eponymous insect to my descendants.

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## ANIMAL CREATION

Creating an animal includes relevant statistics and skills appropriate to the animal's habitat and role in its environment. Ecology, terrain, behaviour and species all play a factor and are summarised in the following system. This method of generation encompasses and supersedes the method given on pages 69–73 of the *Traveller Core Rulebook*.

Creating an animal using these charts results in a very detailed creature perfectly suited to its role. Referees looking to shortcut the process are encouraged to use one of the basic creatures from the Galactic Menagerie chapter and modify it using one of the templates listed there.

### Creating an Animal

The process of generating any animal in *Traveller* involves these five important determinations:

- Determine Class:** The base class of the animal determines its modifiers for all other charts and tables during the creation process. Animals fall into one of the following classes.
  - **Amphibians** – Animals with hybrid biology allowing them to survive in two or more environments (typically water and dry land).
  - **Aquatic** – This is a catch all for fish and water mammals alike. If it swims, it is aquatic.
  - **Avians** – Also called 'flyers', avians are flying animals that are *not* also mammals, insects or reptiles.
  - **Fungals** – This is an 'alien' life form that applies to mobile fungus, animal life comprised of plant matter.
  - **Insect** – These animals are the myriad sorts of spiders, ants, multipedes and bugs existing on a given world.
  - **Mammals** – Warm-blooded animals with body hair.
  - **Reptiles** – Cold-blooded animals with scales.
- Determine Terrain:** This can be done through either the chart given or simply chosen if the encounter location is already known. Terrains can be one of the following types.
  - **Clear** – Open, countryside without significant vegetation or severe variants in temperature or humidity of any kind.
  - **Plains** – Also considered 'prairie' terrain, this is a clear area with heavy grass or grain vegetation. Usually occurs in a temperate climate but can also represent warmer grasslands and savannah areas.
  - **Desert** – Arid regions of land without vegetation of any significant variety.
  - **Hills** – Everything from rolling areas of land to foothills near mountain ranges.
  - **Mountain** – Buttes, single mountain peaks and full ranges of mountainous terrain.
  - **Forest** – Forests are considered to be any heavy vegetation regions where the overhanging canopy is dense enough to block most light from reaching the ground.
  - **Woods** – Heavily vegetated areas similar to Forests but with more open space and passage of ambient light.
  - **Jungle** – Jungle areas are Forests in hot, humid conditions and tend to block more light from reaching their typically overgrown floors.
  - **Rainforest** – Similar to Jungle conditions, Rainforests have extremely high precipitation.
  - **Rough/Broken** – These are badlands and wastelands where there is very little clear ground area and a great deal of natural debris. Passage in these regions is difficult for large creatures.



- **Swamp/Marsh** – Extremely humid terrain marked by thick vegetation and a high level of ground water. Decay and fungal growth are generally prevalent in these regions.
- **Beach/Shore** – Areas of land, typically light on vegetation, adjoining bodies of salt water.
- **Riverbank** – Areas of land, usually with light to medium vegetation, adjoining bodies of fresh water. Riverbank terrain can also include the body of fresh water itself.
- **Shallow Ocean** – A terrain area near a beach/shore where the ocean floor is within reach by diving creatures but typically not visible from the surface.
- **Open Ocean** – The majority of terrain for oceans and large bodies of salt water. Depths can be considerable and light penetration rarely reaches the lowest levels.
- **Deep Ocean** – Abyssal area of ocean bodies where the floor is at a level where crushing pressure and lightless conditions are automatic.

**3. Determine Movement Type:** Class and terrain both have a bearing on the form of locomotion a given animal uses to move through its environment. Basic motive drives are as follows.

- **Walk** – The creature had legs or appendages that move to propel it across terrain. This is the most common form of movement on terrestrial worlds with light or greater gravity and any significant landmass.
- **Fly** – The animal in question can generate enough lift to rise into the atmosphere and manoeuvre itself around by some means. This is typically, but not always, accomplished through wing limbs and muscular effort.
- **Burrow** – Essentially a form of ‘swimming’ or ‘flying’ that propels a creature through solid terrain, this mode of travel is generally reserved for soft terrains and may not be appropriate for stone or other rigid terrain types.
- **Swim** – This category of movement is generally reserved for aquatic species and represents mobility in a watery environment.

**4. Determine Behaviour Model:** Animals behave in certain ways that define their role in the ecology. This behaviour model is a factor in the final form of the created creature. Behaviours are determined by Class and are given here.

- **Carrion-Eater** – Scavengers that eat the prey and leavings of other animals.
- **Chaser** – Typically predators, they chase down and overbear prey to survive.
- **Eater** – Voracious animals that will consume anything in their path.
- **Filter** – These animals pass their environment through themselves, feeding from absorbed nutrients.
- **Gatherer** – Usually omnivores, these animals collect sustenance for later consumption.
- **Grazer** – Almost always herbivores, these animals feed off growth in their terrain.
- **Hijacker** – These animals seize and steal the sustenance of other, weaker animals.
- **Hunter** – Hunters stalk and kill easy prey; they are by definition at least primarily carnivores.
- **Intermittent** – These animals are typically peaceful herbivores and spend most of their time in non-consumptive pursuits.
- **Intimidator** – Using guile and fear, these creatures dominate areas without direct force.
- **Killer** – Pure aggression in animal form, these creatures are a danger to any in their path.
- **Pouncer** – These hunters ambush their meals, usually hunting through speed and stealth.

- **Reducer** – Opportunistic omnivores, these animals feed on the waste and leavings of all other lifeforms.
- **Siren** – Creatures like these lure in their prey through some kind of attractive bait.
- **Trapper** – Animals of this nature imprison and immobilise prey, generally by surprise.

**5. Numerical Details:** Once these four factors are known, statistics can be generated for an animal using modifiers associated with the categories determined. By adding all of these elements together, a clear framework is created for the animal in a rules form. The factors determined in this last step include:

- **Size** – The size of an animal determines its basic weight and the dice code for its physical statistics (Strength, Dexterity and Endurance).
- **Weapons** – This is how an animal potentially attacks or defends itself. This can be a melee strike of some kind, a biological defence or even an exotic ranged ability (though these are rare). Where appropriate, Strength determines base damage.
- **Armour** – Most animals have a certain resilience to physical damage.
- **Characteristics** – Animals possess the following Characteristics: Strength, Dexterity, Endurance, Intelligence, Instinct and Pack. These are explained in detail later in the chapter.
- **Skills** – Animals possess a basic set of skills determined by their Class. Behaviour may modify this list and additional ranks may get added during the Class stage.

- **Number Encountered** – Created as a result of the Pack score and previous modifiers.
- **Reaction Check** – This is provided as a matter of Class and Behaviour, calculated here and added to the animal's final summary.

Once all of these details are determined, they are recorded on the Animal Breed Sheet provided at the back of this book. The animal can then be named and used in game as a complete creature, fleshed out with statistics and motivation. This may, of course, be an overly complicated process with which to provide the players some target practice but with a little imagination and the right sort of encounter, the results can prove to be well worth the time and effort put into it.

### **CLASS**

The basic form and function of an animal, this is to an animal what both race and profession are to a *Traveller* character. As such, the Classes are presented here in much the same format. Of special note are the Evolution and Quirk charts. These are optional tables that can be used to add even greater variance to their creations.

On the Evolution (Optional) chart, if the Referee chooses to roll, two 1d6 checks are made. The first is on the Additional Skill Rolls table; the other is on the Other Benefits table. Referees should keep in mind that these tables can result in quite potent animal forms of life and if the tables create something beyond the scope of what is desired, they should be freely ignored or reduced.

## Amphibian

Amphibians, by classic definition, are cold-blooded animals that metamorphose from a juvenile water-breathing form, to an adult air-breathing form while retaining some or all of its aquatic adaptations. Terrestrially, like the fish they evolved from, most amphibians lay eggs in water. Amphibians are superficially similar to reptiles but reptiles share more common traits with mammals and avians.

**Diet:** Choose one of the following or roll (1d6):

- **(1–2) Carnivore:** Carnivorous amphibians usually feed off the young of other amphibious species or smaller aquatic life. Insects may also comprise a large part of their diet.
- **(3) Herbivore:** Rare among amphibians, these herbivores are most likely plankton and algae eaters, remaining close to water sources for their nutrition. Larger herbivorous amphibians may be nut and fruit eaters but this is even rarer as their digestive systems are not usually complex enough to handle such a diet.
- **(4–6) Omnivore:** Most amphibians are Omnivorous, eating in an opportunistic fashion as their environment allows. By design, amphibians are adaptive and therefore make the most of any sustenance in their ecosystem.

**Terrain Preferences:**

**Jungle, Swamp/Marsh, Beach/Shore, Riverbank, Shallow Ocean**

If found outside preferred terrains: –2 DM on all generation rolls.

**Starting Skills:**

Athletics 0, Recon 0, Survival 0. Carnivore amphibians also possess Melee (natural weapons) 0.

### Modifiers

Diet	Characteristics	Initial Number of Skill Rolls
Carnivore	+1 Str, +1 Evolution	2 (Physical, Behaviour)
Herbivore	+1 End, +1 Instinct	2 (Social, Behaviour)
Omnivore	+4 Pack, +1 Instinct	3 (Physical, Social, Behaviour)

### Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Social)	+2 Instinct
2	1 (Social)	+2 Pack
3	2 (Social, Evolution)	+1 Int
4	2 (Social, Evolution)	+1d6 Dex
5	2 (Physical, Evolution)	+1d6 End
6	3 (Social, Physical, Evolution)	Two Quirks
7	4 (Social x 2, Physical, Evolution)	Roll twice on this chart, apply both results.

### Skills Rolls

Roll	Physical	Social	Evolution
1	+1 Dex	+4 Pack	+1d6 to weapon damage
2	+2 Str	+1 Instinct	+1 Armour
3	+1 End	Deception	+1 Int
4	+2 End	+1 Instinct	Additional Physical Roll
5	+1d6 Dex	Deception	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

**Behaviour and Reaction Modifier**

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Pouncer -1	Filter -1	Carrion-Eater -1
2	Trapper -2	Filter +0	Gatherer -1
3	Hunter -2	Intermittent -2	Eater -1
4	Hunter -1	Intermittent -1	Hunter +0
5	Hunter +0	Intermittent +0	Intermittent -1
6	Chaser -2	Grazer -2	Reducer -2

**Quirk (Optional)**

2d6	Quirk
2	Whenever packs of these animals make any noise at all, they all make the exact same sound simultaneously several times in a row.
3	Apparently blind, these amphibians have no visible eyes or means of sight. Recon -1
4	These animals make no sound at all, even when they move in natural surroundings. They gain Stealth 0 as a result.
5	The colours of this amphibian's hide are vivid and clashing, a sort of natural reverse camouflage. Natural predators dislike this display and leave it alone.
6	Seemingly everywhere, forms of this animal can be found in virtually every habitat type on their world. Survival +2
7	These amphibians emit a natural pheromone that other animals find highly attractive. They gain the Siren Behaviour in addition to their own.
8	When threatened, these amphibians emit a piercing scream that sounds like a sentient creature in terrible pain.
9	On rare occasions, these amphibians swarm viciously. Roll 2d6 at the start of any encounter. On a 2, replace their Behaviour with Killer.
10	The skin of these animals is naturally coated in a thick, foul-smelling emulsion. They possess the Stench Exotic Weapon.
11	Unusually for its kind, these amphibians have developed a rigid shell over their forelimbs and torsos. Armour +2
12	Roll twice.

**Aquatic**

Defined here as any non-mammalian form of life that breathes while submerged in water or other aqueous environments, aquatic creatures live underwater and cannot survive for long if removed from that ecosystem. Most aquatic animals are fishlike and have small scales, fins and move through the use of one or more tail-like appendages. Aquatic life usually reproduces externally through egg laying and post-fertilisation; they are at their most aggressive when defending these egg deposits.

**Diet:** Choose one of the following or roll (1d6):

- **(1-3) Carnivore:** Carnivorous aquatics usually have large teeth, comparative to their size, and hunt by the scent of blood released into the water. They are very commonly opportunistic feeders, hunting and killing anything they come across.
- **(4-5) Herbivore:** Like amphibians of this variety, herbivore aquatics typically feast on plankton, water-rotted plants and algae. Larger herbivorous aquatics have the same diet but commonly strain their sustenance from the same medium they breathe.
- **(6) Omnivore:** Rare among aquatic life, omnivorous water dwellers are almost always scavengers and eat whatever they can find. It is a common adaptation of these life forms to be extremely foul tasting as a result of their diet and they are rarely considered prey by other aquatics.

All aquatics have a movement of S, regardless of what their Terrain DM Chart denotes.

**Terrain Preferences:**

**Swamp/Marsh, Beach/Shore, Riverbank, Shallow Ocean**

If found outside preferred terrains: Not generally found outside preferred terrain.

**Starting Skills:**

Athletics 0, Recon 0, Survival 0. Carnivore and Omnivore Aquatics also possess Melee (natural weapons) 0.

## Modifiers

Diet	Characteristics	Initial Numbers of Skill Rolls
Carnivore	+1 Dex, +4 Pack	2 (Physical, Behaviour)
Herbivore	+1d6 End	2 (Social, Behaviour)
Omnivore	+2 Pack, +1 Instinct	3 (Physical, Social, Behaviour)

## Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Social)	+2 Instinct
2	1 (Physical)	+2 Pack
3	2 (Social)	+1 Int
4	2 (Social, Evolution)	+1d6 Dex
5	2 (Physical, Evolution)	+1d6 End
6	3 (Social, Physical, Evolution)	Two Quirks
7*	4 (Social x 2, Physical, Evolution)	Roll twice on this chart, apply both results.

\* A 7 is only possible through external modifiers. Aquatic life typically remains evolutionally stable.

## Skills Rolls

Roll	Physical	Social	Evolution
1	+1 Dex	+2 Pack	+1d6 to weapon damage
2	+2 Dex	+1 Instinct	Melee (natural weapons)
3	+2 End	Deception	+1 Instinct
4	+4 End	+1 Instinct	Additional Physical Roll
5	+1d6 Dex	+5 Pack	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

## Behaviour and Reaction Modifier

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Eater -1	Filter -1	Carrion-Eater -1
2	Hunter -2	Filter +0	Eater -1
3	Killer -1	Filter +1	Eater -0
4	Killer +0	Intermittent -1	Eater +1
5	Killer +1	Intermittent +0	Reducer -1
6	Chaser -2	Grazer -2	Reducer -2

## Quirk (Optional)

2d6	Quirk
2	This aquatic is found in the darkest parts of its habitat and sees through bioluminescent eyes.
3	This creature is never found alone and will die within 1d6 days of natural causes if it cannot find a pack to join. Pack is automatically increased to 1 if it starts at 0.
4	Possesses a frail physique and has the ability to engage in extremely swift movement, this aquatic gains the Pouncer behaviour in addition to its own but loses any Armour rating it might have had.
5	Possessed of a unique biology, this aquatic can survive for 1d6 hours on dry land and has a W movement type in addition to its ability to swim.
6	Unnaturally large for the local ecology, this aquatic gains a +1 to its size roll.
7	Capable of surviving for long periods of time without any nourishment, this aquatic goes dormant for long periods of time, awaking for 3d6 days at a time to feed and breed.
8	This aquatic breed has volatile genetics and is prone to mutation. It gains a +1 DM to any rolls it makes on Evolution skills.
9	Unlike most aquatics, this species reproduces asexually and is never encountered with others of its kind. Pack is automatically 0 and it gains +1d6 Endurance.
10	Extremely vicious, this animal gains a +1 DM to all Melee (natural weapons) and damage rolls after it or its opponent suffers damage in combat.
11	Unusually bright and clever, this species of aquatic has a minimum Instinct of 9 and an automatic Intelligence of 2.
12	Roll twice.

## Avians

For the purpose of this classification, avians are flight-capable creatures or their non-flying evolutionary descendants. Most are egg-laying and dwell in constructed nests, usually remaining as inaccessible from their environmental neighbours and potential threats as possible.

**Diet:** Choose one of the following or roll (1d6):

- **(1–2) Carnivore:** Carnivorous avians tend to be larger than other avian species and have a tendency toward cannibalism. Those avians that do not eat others of their kind prefer small, easily caught game and may even be suited to hunting for shallow water aquatic animals.
- **(3–4) Herbivore:** Herbivorous avians typically survive on seeds and fruit, soft palate fare that can be easily crushed or swallowed and digested before excretion. Very few herbivores of this class are hostile.
- **(5 – 6) Omnivore:** The most common form of omnivorous avian is the seed eating variety that has extended its diet to worms and insects. Scavengers are also common, eating stray fruit and picking clean the kills of other, larger creatures.

Unless noted under Quirks, all Avians have a movement type of F and a very slow, typically awkward ability to Walk. Avians capable of flight usually only walk when flight is not an option or for energy consumption.

### Terrain Preferences:

**Avians are found as adjunct to any terrain type except open ocean and deep ocean environs.**

If found outside preferred terrains: Ocean going avians are very rare; those that exist exchange their Walk movement type for Swim.

### Starting Skills:

Athletics 0, Recon 1, Survival 0. Carnivore and Omnivore Avians also possess Melee (natural weapons) 0.

### Modifiers

Diet	Characteristics	Initial Number of Skill Rolls
Carnivore	+2 Dex, +1 Evolution	2 (Physical, Behaviour)
Herbivore	+2 End, +2 Pack	2 (Social, Behaviour)
Omnivore	+2 Pack, +1 Evolution	3 (Physical, Social, Behaviour)

### Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Social)	+2 Instinct
2	1 (Social)	+2 Pack
3	2 (Social, Physical)	+1 Instinct, +2 Pack
4	2 (Social, Evolution)	+1d6 Dex, +2 Pack
5	2 (Physical, Evolution)	+2 End, +1d6 Pack
6	3 (Social, Physical, Evolution)	Two Quirks
7*	4 (Social x 2, Physical, Evolution)	Roll twice on this chart, apply both results.

### Skills Rolls

Roll	Physical	Social	Evolution
1	+1 Dex	+2 Pack	+1d6 to weapon damage
2	+2 Dex	+1 Instinct	Melee (natural weapons)
3	+2 End	Deception	+1 Instinct
4	+4 End	+2 Instinct	Additional Physical Roll
5	+1d6 Dex	+1d6 Pack	Additional Social Roll
6	Melee (natural weapons)	Recon	Melee (natural weapons)

**Behaviour and Reaction Modifier**

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Hunter -1	Intimidator -1	Carrion-Eater -1
2	Hunter +0	Intermittent +0	Eater -1
3	Hunter +0	Intermittent +0	Eater -0
4	Chaser +0	Intermittent +1	Intimidator +1
5	Killer +1	Intermittent +2	Reducer -1
6	Pouncer -2	Grazer -2	Reducer -2

**Quirk (Optional)**

2d6	Quirk
2	The plumage of this animal is highly exotic and valuable, exhibiting colours rarely found within its habitat.
3	Extremely social, these animals live in immense flocks. If the animal's Pack score is 6 or less increase it to 12. For animals with a Pack score of 7 or more double the number.
4	Quite at home on the ground, this species has evolved away from flight and no longer has an F movement type.
5	Far smaller than their evolutionary niche would suggest, these animals have a -4 to their Size along with the Characteristic changes that accompany the reduction.
6	These avians have adapted a very unusual way of dealing with enemies, granting them an Exotic Weapon.
7	These avians have developed a way to emit calls that sound exactly like the cries of wounded prey. Using these to lure meals closer, these creatures automatically gain the Siren behaviour type instead of their own.
8	Environmental pressures have forced this animal to adapt to a hostile environment, granting +1 to both Endurance and Armour.
9	Not just ground bound, this flightless species has no F movement rate and thrives because of it. They gain the Chaser behaviour type and 1 Endurance.
10	Possessed of a deadly main attack, these avians are truly vicious and always press their attack once they wound an enemy.
11	These avians mate for life, are never encountered in packs larger than a pair of adults. If one is killed the other will automatically flee if possible.
12	Roll twice.

**Fungals**

Mobile fungus is rare-to-non-existent terrestrially but can be quite common on other worlds. Primarily a form of higher life made up of collected colonies of fungal material, these creatures are in a space between vegetable and animal life, exhibiting traits from both. Technically part of the animal kingdom because of their ability to reason and move, fungals still possess several plant-like characteristics and may still retain photosynthetic qualities or the ability to reproduce through 'cuttings'.

Alternately, Referees can choose to use this class to generate actual plants. Unless they are going to be a strange form of hybrid life, such creatures are always stationary and remain mostly immobile. Motive plants are almost entirely alien in biology.

**Diet:** Choose one of the following or roll (1d6):

- **(1) Carnivore:** Carnivorous fungals usually lure food to them, engulfing their prey and dissolving them. Fungal creatures are rarely dense or resilient enough to be combative.
- **(2) Herbivore:** Very few fungal life forms subsist solely on other plant matter but those few that do tend to be very small so as not to need much nourishment or extremely large and located in heavily vegetated areas.
- **(3-6) Omnivore:** The most common form of fungal life is omnivorous, eating whatever and whenever opportunity affords. They also tend to be the most mobile, often travelling great distances to remain where they can have access to nourishment.

Unless a Quirk says otherwise, all Fungals move at half normal rate. Their cellular structure also penalises their Armour, reducing it by one to a minimum of zero. Lastly, Fungals very rarely have any ability to generate noise save through movement. They lack vocal structures of any kind.

**Terrain Preferences:**

**Forest, Woods, Jungle, Rainforest, Swamp/Marsh**

If found outside preferred terrains: -1 DM on all generation rolls.

**Starting Skills:**

Athletics 0, Recon 0, Stealth 0, Survival 0. Carnivore Fungals also possess Melee (natural weapons) 0.

### Modifiers

Diet	Characteristics	Initial Number of Skill Rolls
<b>Carnivore</b>	+2 Str, +1 Evolution	2 (Physical, Behaviour)
<b>Herbivore</b>	+2 End, +2 Pack	2 (Social, Behaviour)
<b>Omnivore</b>	+1 Evolution	2 (Physical, Behaviour)

### Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Social)	+2 Instinct
2	1 (Social)	+2 End
3	2 (Social, Physical)	Exotic Weapon
4	2 (Social, Evolution)	+1d6 End
5	2 (Physical, Evolution)	+2 End, +1d6 Pack
6	3 (Physical x 2, Evolution)	Two Quirks
7*	3 (Social, Physical, Evolution)	Roll twice on this chart, apply both results.

### Skills Rolls

Roll	Physical	Social	Evolution
1	+1 End	+2 Pack	+1d6 to weapon damage
2	+2 End	+1 Instinct	Melee (natural weapons)
3	+4 End	Stealth	+1 Instinct
4	+2d6 End	+2 Instinct	Additional Physical Roll
5	+1d6 End, +1d6 Str	+1d6 Pack	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

### Behaviour and Reaction Modifier

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Hunter -2	Intermittent -2	Carrion-Eater -1
2	Hunter -1	Intermittent -1	Carrion-Eater +0
3	Hunter -0	Intermittent -1	Eater +0
4	Siren +0	Intermittent +0	Reducer +0
5	Siren +1	Grazer -1	Reducer -1
6	Killer +0	Grazer -2	Reducer -2

### Quirk (Optional)

2d6	Quirk
2	This Fungal is an absolutely bizarre colour and smells rancid. It loses all ranks in Stealth, cannot succeed at Stealth rolls and gains an Exotic Weapon.
3	Unlike other fungus-based life, this species has developed a rudimentary vocal structure. The sounds it can make may be extremely strange, similar to nothing else found in nature.
4	The Fungal can inflate itself with a light gas, allowing for a slow form of flight.
5	Though capable of physical movement to attack or defend itself, this Fungal species is stationary and cannot change location. Its behaviour changes to Siren and it gains +1d6 End. If the base species was herbivorous, it is now specialises in luring other fungals to their doom.
6	This species propagates very quickly and easily, dwelling in large family structures with its progeny. It gains +1d6 Pack and is never encountered alone.
7	Very soft in bodily structure, this fungal loses all Armour but gains +1d6 End.
8	The scent and outlandish appearance of this fungal terrifies other animals. It gains the Hijacker behaviour in addition to its own.
9	Unfortunately for this fungal, its biological structure is extremely nutritious, capable of feeding even carnivores in its environment. When encountered, there is a 50% chance that a predator of another species is also in the area.
10	Capable of rapid regrowth from even very small samples, this species must be completely destroyed or it will regenerate completely in 1d6 days.
11	Almost liquid in structure, this extremely slimy fungal moves at normal speed and is capable of extremely rapid motion when it hunts. It gains the behaviour type of Pouncer in addition to its own and +2 Dex.
12	Roll twice.

## ***Insect***

An extremely resilient and adaptive form of life, insects can exist in climates and environments anathema to other species. Naturally armoured due to their exoskeleton structures and capable of tremendous strength, insects of any appreciable size are dangerous creatures even if they are not predatory by nature. For the purpose of this class of animal, 'Insect' refers to myriapods, worms, crustaceans and spiders – essentially any life with both a soft endoskeleton and either multiple legs or no legs at all.

**Diet:** Choose one of the following or roll (1d6):

- **(1–3) Carnivore:** Most insects are carnivorous by the strictest definition of the term, with weaker insects normally being their food, and many are also cannibalistic. Insects often have a modified diet, consuming liquids from their prey as opposed to devouring flesh.
- **(4) Herbivore:** Herbivorous forms often dominate their ecosystems through a mix of physical strength, tenacity and sheer numbers.
- **(5–6) Omnivore:** Omnivorous insects are uncommon because of their biological tendency towards a simple digestive system. Those few species that exist are usually quite complex organisms and can be devastating to both ecologies and enemies when provoked.

Insects can be amazingly numerous, even when their physical size would suggest that they need more room than their numbers imply. If an insect species has a Pack score higher than 2, the number encountered is tripled.

### **Terrain Preferences:**

***Insect life can be found in all terrains and habitats, though their class does not prefer ocean environs.***

If found outside preferred terrains: Insects encountered in Shallow Ocean, Open Ocean and Deep Ocean terrain do not have their numbers tripled.

### **Starting Skills:**

Athletics 0, Melee (natural weapons) 0, Recon 0, Survival 0. Carnivore and Omnivore Insects possess Melee (natural weapons) 1.

### **Modifiers**

<b>Diet</b>	<b>Characteristics</b>	<b>Initial Number of Skill Rolls</b>
<b>Carnivore</b>	+1d6 Str	2 (Physical, Behaviour)
<b>Herbivore</b>	+2 End, +2 Pack	2 (Social, Behaviour)
<b>Omnivore</b>	+1 Evolution, +1 Pack	3 (Physical, Social, Behaviour)

### **Evolution (Optional)**

<b>Roll</b>	<b>Additional Skill Rolls</b>	<b>Other Benefits</b>
1	1 (Physical)	+2 Instinct
2	1 (Physical)	Evolution Skill Roll
3	2 (Social, Physical)	Exotic Weapon
4	2 (Physical, Social)	+1d6 End
5	2 (Physical, Evolution)	+2 End, +1d6 Str
6	3 (Physical x 2, Evolution)	Two Quirks
7*	3 (Social, Physical, Evolution)	Roll twice on this chart, apply both results.

### **Skills Rolls**

<b>Roll</b>	<b>Physical</b>	<b>Social</b>	<b>Evolution</b>
1	+1 End	+2 Pack	+1d6 to weapon damage
2	+2 End	+1 Instinct	Melee (natural weapons)
3	+1 Armour	Stealth	+1 Pack, +1d6 Instinct
4	+1d6 End, +1 Armour	+2 Instinct	Additional Physical Roll
5	+1d6 Str, +1 Armour	+1d6 Pack	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

**Behaviour and Reaction Modifier**

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Pouncer +0	Eater -2	Carrion-Eater -1
2	Hunter +1	Intermittent -1	Eater +0
3	Hunter +2	Filter +0	Eater +2
4	Killer +0	Intermittent +0	Reducer +0
5	Trapper -1	Grazer -1	Reducer -1
6	Chaser +0	Gatherer +0	Reducer -2

**Quirk (Optional)**

2d6	Quirk
2	Extremely unusual in appearance, these insects have apparently useless and garish physical structures and barely fit in their own ecosystems.
3	Slow moving because of heavy exoskeleton plating, these insects travel at half speed but gain 1 Armour in return.
4	If this insect has a Flight mode of travel, it loses it and gains +1d6 Str instead. If it does not, it gains flight and loses 1 Str and 1 Armour.
5	These insects form veritable swarms. They never have a Pack score less than 2 and they appear in four times the number as opposed to three.
6	Solitary by nature, these insects have a Pack of 0 and exchange their behaviour type for Trapper. If they have the ability to fly, they become Pouncers instead. If the insects are herbivores, they just leave their prey to rot and eat the resulting fungus.
7	Acutely self-aware, these insects gain an Intelligence score of 2 but no longer triple their numbers when encountered.
8	These insects have a hive mind and a minimum Pack score of 6. One of their number has an Intelligence of 2, all the rest are 0 and serve its will without question.
9	Evolved in a particularly dangerous habitat, these insects developed an unusual defence. They gain an Exotic Weapon.
10	These insects have a decentralised nervous system and can be hacked apart into smaller creatures. In combat, any attack that inflicts Endurance damage has a 50% chance of splitting the insect in half. The resulting insects have their attack damage dice halved and divide their remaining Endurance between them. If this would result in an insect with a starting End of 3 or less, the insect dies instead of splitting.
11	The insect can generate a hypnotic drone. It gains the Siren behaviour in addition to its own.
12	Roll twice.

**Mammals**

Endothermic and typically flightless, mammalian life is extremely adaptive but requires a relatively small range of environmental conditions in which to thrive. Often the most intelligent of animal classes, mammals use this gift of instinct and cunning to survive in places where other life forms would be hard pressed to live. Typically capable of live birth and pack driven, mammals are rarely the biggest or strongest species on their worlds but they are often the most dominant.

**Diet:** Choose one of the following or roll (1d6):

- **(1-2) Carnivore:** Predatory mammals are generally the strongest of their kind and occupy a middle strata between their prey (often herbivorous mammals) and more intelligent omnivorous mammals above them.
- **(3-4) Herbivore:** Pack oriented and capable of reaching impressive sizes, herbivorous mammals can be quite fierce in defence of their territories and family units but are otherwise very docile. On worlds with intelligent life, these animals are the ones most often domesticated.
- **(5-6) Omnivore:** Their varied diet, survival ability and dedication to pack structures all lend themselves to elevate omnivorous mammals to a position of evolutionary dominance on many worlds. Sentient races often come from this stock, though some show a tendency toward carnivorous appetites.

**Terrain Preferences:**

**Clear, Plains, Hills, Forest, Woods, Riverbank.**

If found outside preferred terrains: Environmental stresses require greater cooperation to survive. Pack +1.

**Starting Skills:**

Athletics 0, Melee (natural weapons) 0, Recon 0, Survival 0.

### Modifiers

Diet	Characteristics	Initial Number of Skill Rolls
<b>Carnivore</b>	+1 Str, +1 Dex	2 (Physical, Behaviour)
<b>Herbivore</b>	+2 End, +2 Pack	2 (Social, Behaviour)
<b>Omnivore</b>	+1 Evolution, +1 Int	3 (Physical, Social, Behaviour)

### Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Physical)	+2 Instinct
2	1 (Social)	Evolution Skill Roll
3	2 (Social, Physical)	+1 Str, +1 End, +1 Pack
4	2 (Physical, Social)	+1d6 End
5	2 (Social, Evolution)	+1 Size
6	3 (Physical, Social, Evolution)	Two Quirks
7*	4 (Social x 2, Physical, Evolution)	Roll twice on this chart, apply both results.

### Skills Rolls

Roll	Physical	Social	Evolution
1	+1 Str	+2 Pack	Two Behaviour Rolls*
2	+2 End	+1 Instinct	Melee (natural weapons)
3	+1 Dex	Stealth	+1 Pack, +1 Instinct
4	+1 Size	+1 Intelligence	Additional Physical Roll
5	+2 Str, +1 End	+1 Pack, +1 Survival	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

\* Reaction Modifier is 0 regardless of the scores provided by both Behaviours.

### Behaviour and Reaction Modifier

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Pouncer +0	Eater -2	Carrion-Eater -1
2	Killer +1	Intermittent -1	Gatherer +0
3	Trapper +0	Intermittent +0	Gatherer +1
4	Chaser +0	Intermittent +0	Hunter +0
5	Hunter -1	Grazer -1	Intimidator -1
6	Hijacker +0	Gatherer +0	Reducer +0

### Quirk (Optional)

2d6	Quirk
2	This mammal has an unusual mode of travel, be it gliding or swinging between trees in its home environment. If the animal is an omnivore, it gains the Pouncer behaviour instead of its normal one.
3	Extremely swift, this mammal has its Size score reduced by half, rounded down, but gains 1d6 Dex as a result.
4	These animals have remarkably fast metabolisms, enabling them to recover quickly from injuries. They regain one lost Endurance point every other round of combat starting at the beginning of the second round.
5	Bright even for its class, these mammals show a devious cunning that borders on compulsive mischief. They gain Stealth and Deception.
6	Profuse body hair marks this species as a sign of its innate adaptability. They gain one rank of Survival.
7	Herd-oriented and nomadic, these mostly peaceful mammals gain Pack +1d6.
8	These animals have prodigious horns and know how to use them in combat. They gain horns as a weapon type if they did not have them before and a rank of Melee (natural weapons).
9	Unusually vicious, these mammals are hostile to any species but their own. They gain the Killer behaviour type in addition to their own. If they are already Killers, their Reaction Modifier increases to +2 and they gain 2 Str.
10	Adapted to an aquatic environment even if they do not normally live near one, these animals have an S movement mode. If they already possess one, they move at more at twice the normal speed.
11	This animal species is on the verge of evolving into sentience. Its Intelligence score is 2 and its Instinct score is 12 at a minimum.
12	Roll twice.

## Reptiles

Almost without exception, reptilian life is marked by two primary traits – cold blooded metabolisms and scaled hide. While the former severely limits its acceptable climate range, the latter can make them extremely survivable and provides an excellent defence against predators. Many reptiles are predators themselves, requiring such a diet to maintain themselves because of their limited digestive capability. Reptiles come in many different forms, from multiple limbs to completely legless.

**Diet:** Choose one of the following or roll (1d6):

- **(1-4) Carnivore:** Deadly and merciless, carnivorous reptiles almost always bring their prey down through superior strength or speed and exhibit some of the most advanced venoms of the animal world. A bite from a reptile can be fatal due to their common use of poison.
- **(5) Herbivore:** Typically slow and ponderous, plant-eating reptiles survive primarily through their size and resilience.
- **(6) Omnivore:** These animals have an uncommon trait for their kind – a complex digestive system. While this makes them more adaptive than most of their class, it also has a tendency to limit their size and strength.

All reptiles gain +1 Armour.

### Terrain Preferences:

**Plains, Desert, Hills, Jungle, Rainforest, Rough/Broken, Swamp/Marsh, Riverbank.**

If found outside preferred terrains: Slower and more sluggish than others of their class, Reptiles found in other terrains suffer a –2 to Dexterity but gain +1d6 Endurance.

### Starting Skills:

Melee (natural weapons) 0, Recon 0, Survival 0. Carnivores and Omnivores gain Athletics 0.

### Modifiers

Diet	Characteristics	Initial Number of Skill Rolls
<b>Carnivore</b>	+1 Str, +1 Dex	2 (Physical, Behaviour)
<b>Herbivore</b>	+2 End, +1 Pack	2 (Social, Behaviour)
<b>Omnivore</b>	+1 Evolution, +1 End	3 (Physical, Social, Behaviour)

### Evolution (Optional)

Roll	Additional Skill Rolls	Other Benefits
1	1 (Physical)	+2 End, +1 Dex
2	1 (Physical)	+2 Str
3	2 (Social, Physical)	+1 Dex, +1 Pack
4	2 (Physical x 2)	+1d6 End
5	2 (Social, Evolution)	+1 Size
6	3 (Physical x 2, Evolution)	Two Quirks
7*	3 (Social, Physical, Evolution)	Roll twice on this chart, apply both results.

### Skills Rolls

Roll	Physical	Social	Evolution
1	+1 Str	+2 Pack	Exotic Weapon
2	+2 End	+1 Instinct	Melee (natural weapons)
3	+2 Dex	Stealth	+1 Pack, +1 Dex
4	+1 Size	Survival	Additional Physical Roll
5	+2 Str, +1 End	+1 Pack, +1 Instinct	Additional Social Roll
6	Melee (natural weapons)	Recon	Exotic Weapon

**Behaviour and Reaction Modifier**

Roll	Behaviour: Carnivore	Behaviour: Herbivore	Behaviour: Omnivore
1	Pouncer +0	Gatherer -1	Carrion-Eater -1
2	Killer +1	Intermittent -1	Gatherer +0
3	Killer +2	Intermittent +0	Hijacker +1
4	Intimidator +0	Intermittent +1	Hunter +0
5	Hunter +1	Grazer -1	Hunter +1
6	Hijacker +0	Grazer +0	Reducer +0

**Quirk (Optional)**

2d6	Quirk
2	Outlandish colours and adaptations make this reptile a bizarre sight and remarkably intimidating to other non-sentient species.
3	Mottled in appearance and adapted to its surroundings, this reptile gains Stealth.
4	Several of the scales on this reptile are jagged and sharp, letting it inflict 4 + the Effect in damage when it grapples. This becomes its main way to hunt if the animal eats live prey.
5	Able to go dormant for long periods of time, these reptiles gain one rank in Survival and may go for weeks or even months between meals.
6	This reptile buries itself in its terrain, blending in and waiting for prey to ensnare. It is automatically a Carnivore or Omnivore, gaining the Trapper behaviour instead of its own and receives Stealth.
7	These reptiles see heat, allowing them to have normal vision even in total darkness.
8	Capable of flying, these reptiles have adapted body structures that generate heat through wind friction, allowing them to stay warm during flight. They do not sleep, they never land intentionally and will die within 1d6 hours if grounded.
9	Unlike other reptiles, these animals have no scales and rely on a dense hide for defence. They gain +1d6 Dex but have only half their normal Armour score, rounded down.
10	An oddity even within an evolutionarily diverse class, this reptile has a very complex genetic history and gains two Exotic Weapons as a result.
11	Relative safety in its environment has allowed this species to evolve mentally, granting +1 to its Intelligence score.
12	Roll twice.

## TERRAIN AND MOVEMENT

In this step, Referees can generate the terrain in which their animal creation will be encountered. This may be its indigenous home or simply where it is physically located at the time of the encounter. There are any number of reasons why an animal might be out of its native habitat, from natural reasons like migration or overhunting to unnatural ones like deforestation or escaping from captivity.

In addition to location, this step also determines two other important factors – Size and Movement. Movement comes in three basic kinds from Walk, Swim and Fly. At the Referee's discretion, a land-based animal with a Flight movement can roll 2d6. On a 10+, it Burrows instead. This allows it to travel underground, avoiding predators or surprising prey. Burrowing animals gain Stealth and +2 Instinct.

Size is determined in the Numerical Details step, the final step in this chapter.

## BEHAVIOUR MODELS

How an animal behaves in its habitat is extremely important to shaping its role in the ecology and its physical development. Carnivores that hunt down their prey require size and strength while tiny omnivores that swarm the kills of other animals benefit from their small size and ability to hide where larger creatures cannot reach.

Likewise, behaviour shapes family structures as well. Trapping animals, like spiders, are unable to survive if there are too many

others of their kind in the vicinity. Because of this, they are often solitary or scattered throughout their territory. Herbivores are alternately best served by remaining in very large herds for protection. Predators often feel threatened by numerical advantages and thus shy away from big groups in favour of taking down stragglers and easier prey.

Behaviours are determined by a d6 roll in each animal class listing and occasionally added to or changed in that same animal's Quirk section. Behaviours come with innate modifiers as listed here.

**Carrion-Eater** – Scavengers that eat the prey and leavings of other animals. Carrion-Eaters are usually quite resilient to disease and often carry it in their flesh, transmitting contagion in their attacks on other creatures. Often small and almost always voracious, these scavengers should never be underestimated.

- Terrain Examples: Vultures, Jackals, Crows.
  - Modifiers: Instinct +2, Size –2. If a Carrion-Eater has an Exotic Weapon(s), its first one is always Diseased Attack.

**Chaser** – Typically predators, these animals chase down and overbear prey to survive. Chasers are seldom as large as the prey they hunt, often working in packs to bring down much larger and stronger animals. When Chasers are larger than their prey, they tend to stalk herds of animals, using brute force to down several at once. Both sorts of Chaser have a tendency to gorge on its meals, feasting when it can in preparation for famine later.

- Terrain Examples: Wolves, Cheetahs, Falcons.
  - Modifiers: Dexterity +4, Instinct +2, Pack +2.

### Terrain and Movement Chart

Terrain	Size DM	Roll for Creature Movement					
		1	2	3	4	5	6
Clear	—	W	W	W	W	W +2	F –6
Plain	—	W	W	W	W +2	W +4	F –6
Desert	–3	W	W	W	W	F –4	F –6
Hills	—	W	W	W	W +2	F –4	F –6
Mountain	—	W	W	W	F –2	F –4	F –6
Forest	–4	W	W	W	W	F –4	F –6
Woods	–1	W	W	W	W	W	F –6
Jungle	–3	W	W	W	W	W +2	F –6
Rainforest	–2	W	W	W	W +2	W +4	F –6
Rough/Broken	–3	W	W	W	W +2	F –4	F –6
Swamp/Marsh	+4	S –6	S	W	W	F –4	F –6
Beach/Shore	+2	S +1	S +1	W	W	F –4	F –6
Riverbank	+1	S –4	S +2	W	W	W	F –6
Shallow Ocean	+1	S +4	S +2	S	S	F –4*	F –6*
Open Ocean	–4	S +6	S +4	S +2	S	F –4*	F –6*
Deep Ocean	+2	S +8	S +6	S +4	S +2	S	S –2

\* These animals can land and rest on the water's surface but otherwise spend their lives in flight.

**Eater** – Voracious animals that will consume anything in their path, Eaters can be extremely dangerous to encounter because any such meeting is an opportunity for the animals to feed. Eaters usually have very high metabolisms, requiring them to eat far more often than other animals of their size and class.

- Terran Examples: Army Ants, Piranhas, Locusts.
  - Modifiers: Endurance +4, Pack +4.

**Filter** – These animals pass their environment through themselves as they move, feeding from absorbed nutrients. The most common forms of Filters are burrowers and swimmers, creatures that move through environments rich in minerals and suspended nutrients. Filters are very rarely hostile in any capacity, fighting only to defend themselves and then only infrequently.

- Terran Examples: Earthworms, Sponges, Whales.
  - Modifiers: Endurance +4, Pack –2.

**Gatherer** – Usually omnivores, these animals collect sustenance and hide it within their habitats for later consumption. Gatherers are often very intelligent creatures, having developed this method of behaviour as a survival trait to overcome diminishing food supplies or inefficiencies in their own digestive systems. Gatherers are not commonly hostile but can be provoked if their food stockpiles are threatened.

- Terran Examples: Squirrels, Chimpanzees, Leafcutter Ants.
  - Modifiers: Stealth, Pack +2, Instinct +1.

**Grazer** – Almost always herbivores, these animals feed off growth in their terrain across very large territories. Grazers typically form large herds and travel constantly to maintain themselves and their food supply. In a healthy environment, the ecosystem is in balance with its Grazers. They feed and grow while simultaneously keeping vegetation in their territory from becoming rampant.

- Terran Examples: Antelope, Bison, Horses.
  - Modifiers: Instinct +2, Pack +4.

**Hunter** – Hunters stalk and kill their prey, tending toward easily killed animals in quantity over harder, larger kills. They are by definition at least primarily carnivores but do occasionally include omnivores able to supplement their diets through either need or capability. Hunters prefer speed over strength and can maintain a hunt for very long periods of time, striking only when the odds are in their favour.

- Terran Examples: Baboons, Tigers, Gar.
  - Modifiers: Survival, Recon, Instinct +2.

**Hijacker** – These animals seize and steal the sustenance of other, weaker animals. They use force or cunning to clear a kill, usually preferring fresh meat, and then either glut on the carcass where it lies or pull it a safe distance away before doing so. Hijackers develop from species suited to fight or outwit other

predators but not their chosen prey. This forces them to adapt to a behaviour of interfering with other hunts for their own gain.

- Terran Examples: Lions, Bears, Harrier Hawks.
  - Modifiers: Strength +2, Pack +2.

**Intimidator** – Using guile and fear, these creatures dominate their territories without direct force. Much like Hijackers, Intimidators steal kills but their dominant behaviour goes far deeper. Intimidators maintain control over their habitats at all times, not just while they feed. Intimidators rule their territory, driving out rivals and subjugating other species as they can.

- Terran Examples: Coyotes, Wasps, Jays.
  - Modifiers: Persuade, Instinct +2.

**Killer** – Aggressive at all times and physically capable of great violence, these creatures are a danger to any in their path. Killer animals are similar to Eaters but are not as constant in their attacks. Killers usually stake out a small territory and ruthlessly patrol it, fighting anything it comes in contact with and devouring whatever it kills. Killers have, on average, small family units and rarely shelter their young.

- Terran Examples: Sharks, Badgers, Vipers.
  - Modifiers: Melee, Instinct +4, Pack –2. Roll d6, 1–3 Strength +4, 4–6 Dexterity +4

**Intermittent** – These animals are typically peaceful herbivores and spend most of their time wandering their territories caring for their families. Intermittent animals are pack-oriented and often slow moving, unhurried and large enough not to be concerned by predators except on rare occasions. Intermittent animals always have some method of driving off attack; this is why they do not fear predation.

- Terran Examples: Elephants, Brontosaurus.
  - Modifiers: Survival, Pack +4, Size +2.

**Pouncer** – Deadly by design, these creatures ambush their meals. Usually hunting through speed and stealth, Pouncers are not built to fight for long periods of time and will often break off attack if their first strikes do not result in a kill or significant damage. Pouncers are usually swift, cautious and only attack if it seems apparent that they will be victorious.

- Terran Examples: Panthers, Asps, Wolf Spiders.
  - Modifiers: Stealth, Recon, Athletics, Dexterity +2, Instinct +2.

**Reducer** – Opportunistic omnivores, these animals feed on the waste from all other forms of life. Also called vermin or ‘bottom feeders’, Reducers are a vital part of the food chain. They ensure that nothing is lost during the hunting process of other animals. Reducers differ from Carrion-Eaters in that they rarely wait for meals and often begin eating as soon as sustenance becomes available. Some Reducers are parasitic in nature, feeding from living hosts instead of waste products.

- Terran Examples: Rats, Scarab Beetles, Remoras.
  - Modifiers: Endurance +2, Pack +4.

**Siren** – Creatures like these often remain stationary for long periods of time. They bring their prey to them through some kind of lure or attractive bait. Some use pheromones and other chemicals while others hide in trafficked areas or seem completely harmless until they strike. Siren creatures can be extremely insidious, remaining motionless and inoffensive until their prey is so far gone that there is no chance of escape.

- Terran Examples: Anglerfish, Trapdoor Spiders, Venus Flytraps.
  - Modifiers: Deception, Pack –4. Referees may choose to make the Siren non-mobile. This removes any Movement mode it might have but replaces it with Survival and Endurance +2.

**Trapper** – Animals of this nature imprison and immobilise prey, generally by surprise. Trappers differ from Sirens in that they rarely use a lure or convenient placement and instead just subsist on whatever they catch over long periods of time. Trappers are patient animals and, like Sirens, often remain in one place and let their prey come to them. When possible, Trappers blend into their surroundings and can be quite difficult to find.

- Terran Examples: Web-weaving Spiders, Ant Lions, Octopi.
  - Modifiers: Stealth, Endurance +1, Pack –2.

## NUMERICAL DETAILS

The final steps in creating an animal follow. All of the DMs are applied to one or more of the following charts, totalled to get final values for the animal in question. Once this step is complete, the creature is finished and ready to be used in an encounter.

One of the primary benefits to using this process to create animals is that during each step, a Referee may find inspiration for new

ways to present their creations. Entire encounters and scenarios may suggest themselves through the process. Alternative animals may also come about, with Referees making several rolls and crafting new creatures with each set of variables.

Referees should also keep in mind that none of these rolls are strictly necessary. As long as the DMs are used as they come up, results can be chosen to fit an encounter's needs rather than be determined by the dice. The DMs and modifiers given here exist to lend a rough framework to the process, resulting in animals that fit their terrain and classification better than purely random numbers might provide. That said Referees are always free to disregard the suggestions and build whatever best suits their games.

### ***Creature Sizes and Characteristics***

For each creature, roll 2d6 for its size and apply any Dice Modifiers from previous steps. These may come from Class, Terrain, Movement or Behaviour and all apply. The creature's Size determines its Weight, Strength, Dexterity and Endurance. For example, a roll of 7 means that the creature has a Weight of 100 kg, a Strength of 3d6, a Dexterity of 3d6 and Endurance of 3d6. If that roll also had a total DM of +3, the final result would be a 10, providing an animal with a Weight of 800 kilograms, a Strength of 4d6, a Dexterity of 2d6 and an Endurance 4d6.

Roll 2d6 + DMs for the animal's Instinct and Pack scores. Intelligence for most animals is a d6 roll. On a 1–4, Intelligence is 0. On a 5 or 6, the score is 1 instead. Referees are free to include more intelligent animals if desired but an animal with an Intelligence score of 2+ is potentially a sophont and approaching actual sentience.

The Pack statistic is used to determine group size and is referenced when generating how many animals of a certain kind are found during an encounter. The Referee can also use it as

### **Size Table**

2d6	Weight (kg)	Strength	Dexterity	Endurance
1 or less	1	1	1d6	1
2	3	2	1d6	2
3	6	1d6	2d6	1d6
4	12	1d6	2d6	1d6
5	25	2d6	3d6	2d6
6	50	2d6	4d6	2d6
7	100	3d6	3d6	3d6
8	200	3d6	3d6	3d6
9	400	4d6	2d6	4d6
10	800	4d6	2d6	4d6
11	1,600	5d6	2d6	5d6
12	3,200	6d6	1d6	6d6
13	5,000	7d6	1d6	7d6
14	8,000	8d6	2	8d9
15+	10,000	9d6	1	9d6

a social statistic when animals must interact with each other or with sentient creatures. Higher Pack animals are more socially adept and typically easier to train and domesticate.

Instinct is the animal statistic related to senses, reaction to danger and cunning. Referees should use this statistic when the animal in question is faced with mental challenges such as problem solving, detecting prey and either setting up or attempting to evade ambushes. High instinct animals are more likely to be tool-using and capable of dealing with complicated situations.

### **Weapons and Armour**

Roll 2d6 separately twice – once for Weapons and once for Armour. If the animal has no Exotic Weapons, add the following DMs to the Weapons roll. Any Exotic Weapon means the roll has no modifier and is just 2d6.

- Carnivores +8
- Herbivores –6
- Omnivores +4

If a number is present after the Weapon listing on the Weapons Table, add that number of the damage dice the creature rolls in combat.

#### **Weapons Table**

2d6	Weapons
1 or less	None
2	Teeth
3	Horns
4	Hooves/Thrasher
5	Hooves/Thrasher and Teeth
6	Teeth
7	Claws +1
8	Stinger +1
9	Thrasher +1
10	Claws and Teeth +2
11	Claws +2
12	Teeth +2
13	Thrasher +2
14	Claws and Teeth +2
15	Claws +2
16	Stinger +2
17	Thrasher +2
18	Teeth +3
19	Claws and Teeth +3
20	Thrasher +3

#### **Armour Table**

2d6	Armour
1 or less	0
2	0
3	0
4	1
5	1
6	2
7	2
8	3
9	3
10	4
11	4
12	5
13	5
14	6
15	6
16	7

#### **Exotic Weapons Table**

1d6	Exotic Weapon
1	<b>Diseased Attack:</b> This animal has a bite or other physical attack that carries a dangerous disease. Any successful attack that damages the target's Endurance may cause infection.
2	<b>Poisoned Attack:</b> This animal has the ability to inject its target with venom, poisoning it in the same manner as with the Diseased Attack.
3	<b>Bleeding Wound:</b> If a target suffered Endurance damage from one of this animal's attacks, it continues to lose 1 Endurance point every round until it is given medical attention. This effect does not stack with multiple wounds.
4	<b>Bioelectricity:</b> This animal carries an electrical charge and can use it to shock and stun its foes. This can be done once an encounter, is usually the first attack used by an animal and doubles the dice it rolls for damage with that attack. This Exotic Weapon should be used in conjunction with the Knockout Blow rule.
5	<b>Concealing Mist:</b> The animal can emit a cloud of ink or vapour that conceals its actions. This is usable once in an encounter and grants the animal a +4 DM to one Stealth or Deception check taken at the same time.
6	<b>Ranged Strike:</b> The animal has developed the ability to use a projectile attack of some kind. This uses the animal's Melee (natural weapons) skill, has a range of Ranged (thrown) and does its normal damage minus 1d6 to a minimum of 1 point.

The Exotic Weapons table is by no means exhaustive. Referees are encouraged to come up with their own creations for exotic attacks and defences for their animals, keeping in mind the relative rarity of such adaptations.

### **Animals and Skills**

All animals have a base set of skills that come from their Class and receive others through various steps in the generation process. Unless otherwise noted, these begin at Rank 0. If a creature gains a skill multiple times, it gets one additional Rank each time it receives the duplicate. Any animal with a Weapon of any kind from the Weapon Table gains Melee (natural weapons) *if* it does not already possess that skill.

During this step, the Referee may roll 1d6 for additional skill ranks to distribute among these skills. This, like Evolution and Quirks, is entirely optional but can serve to round out and specialise an animal's capabilities.

### **Combat Damage**

Damage from an animal's attacks depends entirely on its Strength score and any modifier dice that might have been added from the Weapon Table or some result in its Class.

#### **Animal Attack Damage**

Strength	Damage
1-10	1d6
11-20	2d6
21-30	3d6
31-40	4d6
41-50	5d6
51-60	6d6
60+	7d6

#### **NUMBER ENCOUNTERED**

The number of animals encountered is determined by its Pack number referenced on the following chart. There are several factors on the Class tables that can modify this result.

#### **Number Chart**

Pack	Number Encountered
0	1
1-2	1d3
3-5	1d6
6-8	2d6
9-11	3d6
12-15	4d6
15+	5d6

### **Animal Reactions**

As noted previously, non-domesticated animals usually flee threats and provocations whenever they can. Confrontational animals are an obvious exception but even they rarely remain to fight at every opportunity. When characters disturb an animal or otherwise make themselves known in an encounter, roll 2d6 and consult the following table. Be sure to include the DM attributed to the creature by its Class and Behaviour Type.

If the result is high enough, the creature in question attacks. If the result is low enough, the creature flees by whatever fastest mode of travel is available. If the number roll falls between these two values, the animal holds its ground and does neither until provoked again. If an animal is directly attacked, treat any roll that does not indicate attack as a flee response.

#### **Reaction Chart**

Behaviour	Attack	Flee
Filter	10+	5-
Intermittent	10+	4-
Grazer	8+	6-
Gatherer	9+	7-
Hunter	If the Hunter is heavier than a least one foe, it attacks on a 6+. Otherwise it attacks on a 10+	5-
Eater	5+	4-
Pouncer	If the Pouncer has surprise, it attacks.	If the Pouncer is surprised, it flees. If it cannot flee, it attacks.
Chaser	If the chasers outnumber the foes, they attack.	5-
Trapper	If the trapper has surprise, it attacks.	5-
Siren	If the siren has surprise, it attacks.	4- If it is immobile, it cannot flee and attacks.
Killer	6+	3-
Hijacker	7+	6-
Intimidator	8+	7-
Carrion-Eater	11+	7-
Reducer	10+	7-

# WHEN ANIMALS ATTACK

<...commence logfile: ashtonramsey|personal...>

With every new discovery, my fascination with the New Eden system grows. There are so many forms of life here, there's never any telling what we'll find tomorrow. The Captain is pushing me to pick the species I want to give my name to but that's not a choice I want to rush. What if I find something even more amazing tomorrow? I'd feel cheated if that happened. Besides, he only wants me to do it so he can name one himself. So selfish.

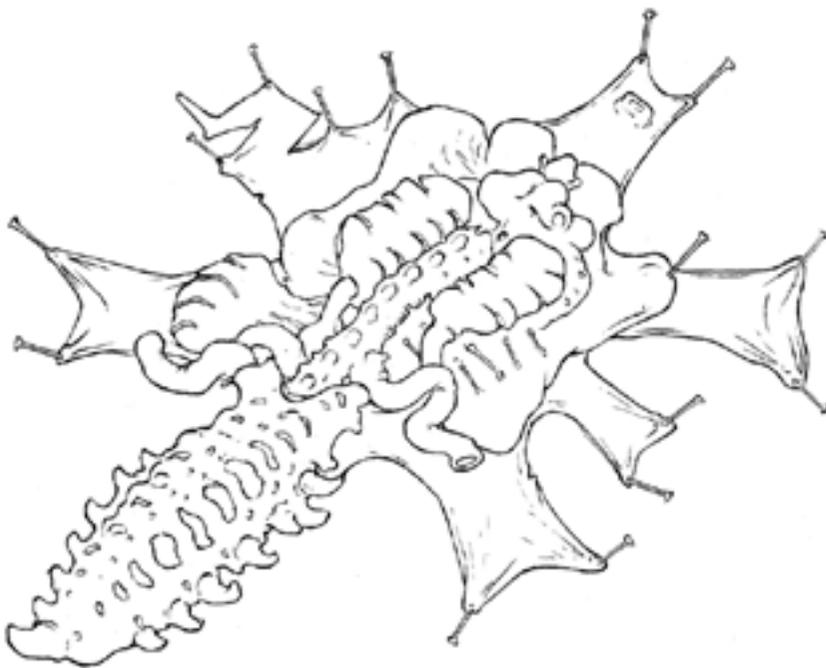
As a further note, this crew has become very worrisome of late, blaming me for every little thing that goes wrong during our discovery surveys. Exploration can be a dangerous business and it is not my fault if a new species decides to treat us as intruders. They want absolute assurances of safety before every mission and I simply cannot provide that.

What part of 'animal behavioural psychology is not an exact science' is so hard to understand?

<...pause logfile: ashtonramsey|personal...>

## FORMAT

This section is divided into multiple sections. Each section presents several encounter tables, each encompassing a



## Terrain Equivalents Table

Clear	Road, Open
Plains	Grassland, Steppe, Savannah
Desert	Wasteland, Barrens
Hills	Foothills, Tundra
Mountain	Canyon, Butte
Forest	Copse, Alpine
Woods	Grove, Thicket
Jungle	Overgrowth, Wildwood
Rainforest	Everglade, Morass
Rough	Ruins, Badlands
Swamp/Marsh	Mire, Fen, Bog
Beach/Shore	Cove
Riverbank	Delta, Stream
Shallow Ocean	Lake, Lagoon
Open Ocean	Arctic
Deep Ocean	Abyssal
Vacuum/Space	Low Orbit

distinct terrain type within a 'thermal band'. These bands are Cold, Temperate and Hot. Hot worlds are planets between a system's habitation zone and its solar body or bodies. Cold worlds are those that lie past the habitation zone. Table categories are further divided by type of atmosphere – thin, standard or dense.

## TERRAIN EQUIVALENCIES

A nominal number of terrain type names are used in the encounter tables. The Terrain Equivalencies table indicates other terrain names that may be substituted by the Referee or the players when consulting the tables. These are merely suggestions intended to give Referees options for plotting out and describing encounter locations. They may not be appropriate for all settings.

## Header Lines

The first line of each table indicates the type of terrain covered and reiterates the thermal band and atmosphere involved. Finally, the throw for an encounter to occur in this terrain is given. As always, this roll is optional. If the Referee wants an encounter, the check can be omitted and a roll on the chart taken automatically.

**Animal Weapons**

While the following table only has a few forms of animal attack listed, it is worth noting that in the wild, animals have a variety of ways to bring down their prey and defend themselves. While the mechanics of combat do not directly change much between various attack forms, Referees might want to vary the descriptions of an animal's attacks just to lend a unique flair to encounters.

**Attack Type Table**

Attack	Alternate Name
Teeth	Mandibles, Suckers
Claws	Fins, Sharp Scales, Talons
Horns	Antlers, Beak, Headbutt
Hooves	Stomp, Body Slam
Stinger	Darting Tongue
Thrasher	Constriction, Trample

**Table Explanation**

Animal Class describes the general category of type. Pack denotes the quantity of the particular animal encountered, which may be as few as one. Class and Behaviour are included as a guide for roleplaying the animals during a session. The letter in parenthesis (C, H or O) indicates Carnivore, Herbivore or Omnivore.

In the Combat columns, there are entries for Strength, Dexterity, Endurance, Instinct, Armour, Weapons and Damage. Strength, Dexterity, Endurance and Instinct are given as a number and as a dice range. At the Referee's discretion, the dice can be rolled to determine a random value instead of relying on the given score. Armour is both a brief descriptor and then the numerical value. Weapons is the listing for how the animal attacks and the dice it rolls for damage. The Skill column after this is the Melee (natural weapons) skill rank the animal possesses.

The last column is Reaction and it is listed by a pair of letter/number combinations. The code is A#/F# and it is the values for while an animal (A)tacks or (F)lees. Reaction is described in more detail on page 23; this chart just shows the specific animal's final reaction values. 2d6 are rolled and if the value is equal to or higher than A, it attacks when provoked. If the result is equal to or lower than F, the animal will flee at the first opportunity.

**Surprise**

When encounters occur, it is possible that one of the parties may have Surprise. Roll one die for each party; if one party has a die roll of three or more greater than the other party, the higher rolling party has achieved Surprise. Only one party may achieve Surprise and it is possible that neither party will achieve Surprise if the roll difference is not high enough.

If no surprise is achieved, both parties are considered to be aware of each other at the range of the encounter (see Range on page 26). A party with the element of surprise may elect to avoid contact with the other party, or may elect to attack with surprise. DMs are allowed to each party on the Surprise die roll depending on expertise, the animals involved and the circumstances of the encounter.

**Players:** The player's group is allowed a DM for each of the following Characteristics: If there is any player with one or more ranks in Leadership, +1. If there is any player with one or more Ranks in Tactics, +2. If there is any player with one or more terms as a Soldier, +2. If the party numbers more than seven, -1. If the party is driving any type of land vehicle, -1.

**Animals:** Any animal listing is allowed a DM for each of the following Characteristics. If the quantity of animals is more than 9, -1. If the animal's behaviour type is pouncer, +1. If the animal's behaviour type is trapper, +2. If the animal's Instinct score is 9 or greater, +1. If the animal's behaviour type is eater or killer, -1. If the animal's behaviour type is siren, -2.

**Encounter Range**

Encounters generally occur at any one of five ranges: close, short, medium, long and very long. The specific initial range of an encounter is dependent on the Referee's specific determination, or on a 2d6 roll using the Encounter Range table. Throws on the Encounter Range table are subject to DMs from the terrain DM table. These DMs take into account the altered probabilities of specific encounter ranges in differing terrain types. Determine the DM from the terrain DM table and apply it to a roll on the Encounter Range table. The result indicates the range at which the two parties encounter one another.

Encounter range is most useful when using a map during play as it allows the Referee some basic format for enemy placement and lets players plan their strategy accordingly. Referees should keep in mind that not every encounter situation is necessarily a combat waiting to happen. Unless players start shooting at the first sign of life, there is always the possibility that the animals involved simply ignore their presence or make an active attempt to flee.

**Animal Class**

**Animal Class Table**

Entry	Animal Class
Amph	Amphibian
Aqua	Aquatic
Avi	Avian
Ins	Insect
Mam	Mammal
Rep	Reptile

**Terrain DMs**

Terrain Type	DM
Clear	+3
Plains	+3
Desert	—
Hills	+2
Mountain	+3
Forest	-1
Woods	—
Jungle	-1
Rainforest	-2
Rough	-2
Swamp/Marsh	+2
Beach/Shore	+1
Riverbank	+1
Shallow Ocean	+2
Open Ocean	—
Deep Ocean	-2
Vacuum/Space	+4

**Range Table**

Die Roll	Distance
0	Personal
1	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13	Very Long
14	Distant
15	Distant
16	Close*

\* This range uses the Space Combat range of 'Close'.

**Initiative**

When using these encounter charts, Referees will often need to determine Initiative for the animals involved. While normally this would require just a Dexterity score, the tables provided here can provide additional or alternative modifiers at the Referees discretion.

All DMs are cumulative; use the total value when checking for Initiative.

Class	Initiative DM
Amphibian	+0
Aquatic	+1
Avian	+2
Fungal	-2
Insect	+0
Mammal	+1
Reptile	+1

Behaviour	Initiative DM
Filter	-4
Intermittent	-2
Grazer	-1
Gatherer	+0
Hunter	+1
Eater	+1
Pouncer	+3
Chaser	+2
Trapper	+2
Siren	+0
Killer	+2
Hijacker	+1
Intimidator	+0
Carrion-Eater	-1
Reducer	-2

Diet	Initiative DM
Carnivore	+1
Herbivore	-1
Omnivore	+0

# COLD WORLD ENCOUNTERS

## THIN ATMOSPHERE

### CLEAR Terrain

### Cold World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	12 (4d6)	8 (2d6)	15 (4d6)	9 (2d6+2)	None 0	None	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	12 (3d6)	13 (2d6+4)	4 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	10 (3d6)	10 (3d6)	15 (3d6)	5 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	12 (3d6)	14 (3d6)	13 (3d6)	11 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	12 (3d6)	14 (3d6)	21 (5d6)	3 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Swarm of Lights</b>									
8	6	Ins	Chaser (C)	4 (1d6)	10 (2d6+4)	4 (1d6)	9 (2d6+2)	Chitin 3	Teeth / 1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	9 (2d6)	12 (3d6)	8 (2d6)	10 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	11 (3d6)	15 (3d6)	8 (3d6)	7 (2d6)	Fur/Hide 2	Hooves / 2d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	15 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	25	Ins	Killer (C)	9 (1d6+4)	9 (2d6)	4 (1d6)	7 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

### Event: Swarm of Lights

On this cold world, a species of insects exist in massive numbers. Physically harmless, they use a particularly bright form of bioluminescence to stay warm. While they pose no danger in and of themselves, they are Eaters by behaviour and will ravenously devour any unprotected organic goods they come into contact with. This could be disastrous for a vessel should they get aboard and make it to the supply hold. Dealing with this voracious, luminous swarm could be a difficult proposition at best considering each swarm numbers in the hundreds.

### PLAINS Terrain

### Cold World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	10 (3d6)	12 (3d6)	16 (3d6+2)	6 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Fun	Hunter (O)	8 (3d6)	13 (3d6)	12 (3d6)	8 (2d6+2)	Hide 1	Horns / 2d6	A8/F5
4	10	Ins	Killer (C)	6 (2d6)	18 (4d6+4)	8 (2d6)	15 (2d6+4)	Chitin 3	Teeth / 3d6	A6/F3
5	1	Ins	Intimidator (O)	17 (5d6)	6 (2d6)	22 (5d6)	12 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	13 (4d6)	9 (2d6)	17 (4d6)	11 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Blades of Grass</b>									
8	14	Mam	Grazer (H)	10 (3d6)	9 (3d6)	11 (3d6)	8 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	3 (1d6)	10 (2d6)	5 (1d6+1)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Siren (C)	21 (4d6)	3 (2d6)	22 (4d6+4)	8 (2d6)	None	Thrasher / 3d6 Exotic (Bioelectricity)	A6/F3
11	25	Ins	Reducer (O)	6 (1d6)	6 (2d6)	3 (1d6)	10 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	18 (5d6)	5 (2d6)	21 (5d6)	8 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

### Event: Blades of Grass

The players come across an area of foliage on a cold, inhospitable world. While most of the plains terrain here is just ordinary plant life, there are several dozen immobile plant creatures that look just like grass and use this similarity to attack the feet of those who come too close. Each player will be attacked by 1d6 of these 'blades'.

Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
36	Fun	Trapper (O)	3 (1d6)	8 (2d6)	2 (1d6)	4 (2d6)	None	Claw / 3d6	A8/F-

**DESERT Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	14 (3d6)	8 (3d6)	10 (3d6)	8 (2d6+2)	Chitin 3	Thrasher / 2d6	A10/F6
3	4	Ins	Hunter (C)	8 (2d6)	9 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 4	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	2 (1d6)	11 (2d6+4)	3 (1d6)	13 (2d6+2)	Chitin 2	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	11 (3d6)	14 (3d6+4)	13 (3d6)	14 (2d6+4)	Feathers 2	Horn / 2d6	A7/F3
6	2	Ins	Carrion-Eater (C)	4 (1d6)	6 (2d6)	4 (1d6)	6 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Dune Patrol</b>									
8	5	Ins	Eater (O)	8 (2d6)	10 (3d6)	13 (2d6+4)	8 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	8 (3d6)	14 (3d6)	10 (3d6)	6 (2d6)	Hide 3	Teeth, Horn / 1d6	A9/F5
10	10	Ins	Reducer (C)	8 (2d6)	15 (4d6)	7 (2d6)	5 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	20 (4d6+4)	9 (2d6)	18 (4d6)	11 (2d6+4)	Fur/Hide 3	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	7 (2d6+2)	11 (3d6)	9 (2d6)	9 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Dune Patrol**

Roll on this chart again until you get an encounter with a Pack greater than 1. The players first encounter a single member of this pack patrolling its territory. If provoked, it will automatically flee. If it gets past Distant range, it will come back in 1d6 minutes with its entire pack.

**HILLS Terrain**

**Cold World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	17 (4d6)	11 (2d6)	19 (4d6)	3 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	10 (3d6)	10 (3d6)	12 (3d6)	11 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	17 (4d6+4)	6 (2d6)	9 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	16 (3d6)	16 (3d6+4)	14 (3d6)	12 (2d6+4)	Fur 2	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	12 (3d6)	18 (3d6+4)	11 (3d6)	15 (2d6+4)	Feathers 3	Horn / 2d6	A8/F4
7	<b>EVENT: The Hills Have Ice</b>									
8	10	Ins	Eater (O)	6 (2d6)	9 (3d6)	12 (2d6+4)	6 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	15 (5d6)	10 (2d6)	23 (5d6)	5 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	9 (3d6)	9 (3d6)	10 (3d6)	7 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	8 (2d6)	11 (3d6)	6 (2d6)	12 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	18 (5d6)	7 (2d6)	23 (5d6)	10 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: The Hills Have Ice**

The players encounter a single creature chosen from the table. Instead of a normal meeting, they find the animal completely enclosed and perfectly preserved in a block of ice. What they do with it is entirely up to them.

**MOUNTAIN Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	9 (3d6)	8 (3d6)	11 (3d6)	12 (2d6+2)	Chitin 3	Teeth, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	9 (2d6)	20 (4d6+4)	9 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	12 (3d6)	8 (3d6)	14 (3d6+4)	7 (2d6)	Scales 2	Teeth, Horns / 2d6	A8/F5
5	5	Ins	Trapper (C)	10 (3d6)	7 (3d6)	11 (3d6)	4 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	22 (6d6)	3 (1d6)	25 (6d6)	9 (2d6+2)	Hide 1	Teeth, Hooves / 3d6	A11/F6
7	<b>EVENT: Go Tell It On The Mountain</b>									
8	2	Ins	Intimidator (C)	16 (4d6)	7 (2d6)	17 (4d6)	8 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Ins	Intermittent (O)	7 (2d6)	10 (3d6)	8 (2d6)	10 (2d6)	Chitin 2	Stinger / 2d6	A10/F3
10	12	Rep	Reducer (O)	2 (1d6)	6 (2d6)	3 (1d6)	9 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	14 (4d6)	8 (2d6)	16 (4d6)	6 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	4 (1d6)	11 (2d6+4)	5 (1d6+1)	7 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Go Tell It On The Mountain**

The players find something curious on a mountain peak – an intact surveyor’s station (TL 9) complete with a hand computer, drained of power. If recovered and restored, these items could provide information or new plot hooks.

**FOREST Terrain**

**Cold World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	5 (1d6)	4 (2d6)	4 (1d6)	6 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Ins	Hunter (C)	8 (2d6)	10 (3d6)	7 (2d6)	8 (2d6+2)	Chitin 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	9 (3d6)	16 (3d6+4)	10 (3d6)	6 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	2 (1d6)	5 (2d6)	5 (1d6)	7 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	18 (4d6)	12 (2d6+4)	15 (4d6)	12 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Tree’s Company</b>									
8	9	Ins	Hunter (C)	11 (3d6)	10 (3d6)	11 (3d6)	13 (2d6+2)	Chitin 3	Claws / 2d6	A7/F3
9	2	Mam	Gatherer (O)	6 (2d6)	10 (3d6)	8 (2d6)	4 (2d6)	Fur/Hide 2	None	A10/F6
10	14	Fun	Chaser (C)	3 (1d6)	14 (2d6+4)	5 (1d6)	9 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Mam	Killer (C)	15 (4d6)	9 (2d6+4)	18 (4d6)	7 (2d6+4)	Fur/Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	9 (2d6)	10 (3d6)	8 (2d6)	14 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Tree’s Company**

This encounter uses the insect entry for #2. Instead of generating range, these insects have burrowed into a tree and use it as an ambush site. When a player moves next to the tree, they automatically attack as a swarm!

**WOODS Terrain**

**Cold World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	12 (3d6)	14 (3d6+4)	13 (3d6)	12 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	12 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	3 (1d6)	10 (2d6)	8 (1d6+4)	5 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	2 (1d6)	6 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Unfriendly Leaves</b>									
8	5	Mam	Gatherer (H)	9 (3d6)	13 (3d6)	12 (3d6)	9 (2d6)	Fur, Hide 4	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Grazer (H)	6 (2d6)	12 (3d6)	8 (2d6)	11 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	16 (4d6)	9 (2d6)	21 (4d6+4)	5 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	10 (3d6)	15 (3d6+4)	10 (3d6)	11 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	8 (2d6)	12 (3d6)	7 (2d6)	8 (2d6+2)	Chitin 2	Stinger / 1d6	A8/F5

**Event: Unfriendly Leaves**

This encounter uses fungals as if a 4 was rolled on this table. These fungal creatures are naturally camouflaged to resemble the leaves of indigenous trees. They cannot fly but they possess a short distance ability to glide, using this to hunt by lurking in the branches of said trees and ambushing those who pass below.

**JUNGLE Terrain**

**Cold World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	10 (3d6)	12 (3d6)	12 (3d6)	13 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	13 (3d6+4)	13 (3d6)	11 (3d6)	8 (2d6+4)	Fur 2	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	10 (3d6)	16 (3d6+4)	9 (3d6)	11 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	12 (3d6)	10 (3d6)	14 (3d6)	8 (2d6)	Scales 2	Thrasher / 2d6	A9/F6
6	4	Ins	Carrion-Eater (C)	5 (1d6)	6 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Rumble in the Jungle</b>									
8	2	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	12 (2d6+2)	Chitin 3	Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	11 (3d6)	10 (3d6)	13 (3d6)	6 (2d6)	Fur/Hide 3	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	6 (2d6)	12 (3d6+4)	8 (2d6)	13 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	2 (1d6)	10 (2d6)	8 (1d6+4)	7 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	6 (1d6+2)	8 (2d6)	2 (1d6)	3 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Rumble in the Jungle**

While exploring this jungle area, the players experience the aftershock of a distant earthquake. Moments later, they caught in waves of fleeing creatures. Generate three encounters on this table, each no more than a minute apart.

**RAINFOREST Terrain**

**Cold World, Thin Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	6 (2d6)	3 (1d6)	5 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Fun	Reducer (O)	10 (3d6)	12 (3d6)	13 (3d6)	6 (2d6)	Hide 1	Teeth / 1d6	A9/F4
4	5	Ins	Killer (C)	9 (2d6)	20 (4d6+4)	10 (2d6)	14 (2d6+4)	Chitin 3	Teeth, Horns / 1d6	A7/F4
5	8	Ins	Eater (C)	10 (2d6)	13 (3d6)	15 (2d6+4)	6 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	3 (1d6)	9 (2d6)	3 (1d6)	9 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Acid Rain</b>									
8	9	Ins	Hijacker (O)	13 (3d6+2)	12 (3d6)	20 (5d6)	10 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	13 (4d6)	7 (2d6)	15 (4d6)	9 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	8 (3d6)	9 (3d6)	9 (3d6)	8 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	16 (4d6)	4 (2d6)	17 (4d6)	5 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	8 (3d6)	13 (3d6)	13 (3d6)	14 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: Acid Rain**

This event starts off with any one of the other results on this table being encountered at Distant range. Before the players can act, precipitation starts to fall and the animals immediately flee for shelter. The rain is a slow acting acid and if the players do not also find shelter, they will suffer the consequences.

**ROUGH Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	16 (3d6)	10 (3d6)	14 (3d6)	4 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	11 (3d6)	15 (3d6+4)	11 (3d6)	11 (2d6+4)	Hide 1	Claws / 1d6	A9/F6
4	6	Ins	Hunter (O)	14 (4d6)	8 (2d6)	17 (4d6)	10 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Eater (C)	10 (2d6)	11 (3d6)	15(2d6+4)	6 (2d6)	Chitin 2	Stinger / 2d6	A6/F4
6	1	Rep	Killer (C)	11 (2d6+4)	9 (3d6)	9 (2d6)	8 (2d6+4)	Scales 2	Teeth, Horns / 2d6	A7/F5
7	<b>EVENT: Rough Riders</b>									
8	5	Ins	Intermittent (O)	8 (2d6)	8 (3d6)	10 (2d6)	5 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	19 (4d6+4)	7 (2d6)	17 (4d6)	11 (2d6+4)	Fur/Hide 4	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	10 (3d6)	15 (3d6+4)	12 (3d6)	8 (2d6+2)	Chitin 3	Teeth / 1d6	A8/F4
11	4	Ins	Eater (C)	13 (4d6)	6 (2d6)	19 (4d6+4)	9 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	10 (3d6)	9 (3d6)	13 (3d6)	12 (2d6+2)	None	Teeth / 1d6	A7/F3

**Event: Rough Riders**

The players encounter a pack of six insects (identical to those who would appear if a 4 had been rolled on this table) at very long range. Even at that distance, it is clear they are being ridden by humanoids and are out for a hunt. The Referee should pick an alien race that logically works for the campaign.

**SWAMP/MARSH Terrain**

**Cold World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	10 (2d6)	10 (3d6)	9 (2d6)	3 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	6 (2d6)	15 (3d6)	8 (2d6)	7 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	8 (2d6)	13 (3d6+4)	10 (2d6)	10 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	4 (2d6)	7 (3d6)	14 (2d6+4)	11 (2d6)	Fur/Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	20 (6d6)	4 (1d6)	26 (6d6)	8 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Bloodsand Rising</b>									
8	14	Rep	Siren (C)	15 (3d6)	8 (3d6)	12 (3d6)	7 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser (C)	7 (2d6)	13 (3d6+4)	6 (2d6)	11 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	9 (3d6)	10 (3d6)	12 (3d6)	9 (2d6)	Hide 1	Claws / 1d6	A10/F5
11	12	Ins	Siren (C)	14 (4d6)	7 (2d6)	17 (4d6)	10 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	16 (4d6)	9 (2d6)	19 (4d6)	10 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Bloodsand Rising**

The heart of this frozen swamp is a red, rime-covered mire littered with the bones and belongings of the dead. This murky pool is actually a huge fungal creature (treat as if a 6 had been rolled on this table) and the players could easily become its next victims.

**BEACH/ShORE Terrain**

**Cold World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	9 (3d6)	9 (3d6)	9 (3d6)	13 (2d6+2)	Chitin 3	Teeth / 1d6	A10/F4
3	7	Fun	Killer (C)	17 (4d6+4)	8 (2d6)	11 (4d6)	11 (2d6+4)	Hide 2	Thrasher / 3d6	A7/F5
4	18	Ins	Eater (O)	4 (1d6)	8 (2d6)	7 (1d6+4)	10 (2d6)	Chitin 1	Horns / 1d6	A7/F4
5	3	Ins	Pouncer (C)	7 (2d6)	13 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	11 (3d6)	10 (3d6)	12 (3d6)	10 (2d6+2)	Fur, Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: Washed Up</b>									
8	6	Ins	Eater (C)	8 (2d6)	16 (4d6)	11 (2d6+4)	7 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Amph	Carrion-Eater (C)	12 (3d6)	13 (3d6)	11 (3d6)	12 (2d6+2)	Hide 4	Hooves / 2d6	A11/F7
10	4	Avi	Pouncer (C)	6 (2d6)	21 (3d6+4)	7 (2d6)	10 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	6 (2d6)	12 (3d6)	6 (2d6)	9 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	19 (5d6)	6 (2d6)	22 (5d6)	7 (2d6)	Fur/Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: Washed Up**

The players encounter a bloated, half frozen carcass on the beach. Shortly after approaching it, they encounter several more of its amphibious species climbing out of the water (treat as if a 9 had been rolled on this table). They are cannibalistic and the players are bothering the animal's dinner.

**RIVERBANK Terrain**

**Cold World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	10 (3d6)	12 (3d6)	7 (3d6)	8 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Fun	Killer (C)	13 (3d6+4)	10 (3d6)	9 (3d6)	11 (2d6+4)	None	Teeth / 3d6	A6/F4
4	12	Amph	Hunter (O)	8 (2d6)	12 (3d6)	8 (2d6)	8 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	7 (2d6)	14 (3d6+4)	10 (2d6)	8 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	21	Mam	Carrion-Eater (C)	6 (1d6)	9 (2d6)	2 (1d6)	6 (2d6+2)	Fur 2	Claws / 2d6	A9/F5
7	<b>EVENT: Dammed Odd</b>									
8	8	Fun	Reducer (O)	4 (1d6)	8 (2d6)	4 (1d6)	10 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	15 (4d6)	6 (2d6)	20 (4d6)	9 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	7 (2d6)	13 (4d6)	12 (2d6+4)	7 (2d6)	Chitin 3	Stinger, Claws / 2d6	A7/F6
11	18	Ins	Chaser (C)	8 (2d6)	13 (3d6+4)	9 (2d6)	10 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	14 (4d6)	5 (2d6)	16 (4d6)	7 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: Dammed Odd**

There is a massive piece of alien ship wreckage blocking the river flow here, creating a flood zone around it. If the players investigate, their chance of encounters in the entire flooded area increases to 6+ for as long as they stay.

**SHALLOW OCEAN Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	15 (3d6)	8 (3d6)	13 (3d6)	5 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	18 (3d6+4)	10 (3d6)	11 (3d6)	11 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	10 (3d6)	16 (3d6+4)	9 (3d6)	13 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	10 (3d6)	13 (3d6+4)	15 (3d6)	14 (2d6+2)	Scales 2	Teeth / 1d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	9 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Tides of Ill Content</b>									
8	4	Aqua	Hunter (C)	10 (3d6)	13 (3d6)	11 (3d6)	6 (2d6+2)	Scales 3	Teeth / 1d6	A7/F3
9	7	Aqua	Intimidator (O)	7 (2d6)	10 (3d6)	10 (2d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	13 (2d6+4)	5 (1d6)	6 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	21 (4d6+4)	10 (2d6)	18 (4d6)	10 (2d6+4)	Feathers 3	Horn / 3d6	A9/F6
12	28	Ins	Eater (O)	3 (1d6)	6 (2d6)	8 (1d6+4)	8 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: Tides of Ill Content**

The animals of this area are generally quite docile but for an hour each day, the chemicals washed in on the approaching tide change their nature to Killer, add +1 to their damage and they attack if disturbed.

**OPEN OCEAN Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	6 (2d6)	15 (3d6)	8 (2d6)	7 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	12 (3d6)	18 (3d6+4)	13 (3d6)	13 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	9 (2d6+4)	5 (1d6)	12 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	3 (1d6)	10 (2d6)	8 (1d6+4)	7 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Depths of Darkness</b>									
8	6	Aqua	Gatherer (H)	11 (3d6)	10 (3d6)	12 (3d6)	8 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	7 (2d6)	13 (3d6)	8 (2d6)	5 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	16 (4d6)	8 (2d6)	21 (4d6+4)	4 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	11 (3d6)	14 (3d6+4)	10 (3d6)	12 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	9 (2d6)	16 (4d6)	7 (2d6)	11 (2d6+2)	Feathers 2	Horn / 1d6	A8/F5

**Event: Depths of Darkness**

In this world's bitterly cold ocean, so saline it cannot freeze, the animals are particularly hardy or small enough to survive on minimal respiration. They are also completely blind, the salt in the water preventing them from ever developing vulnerable eyes. Instead, they hunt by smell and sonar, things the players may not think to hide from before something massive and unfriendly pays them a visit.

**DEEP OCEAN Terrain**

**Cold World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	8 (3d6)	10 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Teeth / 1d6	A7/F3
3	5	Aqua	Chaser (O)	8 (2d6)	23 (4d6+4)	9 (2d6)	4 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
4	14	Aqua	Eater (C)	9 (3d6)	13 (3d6)	14 (3d6+4)	8 (2d6)	Scales 2	Teeth / 1d6	A8/F5
5	1	Aqua	Trapper (C)	11 (3d6)	9 (3d6)	11 (3d6)	9 (2d6)	Scales 3	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	23 (6d6)	5 (1d6)	25 (6d6)	6 (2d6+2)	Scales 1	Teeth / 3d6	A11/F6
7	<b>EVENT: Fires in the Abyss</b>									
8	1	Aqua	Filter (O)	15 (4d6)	6 (2d6)	17 (4d6)	7 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	26 (6d6)	5 (2d6)	38 (6d6)	6 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	3 (1d6)	10 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Siren (C)	18 (4d6)	5 (2d6)	16 (4d6)	5 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	7	Rep	Killer (C)	17 (3d6+4)	15 (3d6)	13 (3d6)	14 (2d6+4)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Fires in the Abyss**

The reptiles encountered if a 12 was rolled on this table can survive in this freezing ocean because they dwell in the immense heat of the waters around a geologic fissure on the ocean floor. When a deep scan reveals seriously valuable mineral deposits near those same glowing, magma canyons, will they be willing to deal with the killer lizards to reach them?

**STANDARD ATMOSPHERE**

**CLEAR Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	12 (4d6)	8 (2d6)	15 (4d6)	8 (2d6+2)	None	None	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	12 (3d6)	13 (2d6+4)	12 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	10 (3d6)	10 (3d6)	15 (3d6)	8 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	12 (3d6)	14 (3d6)	13 (3d6)	9 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	28 (5d6)	5 (2d6)	21 (5d6)	5 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Freezing Gale</b>									
8	6	Ins	Chaser (C)	4 (1d6)	10 (2d6+4)	4 (1d6)	11 (2d6+2)	Chitin 3	Teeth / 1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	9 (2d6)	12 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	10 (3d6)	15 (3d6)	8 (3d6)	4 (2d6)	Fur/Hide 2	Hooves / 1d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	15 (3d6+4)	8 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	25	Ins	Killer (C)	9 (1d6+4)	9 (2d6)	4 (1d6)	11 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

**Event: Freezing Gale**

With nothing to stop or slow the wind in this area, gusts can reach deadly speed and strike with bone-numbing chill and force. While travelling through this area, the players must contend with a sudden storm. The winds will rage for 1d3 hours, during which time they must contend with -3 DM to their checks as per page 74 of the *Traveller Core Rulebook* as well as whatever plot twists the Referee wishes to throw at them.

**PLAINS Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	10 (3d6)	14 (3d6)	14 (3d6)	11(2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Fun	Hunter (O)	10 (3d6)	11 (3d6)	12 (3d6)	10 (2d6+2)	Hide 1	Horns / 1d6	A8/F5
4	10	Avi	Siren (C)	7 (2d6)	17 (4d6)	8 (2d6)	5 (2d6)	Feathers 3	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	18 (5d6)	4 (2d6)	22 (5d6)	10 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	12 (4d6)	11 (2d6)	17 (4d6)	8 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Chillbirds Singing</b>									
8	14	Mam	Grazer (H)	10 (3d6)	16 (3d6)	11 (3d6)	7 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	6 (1d6)	4 (2d6)	4 (1d6)	11 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Siren (C)	15 (4d6)	5 (2d6)	18 (4d6)	6 (2d6)	None	Thrasher / 3d6	A6/F3
11	25	Ins	Reducer (O)	5 (1d6)	8 (2d6)	3 (1d6)	7 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	19 (5d6)	10 (2d6)	21 (5d6)	7 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

**Event: Chillbirds Singing**

The players come across beautiful birdsong high overhead, not realising that they have entered the hunting grounds of 'chillbirds', avians adapted to very cold temperatures stay warm by burrowing into the carcasses of their kills and treating them like nests of flesh. Their birdsong is hypnotic to non-sentient animals. While it is not powerful enough to directly affect the players, its sweet sound just might let the beasts catch them by surprise.

**DESERT Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	10 (3d6)	11 (3d6)	10 (3d6)	6 (2d6+2)	Chitin 3	Stinger / 1d6	A10/F6
3	4	Ins	Hunter (C)	8 (2d6)	11 (3d6)	8 (2d6)	10 (2d6+2)	Chitin 4	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	3 (1d6)	10 (2d6+4)	3 (1d6)	13 (2d6+2)	Chitin 2	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	9 (3d6)	17 (3d6+4)	13 (3d6)	14 (2d6+4)	Feathers 2	Horn / 1d6	A7/F3
6	2	Ins	Carrion-Eater (C)	3 (1d6)	8 (2d6)	4 (1d6)	10 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Icy Oasis</b>									
8	5	Ins	Eater (O)	9 (2d6)	18 (4d6)	13 (2d6+4)	6 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	11 (3d6)	12 (3d6)	10 (3d6)	9 (2d6)	Hide 3	Teeth, Horn / 2d6	A9/F5
10	10	Ins	Reducer (C)	9 (2d6)	11(3d6)	7 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	15 (4d6)	10 (2d6+4)	18 (4d6)	14 (2d6+4)	Fur, Hide 3	Thrasher / 3d6	A6/F3
12	4	Avi	Hijacker (C)	8 (2d6+2)	10 (3d6)	9 (2d6)	7 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Icy Oasis**

The players encounter a fully frozen oasis, the crystalline remains of once-lush vegetation and a clear, solid pond. How it ever existed on this world in the first place is a mystery, one that could be very interesting to solve.

**HILLS Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	15 (4d6)	5 (2d6)	19 (4d6)	8 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	11 (3d6)	13 (3d6)	12 (3d6)	7 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	21 (4d6+4)	6 (2d6)	11 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	14 (3d6+4)	11 (3d6)	14 (3d6)	10 (2d6+4)	Fur 2	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	9 (3d6)	18 (3d6+4)	11 (3d6)	15 (2d6+4)	Feathers 3	Horn / 1d6	A8/F4
7	<b>EVENT: Ribbons of Silver</b>									
8	10	Ins	Eater (O)	6 (2d6)	11 (3d6)	12 (2d6+4)	3 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	20 (5d6)	3 (2d6)	23 (5d6)	8 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	8 (3d6)	8 (3d6)	10 (3d6)	9 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	6 (2d6)	9 (3d6)	6 (2d6)	8 (2d6+2)	Chitin 2	Stinger / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	20 (5d6)	9 (2d6)	23 (5d6)	6 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Ribbons of Silver**

Intersecting these foothills, the players find a complicated network of mineral-laden streams. The high deposit levels have kept the water from freezing, making it an invaluable water source for them. Unfortunately, remaining here will introduce the players to all the other animals who consider it valuable as well.

**MOUNTAIN Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Avi	Hunter (C)	10 (3d6)	11 (3d6)	10 (3d6)	6 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	7 (2d6)	14 (3d6+4)	9 (2d6)	10 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	10 (3d6)	10 (3d6)	14 (3d6+4)	7 (2d6)	Scales 2	Teeth, Horns / 1d6	A8/F5
5	5	Ins	Trapper (C)	9 (3d6)	12 (3d6)	11 (3d6)	2 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	21 (6d6)	3 (1d6)	25 (6d6)	8 (2d6+2)	Hide 1	Teeth, Hooves / 3d6	A11/F6
7	<b>EVENT: Sneak Peak</b>									
8	2	Ins	Intimidator (C)	13 (4d6)	8 (2d6)	17 (4d6)	7 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	9 (2d6)	15 (3d6)	8 (2d6)	6 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	12	Rep	Reducer (O)	2 (1d6)	12 (3d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	14 (4d6)	9 (2d6)	16 (4d6)	9 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	8 (1d6+4)	10 (2d6)	4 (1d6)	14 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Sneak Peak**

One of the mountains in this range has a secret; its upper reaches are honeycombed with tunnels and infested by insects using their concealment to ambush prey. Use the entry for 5, having them automatically attack.

**FOREST Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	3 (1d6)	6 (2d6)	4 (1d6)	8 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Ins	Hunter (C)	9 (2d6)	10 (3d6)	7 (2d6)	4 (2d6+2)	Chitin 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	11 (3d6)	16 (3d6+4)	10 (3d6)	9 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	2 (1d6)	5 (2d6)	5 (1d6)	8 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	14 (4d6)	13 (2d6+4)	15 (4d6)	11 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Sylvan Shadows</b>									
8	9	Ins	Hunter (C)	12 (3d6)	13 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A7/F3
9	2	Mam	Gatherer (O)	7 (2d6)	12 (3d6)	8 (2d6)	7 (2d6)	Fur, Hide 2	None	A10/F6
10	14	Fun	Chaser (C)	4 (1d6)	13 (2d6+4)	5 (1d6)	8 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Mam	Killer (C)	20 (4d6)	9 (2d6+4)	18 (4d6)	13 (2d6+4)	Fur, Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	8 (2d6)	16 (4d6)	8 (2d6)	13 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Sylvan Shadows**

There is a section of this forest so dense and deep that no light has reached the ground at its heart for centuries. No form of animal life will go near the area. If the players are feeling brave, they could go investigate why.

**WOODS Terrain**

**Cold World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	8 (2d6)	12 (3d6)	8 (2d6)	12 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	13 (3d6+4)	13 (3d6)	13 (3d6)	10 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	5 (1d6)	11 (2d6+4)	5 (1d6)	10 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	3 (1d6)	7 (2d6)	8 (1d6+4)	9 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	5 (1d6)	5 (2d6)	2 (1d6)	5 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Mourning in the Woods</b>									
8	5	Mam	Gatherer (O)	11 (3d6)	12 (3d6)	12 (3d6)	7 (2d6)	Fur, Hide 3	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Grazer (H)	6 (2d6)	19 (4d6)	8 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	13 (4d6)	8 (2d6)	21 (4d6+4)	8 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	10 (3d6)	22 (3d6+4)	10 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	10 (2d6)	8 (3d6)	7 (2d6)	11 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: Mourning in the Woods**

The mammals encountered if an 8 had been rolled on this table have a strange behaviour quirk where their dead are concerned. They will go out of their way to steal the bodies, then carry them deep into the woods and hang them from the branches of a particularly massive tree. Could this be a sort of burial rite, a sign of a species on the verge of sentience?

**JUNGLE Terrain**

**Cold World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	12 (3d6)	12 (3d6)	12 (3d6)	10 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	10 (3d6)	18 (3d6+4)	11 (3d6)	13 (2d6+4)	Fur 2	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	14 (3d6)	15 (3d6+4)	9 (3d6)	11 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	10 (3d6)	8 (3d6)	14 (3d6)	4 (2d6)	Scales 2	Thrasher / 1d6	A9/F6
6	4	Ins	Carrion-Eater (C)	2 (1d6)	5 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Jungle Juice</b>									
8	2	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	11 (3d6)	11 (3d6)	13 (3d6)	12 (2d6)	Fur/Hide 3	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	7 (2d6)	12 (3d6+4)	8 (2d6)	9 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	3 (1d6)	9 (2d6)	8 (1d6+4)	7 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	7 (1d6+2)	7 (2d6)	2 (1d6)	10 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Jungle Juice**

The players discover an indigenous fruit with natural medicinal qualities. While weak and fairly inferior to modern medicine in its current form, it could be a very valuable trade good, especially to pharmaceutical companies.

**RAINFOREST Terrain**

**Cold World, Standard Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	8 (2d6)	3 (1d6)	10 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	11 (3d6)	12 (3d6)	11 (3d6)	7 (2d6)	Feathers 1	Horn / 2d6	A11/F7
4	5	Ins	Killer (C)	8 (2d6)	15 (3d6+4)	10 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Horns / 1d6	A7/F4
5	8	Ins	Eater (C)	10 (2d6)	19 (4d6)	15 (2d6+4)	3 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	5 (1d6)	7 (2d6)	3 (1d6)	8 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Cacophony</b>									
8	9	Ins	Hijacker (O)	18 (5d6+2)	7 (2d6)	20 (5d6)	5 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	12 (4d6)	9 (2d6)	15 (4d6)	4 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	10 (3d6)	7 (3d6)	13 (3d6+4)	12 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	16 (4d6)	9 (2d6)	17(4d6)	5 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	12 (3d6)	14 (3d6)	13 (3d6)	12 (2d6+2)	Hide 3	Hooves / 2d6	A6/F3

**Event: Cacophony**

The rainforest is home to a very peaceful species of avian life (#3). While they are relatively harmless, they do have an annoying adaptation – their voices. Their shrill cry can be heard for kilometres and never seem to quiet.

**ROUGH Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	12 (3d6)	15 (3d6)	14 (3d6)	7 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	10 (3d6)	13 (3d6+4)	11 (3d6)	10 (2d6+4)	Hide 1	Claws / 1d6	A9/F6
4	6	Ins	Hunter (O)	15 (4d6)	7 (2d6)	17 (4d6)	9 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Eater (C)	8 (2d6)	9 (3d6)	15(2d6+4)	9 (2d6)	Chitin 2	Thrasher / 2d6	A6/F4
6	1	Rep	Killer (C)	16 (2d6+4)	17 (3d6)	9 (2d6)	8 (2d6+4)	Scales 2	Teeth, Horns / 2d6	A7/F5
7	<b>EVENT: Terror in the Rough</b>									
8	5	Ins	Intermittent (O)	8 (2d6)	16 (4d6)	10 (2d6)	8 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	16 (4d6)	10 (2d6+4)	17 (4d6)	15 (2d6+4)	Fur, Hide 4	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	13 (3d6)	15 (3d6+4)	12 (3d6)	7 (2d6+2)	Chitin 3	Teeth / 2d6	A8/F4
11	4	Ins	Eater (C)	14 (4d6)	10 (2d6)	19 (4d6+4)	7 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	11 (3d6)	11 (3d6)	13 (3d6)	8 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Terror in the Rough**

For reasons unknown, every group of animals encountered in this area are utterly terrified and will always flee if provoked. Is this some strange fight-or-flight behavioural adaptation or do the animals know, and fear, something the players do not?

**SWAMP/MARSH Terrain**

**Cold World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	10 (2d6)	11 (3d6)	9 (2d6)	9 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	8 (2d6)	15 (4d6)	8 (2d6)	8 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	11 (2d6+4)	15 (3d6)	10 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	9 (2d6)	8 (3d6)	14 (2d6+4)	8 (2d6)	Fur, Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	22 (6d6)	4 (1d6)	26 (6d6)	7 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Low Hanging Fruit</b>									
8	14	Rep	Siren (C)	16 (3d6)	10 (3d6)	12 (3d6)	4 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	5 (2d6)	16 (3d6+4)	6 (2d6)	9 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	11 (3d6)	14 (3d6)	12 (3d6)	6 (2d6)	Hide 1	Claws / 1d6	A10/F5
11	12	Ins	Siren (C)	16 (4d6)	8 (2d6)	17 (4d6)	10 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	18 (4d6)	9 (2d6)	19 (4d6)	7 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Low Hanging Fruit**

The reptiles in #8 use the dense, sweet fruit of this region as lures for their prey. They burrow directly under the brightly coloured fruit and when a creature, or in this case a player, approaches for a meal, they strike.

**BEACH/SHORE Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	10 (3d6)	6 (3d6)	9 (3d6)	11 (2d6+2)	Chitin 3	Teeth / 1d6	A10/F4
3	7	Fun	Killer (C)	16 (4d6+4)	6 (2d6)	11 (4d6)	10 (2d6+4)	Hide 2	Thrasher / 3d6	A7/F5
4	18	Amph	Eater (O)	8 (2d6)	14 (3d6)	11 (2d6+4)	3 (2d6)	Hide 1	Teeth / 1d6	A8/F4
5	3	Ins	Pouncer (C)	7 (2d6)	20 (4d6+4)	8 (2d6)	10 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	11 (3d6)	13 (3d6)	12 (3d6)	10 (2d6+2)	Fur, Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: Sand Castles</b>									
8	6	Ins	Eater (C)	6 (2d6)	12 (3d6)	11 (2d6+4)	5 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Amph	Carrion-Eater (C)	12 (3d6)	16 (3d6)	11 (3d6)	10 (2d6+2)	Hide 4	Hooves / 2d6	A11/F7
10	4	Avi	Pouncer (C)	8 (2d6)	15 (3d6+4)	7 (2d6)	11 (2d6+4)	Feathers 2	Horns / 1d6	A7/F4
11	5	Ins	Reducer (C)	9 (2d6)	15 (4d6)	6 (2d6)	10 (2d6)	Chitin 2	Stinger / 1d6	A10/F6
12	2	Mam	Gatherer (O)	20 (5d6)	6 (2d6)	22 (5d6)	7 (2d6)	Fur, Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: Sand Castles**

The players discover a number of huge, intricately made sand structures. These are actually the homes of voracious amphibians (#4) and they attack anything that comes near their fascinatingly complex homes.

**RIVERBANK Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	8 (3d6)	10 (3d6)	7 (3d6)	4 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Fun	Killer (C)	10 (3d6)	16 (3d6+4)	9 (3d6)	12 (2d6+4)	None	Teeth / 3d6	A6/F4
4	12	Amph	Hunter (O)	7 (2d6)	13 (4d6)	8 (2d6)	11 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	8 (2d6)	17 (3d6+4)	10 (2d6)	10 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	2	Avi	Carrion-Eater (C)	11 (3d6)	15 (3d6)	12 (3d6)	9 (2d6+2)	Feathers 2	Horn, Claws / 2d6	A9/F3
7	<b>EVENT: Odder and Otter</b>									
8	8	Fun	Reducer (O)	3 (1d6)	6 (2d6)	4 (1d6)	6 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	16 (4d6)	8 (2d6)	20 (4d6)	12 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	8 (2d6)	16 (3d6)	12 (2d6+4)	10 (2d6)	Chitin 3	Teeth, Horns / 1d6	A7/F6
11	18	Ins	Chaser (C)	8 (2d6)	15 (3d6+4)	9 (2d6)	9 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	14 (4d6)	9 (2d6)	16 (4d6)	7 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: Odder and Otter**

The players find evidence of a creature that once dwelled here, one that very closely resembled a Terran otter. While many bones can be found, no live specimens seem to exist. Is the species truly extinct and if so, why?

**SHALLOW OCEAN Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	10 (3d6)	11 (3d6)	13 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	12 (3d6)	17 (3d6+4)	11 (3d6)	11 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	10 (3d6)	18 (3d6+4)	9 (3d6)	6 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	16 (3d6)	14 (3d6+4)	15 (3d6)	11 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	5 (1d6)	10 (2d6)	2 (1d6)	4 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Tides of Trouble</b>									
8	4	Aqua	Hunter (C)	16 (3d6)	12 (3d6)	11 (3d6)	8 (2d6+2)	Scales 3	Teeth / 3d6	A7/F3
9	7	Aqua	Indimidator (O)	8 (2d6)	11 (3d6)	10 (2d6)	4 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	9 (2d6+4)	5 (1d6)	10 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	13 (4d6)	11 (2d6+4)	18 (4d6)	13 (2d6+4)	Feathers 3	Horn / 2d6	A9/F6
12	28	Ins	Eater (O)	3 (1d6)	13 (3d6)	8 (1d6+4)	5 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: Tides of Trouble**

Roll again on this chart. The encounter generated is brought to shore twice a day on the tide, a species that rides the waves and feeds during this time. If encountered like this, the species has the Eater behaviour and always attacks.

**OPEN OCEAN Terrain**

**Cold World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	8 (2d6)	12 (3d6)	8 (2d6)	9 (2d6+2)	Scales 3	Stinger / 2d6	A8/F3
3	2	Aqua	Killer (C)	16 (3d6+4)	14 (3d6)	13 (3d6)	12 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	9 (2d6+4)	5 (1d6)	13 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	3 (1d6)	8 (2d6)	8 (1d6+4)	6 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	2 (1d6)	5 (2d6)	2 (1d6)	13 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Distant Shoals</b>									
8	6	Aqua	Gatherer (H)	12 (3d6)	12 (3d6)	11 (3d6)	7 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	6 (2d6)	12 (3d6)	8 (2d6)	11 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	16 (4d6)	10 (2d6)	19 (4d6+4)	3 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	12 (3d6)	14 (3d6+4)	10 (3d6)	7 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	8 (2d6)	15 (4d6)	7 (2d6)	10 (2d6)	Feathers 2	Horn / 1d6	A8/F5

**Event: Distant Shoals**

The *travellers* find a small uncharted island that, while barren in and of itself, is surrounded by a coral reef teeming with life. Use the Beach/Shore chart for encounters here; encounters occur on a check of 6+ instead of 10+. If that chart's event is rolled, the packs brought in by the Tides of Trouble are doubled in number. Teeming life might be a biological miracle but it can also be a military nightmare.

**DEEP OCEAN Terrain**

**Cold World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	13 (3d6)	11 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	8 (2d6)	16 (3d6+4)	9 (2d6)	10 (2d6+2)	Scales 2	Teeth, Horns / 1d6	A8/F4
4	14	Aqua	Eater (C)	13 (3d6)	14 (3d6)	14 (3d6+4)	8 (2d6)	Scales 2	Teeth / 2d6	A8/F5
5	1	Aqua	Trapper (C)	13 (3d6)	15 (3d6)	11 (3d6)	6 (2d6)	Scales 3	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	25 (6d6)	4 (1d6)	25 (6d6)	12 (2d6+2)	Scales 1	Teeth / 3d6	A11/F6
7	<b>EVENT: Red Skies at Night</b>									
8	1	Aqua	Filter (O)	12 (4d6)	8 (2d6)	21 (4d6+4)	7 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	22 (6d6)	4 (1d6)	28 (6d6)	5 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	2 (1d6)	8 (2d6)	3 (1d6)	6 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Siren (C)	13 (4d6)	9 (2d6)	16 (4d6)	4 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	7	Rep	Killer (C)	11 (3d6)	17 (3d6+4)	13(3d6)	14 (2d6+4)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Red Skies at Night**

An atmospheric quirk causes the sky in this area to occasionally turn deep red at dusk, a hue that permeates the water far deeper than light ever normally reaches. These 'red flashes' agitate the ocean life significantly. Any encounter of aquatic animals here has no chance of the creatures fleeing. There is also a +1 DM to the Reaction check, making aquatic animals more likely to attack if provoked. During these red sky periods, the definition of 'provoke' becomes extremely generous.

## DENSE ATMOSPHERE

### CLEAR Terrain

### Cold World, Dense Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	18 (4d6)	6 (2d6)	15 (4d6)	10 (2d6+2)	None 0	None	A10/F6
3	1	Ins	Eater (C)	8 (2d6)	16 (3d6)	13 (2d6+4)	8 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	15 (3d6)	15 (3d6)	15 (3d6)	7 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	8 (3d6)	12 (3d6)	13 (3d6)	5 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	20 (5d6)	5 (2d6)	17 (5d6+)	10 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Billowing Fields</b>									
8	6	Ins	Chaser (C)	3 (1d6)	14 (2d6+4)	4 (1d6)	11 (2d6+2)	Chitin 3	Teeth / 1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	7 (2d6)	11 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	12 (3d6)	12 (3d6)	10 (3d6)	7 (2d6)	Fur/Hide 2	Hooves / 2d6	A9/F4
11	15	Ins	Pouncer (O)	8 (2d6)	14 (3d6+4)	8 (2d6)	9(2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	5	Rep	Killer (C)	13 (2d6+4)	14 (3d6)	10 (2d6)	8 (2d6+4)	Scales 2	Teeth, Claws / 2d6	A6/F3

### Event: Billowing Fields

The thick atmosphere condenses in this area occasionally, creating moving pockets of intense moisture. These occur near the players on an encounter roll of 12. When this happens, roll twice on the chart and apply both encounters as these animals have been attracted to the area by the need to drink. If the players do not vacate the new watering hole immediately, both groups will attack.

### PLAINS Terrain

### Cold World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	10 (3d6)	10 (3d6)	14 (3d6)	7 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Fun	Hunter (O)	11 (3d6)	15 (3d6)	12 (3d6)	5 (2d6+2)	Hide 1	Horns / 2d6	A8/F5
4	10	Avi	Siren (C)	7 (2d6)	15 (3d6)	8 (2d6)	6 (2d6)	Feathers 3	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	18 (5d6)	5 (2d6)	22 (5d6)	4 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	15 (4d6)	11 (2d6)	17 (4d6)	8 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Little Gas on the Prairie</b>									
8	14	Mam	Grazer (H)	17 (3d6)	9 (3d6)	11 (3d6)	6 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	5 (1d6)	9 (2d6)	4 (1d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Hunter (C)	14 (4d6)	8 (2d6)	18 (4d6)	10 (2d6+2)	None	Thrasher / 3d6 Exotic (Disease)	A6/F3
11	25	Ins	Reducer (O)	6 (1d6)	3 (2d6)	3 (1d6)	7 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	25 (5d6)	6 (2d6)	21 (5d6)	3 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

### Event: Little Gas on the Prairie

Atmospheric pressures force some of its heavier gasses down over this plain, creating briefly toxic zones. The animal life here know the subtle warning signs and vacate well in advance of a 'gassing'. If the players take their hint and leave as well, no harm is done. Otherwise, they will have to deal with whatever gas effect the Referee wishes to inflict, including acidic vapours, toxic clouds or even more bizarre effects.

**DESERT Terrain**

**Cold World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	14 (3d6)	9 (3d6)	10 (3d6)	12 (2d6+2)	Chitin 3	Thrasher / 2d6	A10/F6
3	3	Rep	Hunter (C)	7 (2d6)	18 (3d6)	8 (2d6)	8 (2d6+2)	Scales 5	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	1 (1d6)	11 (2d6+4)	3 (1d6)	11 (2d6+2)	Chitin 2	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	9 (3d6)	12 (3d6+4)	13 (3d6)	13 (2d6+4)	Feathers 2	Horn / 1d6	A7/F3
6	2	Ins	Carrion-Eater (C)	4 (1d6)	9 (2d6)	4 (1d6)	13 (2d6+2)	Chitin 1	None	A10/F7
<b>7 EVENT: Chemical Desert</b>										
8	5	Ins	Eater (O)	9 (2d6)	11 (3d6)	13 (2d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	15 (3d6)	6 (3d6)	10 (3d6)	4 (2d6)	Hide 3	Teeth, Horn / 2d6	A9/F5
10	10	Ins	Reducer (C)	9 (2d6)	17 (3d6)	7 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	15 (4d6+4)	8 (2d6)	18 (4d6)	12 (2d6+4)	Fur, Hide 3	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	12 (2d6+2)	14 (4d6)	9 (2d6)	6 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Chemical Dessert**

The players discover the reason for this desert – a constant band of free flowing argon that moves over this area like a wind of death. Animal life here knows to stay well ahead of the storm; will the players be so wise?

**HILLS Terrain**

**Cold World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	14 (4d6)	6 (2d6)	19 (4d6)	8 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	18 (3d6)	11 (3d6)	12 (3d6)	13 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	3 (2d6)	12 (3d6+4)	6 (2d6)	7 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	11 (3d6)	16 (3d6+4)	14 (3d6)	10 (2d6+4)	Fur 2	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	11 (3d6)	15 (3d6+4)	11 (3d6)	12 (2d6+4)	Feathers 3	Horn / 2d6	A8/F4
<b>7 EVENT: Silent Hills</b>										
8	10	Ins	Eater (O)	7 (2d6)	12 (3d6)	12 (2d6)	5 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	21 (5d6)	8 (2d6)	23 (5d6)	9 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	12 (3d6)	9 (3d6)	10 (3d6)	6 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	7 (2d6)	16 (4d6)	6 (2d6)	9 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	16 (5d6)	8 (2d6)	23 (5d6)	9 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Silent Hills**

A strange chemical interaction in the heavy atmosphere causes all animal life exposed to it to occasionally suffer a drastic personality shift. Reroll the encounter and apply a different behaviour. The effect of the atmosphere on players is entirely up to the Referee but might include hallucinations, fever and even psychotic breaks.

**MOUNTAIN Terrain**

**Cold World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Avi	Hunter (C)	15 (3d6)	8 (3d6)	10 (3d6)	9 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	7 (2d6)	19 (3d6+4)	9 (2d6)	12 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	11 (3d6)	18 (3d6)	14 (3d6+4)	7 (2d6)	Scales 2	Teeth, Horns / 2d6	A8/F5
5	5	Ins	Trapper (C)	11 (3d6)	12 (3d6)	11 (3d6)	6 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	18 (6d6)	11 (2d6)	25 (6d6)	10 (2d6+2)	Hide 1	Teeth, Hooves / 4d6	A11/F6
7	<b>EVENT: Crystal Mountain</b>									
8	2	Ins	Intimidator (C)	11 (4d6)	4 (2d6)	17 (4d6)	12 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	5 (2d6)	12 (3d6)	8 (2d6)	5 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	12	Rep	Reducer (O)	2 (1d6)	9 (2d6)	3 (1d6)	3 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	13 (4d6)	8 (2d6)	16 (4d6)	6 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	8 (1d6+4)	8 (2d6)	4 (1d6)	13 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Crystal Mountain**

On this cold world, the mountain peaks are often covered in crystallised minerals from the air. This encounter means the players have found such a deposit, which could be very valuable if its current residents are cleared away.

**FOREST Terrain**

**Cold World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	6 (1d6)	11 (2d6)	4 (1d6)	6 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Rep	Hunter (C)	6 (2d6)	14 (4d6)	7 (2d6)	9 (2d6+2)	Scales 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	10 (3d6)	13 (3d6+4)	10 (3d6)	11 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	4 (1d6)	8 (2d6)	5 (1d6)	9 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	13 (4d6)	13 (2d6+4)	15 (4d6)	11 (2d6)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Miasmic Canopy</b>									
8	9	Ins	Hunter (C)	10 (3d6)	8 (3d6)	11 (3d6)	8 (2d6+2)	Chitin 3	Claws / 1d6	A7/F3
9	2	Mam	Gatherer (O)	9 (2d6)	16 (4d6)	8 (2d6)	10 (2d6)	Fur, Hide 2	None	A10/F6
10	14	Fun	Chaser (C)	4 (1d6)	10 (2d6+4)	5 (1d6)	7 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Mam	Killer (C)	16 (4d6+4)	9 (2d6)	15 (4d6)	12 (2d6+4)	Fur, Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	8 (2d6)	12 (3d6)	9 (2d6+1)	6 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Miasmic Canopy**

The dense atmosphere here collects in the treetops, creating a band of heavy gasses that prevent all but the hardiest life from living there. If the players venture into the upper trees, they can only encounter #6 or #11.

**WOODS Terrain**

**Cold World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	6 (2d6)	12 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	11 (3d6)	18 (3d6+4)	13 (3d6)	12 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	4 (1d6)	8 (2d6+4)	5 (1d6)	9 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	6 (1d6)	8 (2d6)	5 (1d6+4)	4 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	5 (1d6)	7 (2d6)	2 (1d6)	7 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Banshees' Parade</b>									
8	5	Mam	Gatherer (O)	12 (3d6)	11 (3d6)	12 (3d6)	8 (2d6)	Fur, Hide 3	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Grazer (H)	8 (2d6)	9 (3d6)	8 (2d6)	4 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	15 (4d6)	8 (2d6)	19 (4d6+4)	6 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	11 (3d6)	19 (3d6+4)	10 (3d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	8 (2d6)	14 (3d6)	7 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: Banshees' Parade**

Thick pockets of luminous gas form in these woods, occasionally moving along the ground with the keening breeze. While these are natural formations and not ghosts, the players will not necessarily know that at first, especially if they have heard legends to the contrary regarding this world.

**JUNGLE Terrain**

**Cold World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	8 (3d6)	9 (3d6)	12 (3d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	16 (3d6+4)	13 (3d6)	11 (3d6)	10 (2d6+4)	Fur 2	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	8 (3d6)	18 (3d6+4)	9 (3d6)	11 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	9 (3d6)	12 (3d6)	14 (3d6)	8 (2d6)	Scales 2	Thrasher / 1d6	A9/F6
6	4	Ins	Carrion-Eater (C)	3 (1d6)	6 (2d6)	2 (1d6)	11 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Jungle Love</b>									
8	2	Ins	Hunter (C)	10 (2d6)	13 (3d6)	8 (2d6)	10 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	12 (3d6)	9 (3d6)	13 (3d6)	7 (2d6)	Fur, Hide 3	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	7 (2d6)	13 (3d6+4)	8 (2d6)	6 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	3 (1d6)	7 (2d6)	7 (1d6+4)	10 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	7 (1d6+2)	8 (2d6)	2 (1d6)	7 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Jungle Love**

For a couple of days every solar month on this world, the indigenous life becomes focused on mating behaviours. This makes the jungle especially dangerous to enter as all reaction checks have a +2 DM.

**RAINFOREST Terrain**

**Cold World, Dense Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	7 (2d6)	3 (1d6)	6 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	10 (3d6)	12 (3d6)	11 (3d6)	8 (2d6)	Feathers 1	Horns / 1d6	A11/F7
4	5	Ins	Killer (C)	13 (2d6+4)	14 (3d6)	10 (2d6)	13 (2d6+4)	Chitin 3	Teeth, Horns / 2d6	A7/F4
5	8	Ins	Eater (C)	7 (2d6)	9 (3d6)	16 (2d6+4)	6 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	4 (1d6)	6 (2d6)	3 (1d6)	5 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Purple Rain</b>									
8	9	Ins	Hijacker (O)	17 (5d6+2)	5 (2d6)	20 (5d6)	9 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	13 (4d6)	7 (2d6)	15 (4d6)	9 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	11 (3d6)	12 (3d6)	13 (3d6+4)	8 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	16 (4d6)	6 (2d6)	17 (4d6)	10 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	12 (3d6)	13 (3d6)	13 (3d6)	7 (2d6+2)	Hide 3	Hooves / 2d6	A6/F3

**Event: Purple Rain**

The precipitation here has a definite violet hue and comes down as half-frozen sleet. While this is not directly hazardous in itself, the purple rain is also a slow corrosive and will ruin metal gear if it is not diligently cleaned up.

**ROUGH Terrain**

**Cold World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	15 (3d6)	12 (3d6)	14 (3d6)	9 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	12 (3d6)	14 (3d6+4)	11 (3d6)	12 (2d6+4)	Hide 1	Claws / 2d6	A9/F6
4	6	Ins	Hunter (O)	15 (4d6)	10 (2d6)	17 (4d6)	8 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Eater (C)	8 (2d6)	9 (3d6)	15(2d6+4)	12 (2d6)	Chitin 2	Thrasher / 2d6	A6/F4
6	1	Rep	Killer (C)	12 (2d6+4)	13 (3d6)	9 (2d6)	14 (2d6+4)	Scales 2	Teeth, Horns / 2d6	A7/F5
7	<b>EVENT: Roughhousing</b>									
8	5	Ins	Intermittent (O)	8 (2d6)	17 (4d6)	10 (2d6)	11 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	16 (4d6)	15 (2d6+4)	17 (4d6)	12 (2d6+4)	Fur, Hide 4	Claws / 2d6	A8/F5
10	10	Rep	Chaser (O)	11 (3d6)	13 (3d6+4)	12 (3d6)	7 (2d6+2)	Scales 3	Teeth / 2d6	A8/F4
11	4	Ins	Eater (C)	19 (4d6)	8 (2d6)	19 (4d6+4)	7 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	12 (3d6)	7 (3d6)	13 (3d6)	8 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Roughhousing**

The animals here are all den builders in their own ways and this rough terrain is made even rougher because of the shelters built by indigenous life all over the ground. Not only do these animal dwellings make travel difficult but disturbing these rough dens applies a +2 DM to the reaction check of any creatures inside.

**SWAMP/MARSH Terrain**

**Cold World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	10 (2d6)	13 (4d6)	9 (2d6)	7 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	6 (2d6)	10 (3d6)	8 (2d6)	10 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	13 (2d6+4)	13 (3d6)	10 (2d6)	10 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	6 (2d6)	12 (3d6)	14 (2d6+4)	8 (2d6)	Fur, Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	22 (6d6)	5 (2d6)	26 (6d6)	9 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Secret Admirer</b>									
8	14	Rep	Siren (C)	12 (3d6)	12 (3d6)	12 (3d6)	7 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	5 (2d6)	16 (3d6+4)	6 (2d6)	14 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	15 (3d6)	10 (3d6)	12 (3d6)	11 (2d6)	Hide 1	Stinger / 2d6	A10/F5
11	12	Ins	Siren (C)	16 (4d6)	9 (2d6)	17 (4d6)	9 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	15 (4d6)	8 (2d6)	19 (4d6)	10 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Secret Admirer**

Roll this encounter again. Whatever animals are generated become fascinated with the players. They will follow peacefully at a safe distance unless attacked and no other encounters will occur in the area while they remain.

**BEACH/ShORE Terrain**

**Cold World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	13 (3d6)	9 (3d6)	9 (3d6)	12 (2d6+2)	Chitin 3	Teeth / 2d6	A10/F4
3	7	Fun	Carrion-Eater (C)	15 (4d6)	8 (2d6)	11 (4d6)	9 (2d6+2)	Hide 2	Thrasher / 3d6	A7/F5
4	18	Amph	Eater (O)	8 (2d6)	10 (3d6)	13 (2d6+4)	6 (2d6)	Hide 1	Teeth / 1d6	A8/F4
5	3	Rep	Pouncer (C)	7 (2d6)	18 (4d6+4)	8 (2d6)	10 (2d6+4)	Scales 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	13 (3d6)	8 (3d6)	12 (3d6)	11 (2d6+2)	Fur, Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: All Ashore</b>									
8	6	Ins	Eater (C)	7 (2d6)	11 (3d6)	11 (2d6+4)	7 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	10	Aqua	Killer (C)	11 (3d6)	13 (3d6+4)	12 (3d6)	6 (2d6)	Scales 2	Teeth / 2d6	A7/F3
10	4	Avi	Pouncer (C)	8 (2d6)	19 (3d6+4)	7 (2d6)	12 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	6 (2d6)	11 (3d6)	6 (2d6)	4 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	14 (5d6)	8 (2d6)	22 (5d6)	5 (2d6)	Fur, Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: All Ashore**

The players encounter #9 when the entire pack of the aquatic terrors come rushing out to attack them. While not true amphibians, they have evolved the ability to move and breathe on land for brief, deadly moments.

**RIVERBANK Terrain**

**Cold World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	9 (3d6)	12 (3d6)	7 (3d6)	8 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Fun	Killer (C)	12 (3d6)	13 (3d6+4)	9 (3d6)	9 (2d6+4)	None	Teeth / 3d6	A6/F4
4	12	Amph	Hunter (O)	7 (2d6)	14 (3d6)	8 (2d6)	11 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	9 (2d6)	16 (3d6+4)	10 (2d6)	6 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	2	Avi	Carrion-Eater (C)	12 (3d6)	13 (3d6)	12 (3d6)	7 (2d6+2)	Feathers 2	Teeth, Claws / 2d6	A9/F3
7	<b>EVENT: River Bends</b>									
8	8	Fun	Reducer (O)	3 (1d6)	15 (3d6)	4 (1d6)	8 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	16 (4d6)	9 (2d6)	20 (4d6)	7 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	7 (2d6)	11 (3d6)	12 (2d6+4)	10 (2d6)	Chitin 3	Teeth, Horns / 1d6	A7/F6
11	18	Ins	Chaser (C)	7 (2d6)	15 (3d6+4)	9 (2d6)	8 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	13 (4d6)	10 (2d6)	16 (4d6)	9 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: River Bends**

There are heavy deposits of nitrogen here, enough so that unprotected breathing can quickly cause the players to build up toxic levels of it in their blood. As the gasses come and go, the players might find it safe to breathe here until one of these pockets occurs and nitrogen narcosis sets in.

**SHALLOW OCEAN Terrain**

**Cold World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	11 (3d6)	9 (3d6)	13 (3d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	16 (3d6+4)	9 (3d6)	11 (3d6)	13 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	11 (3d6)	16 (3d6+4)	9 (3d6)	12 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	13 (3d6)	18 (3d6+4)	15 (3d6)	6 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	12 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Woe Betide</b>									
8	4	Aqua	Hunter (C)	11 (3d6)	10 (3d6)	11 (3d6)	6 (2d6+2)	Scales 3	Teeth / 2d6	A7/F3
9	7	Aqua	Indimidator (O)	8 (2d6)	12 (3d6)	10 (2d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	10 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	18 (4d6+4)	8 (2d6)	18 (4d6)	9 (2d6+4)	Feathers 3	Horn / 3d6	A9/F6
12	28	Ins	Eater (O)	3 (1d6)	6 (2d6)	8 (1d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: Woe Betide**

The shallows here test as safe to use for drinking water with minor treatment. Unfortunately there are currents of extremely toxic liquid that come in on the tides. If the players are not careful, they might distil their own doom.

**OPEN OCEAN Terrain**

**Cold World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	7 (2d6)	11 (3d6)	8 (2d6)	13 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	15 (3d6+4)	14 (3d6)	13 (3d6)	12 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	9 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	2 (1d6)	5 (2d6)	9 (1d6+4)	3 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	3 (1d6)	8 (2d6)	2 (1d6)	11 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Lights in the Deep</b>									
8	6	Aqua	Gatherer (H)	11 (3d6)	14 (3d6)	12 (3d6)	8 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	7 (2d6)	12 (3d6)	8 (2d6)	7 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	15 (4d6)	6 (2d6)	21 (4d6+4)	6 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	12 (3d6)	18 (3d6+4)	10 (3d6)	6 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	7 (2d6)	10 (3d6)	7 (2d6)	9 (2d6+2)	Feathers 2	Horn / 1d6	A8/F5

**Event: Lights in the Deep**

The *travellers* encounter a massive formation of #9; triple the normal number at 48 strong. Moving in unison, they are remarkable because of the bioluminescence in their dorsal fins, leaving trails of light where they swim. While this is a lovely natural wonder, the light is also attractive to some predators in the deeps. Shortly after encountering these peaceful aquatics, the players are beset by two other encounters (#2 and #11) working together.

**DEEP OCEAN Terrain**

**Cold World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	11 (3d6)	14 (3d6)	11 (3d6)	10 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	7 (2d6)	16 (3d6+4)	9 (2d6)	12 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
4	12	Aqua	Eater (C)	11 (3d6)	11 (3d6)	15 (3d6+4)	9 (2d6)	Scales 2	Teeth / 2d6	A8/F5
5	1	Aqua	Trapper (C)	13 (3d6)	10 (3d6)	11 (3d6)	6 (2d6)	Scales 4	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	20 (6d6)	8 (2d6)	25 (6d6)	9 (2d6+2)	Scales 1	Teeth / 2d6	A11/F6
7	<b>EVENT: Darkness Within</b>									
8	1	Aqua	Filter (O)	15 (4d6)	6 (2d6)	21 (4d6+4)	6 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	20 (6d6)	5 (1d6)	27 (6d6)	4 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	7	Aqua	Reducer (O)	2 (1d6)	7 (2d6)	3 (1d6)	8 (2d6)	Scales 1	Teeth / 1d6	A11/F5
11	3	Aqua	Siren (C)	14 (4d6)	8 (2d6)	16 (4d6)	5 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	4	Rep	Eater (O)	13 (3d6)	11 (3d6)	17 (3d6+4)	7 (2d6)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Darkness Within**

There is a lightless void filling a deep trench here, one so thick and chemically dense that even sonar is useless. The creatures that dwell here sense prey by means of bioelectrical auras. Generate the encounter again, adding the Bioelectricity exotic weapon to the result. The animals in this area are so atavistic that if the players remain, their chance of further encounters is 6+.

# TEMPERATE WORLD ENCOUNTERS

## THIN ATMOSPHERE

### CLEAR Terrain

### Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	16 (4d6)	7 (2d6)	15 (4d6)	9 (2d6+2)	None 0	None	A10/F6
3	1	Ins	Eater (C)	8 (2d6)	13 (3d6)	13 (2d6+4)	6 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	12 (3d6)	11 (3d6)	15 (3d6)	9 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	11 (3d6)	12 (3d6)	13 (3d6)	12 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	18 (5d6)	6 (2d6)	22 (5d6)	7 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: I Can See Forever</b>									
8	6	Ins	Chaser (C)	3 (1d6)	9 (2d6+4)	4 (1d6)	10 (2d6+2)	Chitin 3	Teeth / 1d6	A7/F4
9	9	Ins	Grazer (H)	7 (2d6)	12 (4d6)	8 (2d6)	11 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	9 (3d6)	8 (3d6)	8 (3d6)	8 (2d6)	Fur/Hide 2	Hooves / 1d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	15 (3d6+4)	8 (2d6)	7 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	25	Ins	Killer (C)	5 (1d6)	9 (2d6+4)	4 (1d6)	16 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

### Event: I Can See Forever

There is clear terrain and then there is land so flat and even that visibility literally becomes as open as the horizon itself. In this area, any further encounters hold no chance of surprise for either party. Animals in this terrain are used to the total lack of cover and have developed faster reflexes as compensation. All encounters in this area grant the animals involved a +2 DM to their Initiative checks.

### PLAINS Terrain

### Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	10 (3d6)	12 (3d6)	14 (3d6)	8 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Fun	Hunter (O)	9 (3d6)	8 (3d6)	12 (3d6)	7 (2d6+2)	Hide 1	Horns / 1d6	A8/F5
4	1	Rep	Killer (C)	5 (2d6)	14 (3d6+4)	8 (2d6)	11 (2d6+4)	Scales 2	Teeth / 1d6 Exotic (Poison)	A6/F3
5	7	Ins	Intimidator (O)	16 (5d6)	9 (2d6)	22 (5d6)	7 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	15 (4d6)	5 (2d6)	17 (4d6)	8 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Snake in the Grass</b>									
8	14	Mam	Grazer (H)	13 (3d6)	8 (3d6)	11 (3d6)	6 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	4 (1d6)	6 (2d6)	2 (1d6)	8 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Siren (C)	14 (4d6)	8 (2d6)	18 (4d6)	9 (2d6)	None	Thrasher / 3d6 Exotic (Bioelectricity)	A6/F3
11	25	Ins	Reducer (O)	4 (1d6)	10 (2d6)	3 (1d6)	3 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	17 (5d6)	6 (2d6)	21 (5d6)	8 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

### Event: Snake in the Grass

The players come across a very dense patch of grass, groundcover so thick the soil below cannot be seen at all. This overgrowth is the lair of a dangerous species of serpent, one that attacks anything entering its grassy domain. Use #4 as the animal in this encounter and have every player in the grass roll 2d6. The highest rolling player is the 'lucky' person that attracts the scaly lurker's attention.

**DESERT Terrain**

Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Mam	Grazer (O)	10 (3d6)	12 (3d6)	9 (3d6)	10 (2d6+2)	Hide 2	Thrasher / 1d6	A11/F6
3	4	Ins	Hunter (C)	7 (2d6)	13 (4d6)	8 (2d6)	9 (2d6+2)	Chitin 4	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	2 (1d6)	7 (2d6+4)	3 (1d6)	7 (2d6+2)	Chitin 2	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	6 (3d6)	14 (3d6+4)	13 (3d6)	6 (2d6+4)	Feathers 2	Horn / 1d6	A7/F3
6	2	Ins	Carrion-Eater (C)	1 (1d6)	5 (2d6)	4 (1d6)	8 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Ripples on the Wind</b>									
8	5	Ins	Eater (O)	8 (2d6)	10 (3d6)	13 (2d6+4)	6 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	10 (3d6)	10 (3d6)	10 (3d6)	10 (2d6)	Hide 3	Teeth, Horn / 1d6	A9/F5
10	10	Ins	Reducer (C)	6 (2d6)	12 (3d6)	7 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	25 (4d6+4)	10 (2d6)	18 (4d6)	7 (2d6+4)	Fur, Hide 3	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	9 (2d6+2)	9 (3d6)	9 (2d6)	5 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Ripples on the Wind**

Even temperate planets can get quite warm and this one is no exception. This desert has an abnormal amount of water in its air, making heat shimmers so wide they impact visibility and turn the sky into constant, dancing waves.

**HILLS Terrain**

Temperate World, Thin Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Mam	Intermittent (H)	12 (4d6)	9 (2d6)	19 (4d6)	7 (2d6)	None	Teeth, Claws / 2d6	A10/F5
3	2	Ins	Hunter (C)	10 (3d6)	8 (3d6)	12 (3d6)	11 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	13 (3d6+4)	6 (2d6)	9 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Siren (C)	9 (2d6)	10 (3d6)	8 (2d6)	11 (2d6)	Fur 2	Teeth / 1d6	A7/F3
6	5	Avi	Pouncer (C)	13 (3d6)	18 (3d6+4)	11 (3d6)	10 (2d6+4)	Feathers 3	Horn / 2d6	A8/F4
7	<b>EVENT: Digging for Gold</b>									
8	10	Ins	Eater (O)	6 (2d6)	15 (3d6)	12 (2d6+4)	5 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	16 (5d6)	9 (2d6)	23 (5d6)	4 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	4	Mam	Trapper (C)	11 (3d6)	12 (3d6)	10 (3d6)	7 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	5 (2d6)	10 (3d6)	6 (2d6)	10 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	19 (5d6)	6 (2d6)	23 (5d6)	10 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Digging for Gold**

These hills contain an absolute oddity – siren creatures working together in a colony. The mammals of #5 are burrowers and lurk just under the surface of their hill, an earthen mound with exposed veins of precious metals. When creatures come close to investigating the ‘shiny’, they leap out and swarm.

**MOUNTAIN Terrain**

Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Mam	Hunter (C)	10 (3d6)	13 (3d6)	11 (3d6)	8 (2d6+2)	Hide 3	Teeth, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	7 (2d6)	15 (3d6+4)	9 (2d6)	12 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	14 (3d6)	10 (3d6)	14 (3d6+4)	3 (2d6)	Scales 2	Teeth, Horns / 2d6	A8/F5
5	5	Ins	Trapper (C)	11 (3d6)	13 (3d6)	11 (3d6)	12 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	22 (6d6)	8 (2d6)	25 (6d6)	9 (2d6+2)	Hide 1	Teeth, Hooves / 3d6	A11/F6
7	<b>EVENT: Long Way Down</b>									
8	2	Ins	Intimidator (C)	14 (4d6)	9 (2d6)	17 (4d6)	4 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Ins	Intermittent (O)	7 (2d6)	13 (3d6)	8 (2d6)	9 (2d6)	Chitin 2	Stinger / 2d6	A10/F3
10	12	Rep	Carrion-Eater (C)	6 (1d6)	8 (2d6)	3 (1d6)	10 (2d6+2)	Scales 1	Teeth / 1d6	A9/F6
11	1	Avi	Pouncer (C)	13 (4d6)	14 (2d6+4)	16 (4d6)	7 (2d6)	Feathers 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	4 (1d6)	10 (2d6+4)	4 (1d6)	13 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Long Way Down**

The animals of #2 and #10 exist in a symbiosis. The reptiles harass creatures until they climb up to avoid them. Then the peak-dwelling mammals attack, pushing their prey to their deaths. They eat their fill and leave the rest.

FOREST Terrain											Temperate World, Thin Atmosphere (9+)
2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction	
2	20	Ins	Trapper (C)	2 (1d6)	11 (2d6)	4 (1d6)	2 (2d6)	Chitin 3	Teeth / 1d6	A9/F3	
3	5	Avi	Hunter (C)	6 (2d6)	12 (4d6)	7 (2d6)	8 (2d6+2)	Feathers 2	Horn, Claws / 1d6	A8/F3	
4	6	Mam	Pouncer (O)	12 (3d6)	17 (3d6+4)	10 (3d6)	14 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4	
5	2	Fun	Reducer (O)	3 (1d6)	8 (2d6)	5 (1d6)	7 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5	
6	1	Ins	Killer (C)	17 (4d6+4)	9 (2d6)	15 (4d6)	9 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3	
7	<b>EVENT: Something's Rotten</b>										
8	9	Ins	Hunter (C)	12 (3d6)	8 (3d6)	11 (3d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A7/F3	
9	2	Mam	Gatherer (O)	8 (2d6)	16 (3d6)	8 (2d6)	7 (2d6)	Fur, Hide 2	None	A10/F6	
10	14	Fun	Chaser (C)	4 (1d6)	12 (2d6+4)	5 (1d6)	13 (2d6+2)	None	Teeth / 1d6	A8/F4	
11	1	Mam	Killer (C)	16 (4d6)	12 (2d6+4)	17 (4d6)	12 (2d6+4)	Fur, Hide 5	Thrasher / 3d6	A7/F3	
12	2	Ins	Grazer (H)	6 (2d6)	10 (3d6)	9 (2d6+1)	9 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6	

**Event: Something's Rotten**

The avians of #3 dwell in rotting trees, making their nests in the putrescence of dissolving heartwood. Any player that loses Endurance to their attacks stands a strong chance of contracting an Anthrax-like disease in 1d3 days.

WOODS Terrain											Temperate World, Thin Atmosphere (8+)
2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction	
2	2	Ins	Hunter (C)	11 (2d6)	13 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3	
3	10	Mam	Killer (C)	15 (3d6+4)	10 (3d6)	13 (3d6)	11 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4	
4	9	Fun	Pouncer (C)	3 (1d6)	12 (2d6+4)	5 (1d6)	12 (2d6+4)	None	Teeth / 1d6	A7/F3	
5	1	Avi	Eater (C)	2 (1d6)	6 (2d6)	8 (1d6+4)	12 (2d6)	Feathers 2	Horn / 1d6	A9/F5	
6	4	Ins	Carrion-Eater (C)	4 (1d6)	6 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6	
7	<b>EVENT: Leafs of Absence</b>										
8	5	Mam	Gatherer (H)	12 (3d6)	7 (3d6)	12 (3d6)	9 (2d6)	Fur, Hide 4	Hooves, Teeth / 2d6	A8/F5	
9	8	Ins	Grazer (H)	5 (2d6)	11 (3d6)	8 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6	
10	14	Fun	Eater (O)	15 (4d6)	6 (2d6)	21 (4d6+4)	6 (2d6)	Hide 3	Thrasher / 3d6	A8/F4	
11	4	Avi	Chaser (C)	11 (3d6)	19 (3d6+4)	10 (3d6)	9 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A9/F4	
12	1	Ins	Hunter (O)	8 (2d6)	15 (4d6)	7 (2d6)	7 (2d6)	Chitin 2	Stinger / 1d6	A8/F5	

**Event: Leafs of Absence**

This encounter uses any of the animals listed except the extremely large fungal creature in #10. The trees here have thick 'pods' of leaves, their heavy inward facing leaves providing protection for fruit and concealed homes for other animals. Roll again; the resulting encounter emerges from an 'empty' pod, automatically gaining surprise.

JUNGLE Terrain											Temperate World, Thin Atmosphere (8+)
2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction	
2	2	Ins	Hunter (C)	10 (3d6)	11 (3d6)	12 (3d6)	13 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3	
3	10	Mam	Killer (C)	10 (3d6)	16 (3d6+4)	11 (3d6)	13 (2d6+4)	Fur 2	Claws / 2d6	A6/F3	
4	5	Fun	Pouncer (C)	13 (3d6)	18 (3d6+4)	9 (3d6)	10 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3	
5	11	Rep	Trapper (C)	8 (3d6)	12 (3d6)	14 (3d6)	10 (2d6)	Scales 2	Thrasher / 1d6	A9/F6	
6	4	Ins	Carrion-Eater (C)	3 (1d6)	5 (2d6)	2 (1d6)	7 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6	
7	<b>EVENT: Bungle in the Jungle</b>										
8	2	Ins	Hunter (C)	5 (2d6)	9 (3d6)	8 (2d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A9/F3	
9	1	Mam	Gatherer (O)	11 (3d6)	10 (3d6)	13 (3d6)	8 (2d6)	Fur, Hide 3	Teeth, Claws / 2d6	A6/F4	
10	9	Fun	Pouncer (C)	6 (2d6)	17 (3d6+4)	8 (2d6)	7 (2d6+4)	None	Teeth / 1d6	A6/F3	
11	10	Ins	Eater (C)	3 (1d6)	6 (2d6)	9 (1d6+4)	8 (2d6)	Chitin 2	Horns / 1d6	A9/F5	
12	3	Rep	Hijacker (C)	7 (1d6+2)	8 (2d6)	2 (1d6)	7 (2d6)	Scales 4	Teeth / 1d6	A11/F6	

**Event: Bungle in the Jungle**

The ground here is wet, treacherous and extremely unstable. Players must make Athletics (Coordination) skill checks to do anything more complicated than walking through the area at half normal speed.

**RAINFOREST Terrain**

Temperate World, Thin Atmosphere (7+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	8 (2d6)	3 (1d6)	9 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Fun	Reducer (O)	17 (3d6)	11 (3d6)	13 (3d6)	6 (2d6)	Hide 1	Teeth / 2d6	A9/F4
4	5	Ins	Killer (C)	13 (2d6+4)	11 (3d6)	10 (2d6)	14 (2d6+4)	Chitin 3	Teeth, Horns / 2d6	A7/F4
5	8	Ins	Eater (C)	6 (2d6)	7 (3d6)	15 (2d6+4)	6 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	3 (1d6)	7 (2d6)	3 (1d6)	4 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Tropical Harassment</b>									
8	9	Ins	Hijacker (O)	18 (5d6+2)	6 (2d6)	20 (5d6)	7 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	13 (4d6)	8 (2d6)	15 (4d6)	11 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	10 (3d6)	13 (3d6)	13 (3d6+4)	3 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	15 (4d6)	9 (2d6)	17 (4d6)	7 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	9 (3d6)	10 (3d6)	13 (3d6)	10 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: Tropical Harassment**

Another example of symbiosis, the mammals of #9 feed by harassing and badgering other animals into the traps of the insects at #11. Once the insects are done with their prey, the mammals eat their fill, unharmed by the trappers.

**ROUGH Terrain**

Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	12 (3d6)	10 (3d6)	14 (3d6)	7 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	11 (3d6)	16 (3d6+4)	11 (3d6)	12 (2d6+4)	Hide 1	Claws / 2d6	A9/F6
4	6	Mam	Hunter (O)	12 (4d6)	8 (2d6)	14 (4d6)	11 (2d6+2)	Fur, Hide 2	Teeth, Claws / 3d6	A8/F3
5	14	Ins	Eater (C)	7 (2d6)	15 (3d6)	15 (2d6+4)	4 (2d6)	Chitin 2	Stinger / 2d6	A6/F4
6	1	Rep	Killer (C)	8 (2d6)	20 (4d6+4)	9 (2d6)	7 (2d6+4)	Scales 2	Teeth, Horns / 1d6	A7/F5
7	<b>EVENT: A Rough Start</b>									
8	5	Ins	Intermittent (O)	7 (2d6)	11 (3d6)	10 (2d6)	6 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	15 (4d6)	11 (2d6+4)	17 (4d6)	9 (2d6+4)	Fur, Hide 4	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	9 (3d6)	14 (3d6+4)	12 (3d6)	9 (2d6+2)	Chitin 3	Teeth / 1d6	A8/F4
11	4	Ins	Eater (C)	13 (4d6)	8 (2d6)	19 (4d6+4)	8 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	11 (3d6)	14 (3d6)	13 (3d6)	12 (2d6+2)	None	Teeth / 1d6	A7/F3

**Event: A Rough Start**

The players discover a gutted shuttle and the remains of several dead aliens. The ship is ruined, the bodies have been stripped clean by animals and the entire site appears to have only been present for a short time. A discovered log shows that the ship only landed an hour ago. What could have done all of this in an hour? And is it coming back?

**SWAMP/MARSH Terrain**

Temperate World, Thin Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	8 (2d6)	10 (3d6)	9 (2d6)	6 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	7 (2d6)	12 (3d6)	8 (2d6)	7 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	13 (2d6+4)	15 (4d6)	10 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	5 (2d6)	9 (3d6)	14 (2d6+4)	6 (2d6)	Fur, Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	18 (6d6)	6 (2d6)	26 (6d6)	8 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Lost Amidst the Fen</b>									
8	14	Rep	Siren (C)	10 (3d6)	10 (3d6)	12 (3d6)	11 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	8 (2d6)	21 (4d6+4)	6 (2d6)	14 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	11 (3d6)	9 (3d6)	12 (3d6)	5 (2d6)	Hide 1	Claws / 2d6	A10/F5
11	12	Ins	Siren (C)	14 (4d6)	5 (2d6)	13 (4d6)	10 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	13 (4d6)	7 (2d6)	19 (4d6)	9 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Lost Amidst the Fen**

While moving through this area, a random player has lost something of great value or import. If the players seek to recover it (which they should), finding the sunken item will require ingenuity and hard work.

**BEACH/ShORE Terrain**

**Temperate World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	12 (3d6)	11 (3d6)	9 (3d6)	4 (2d6+2)	Chitin 3	Teeth / 2d6	A10/F4
3	5	Mam	Hijacker (C)	7 (2d6+2)	10 (3d6)	10 (2d6)	8 (2d6)	Hide 2	Teeth, Horn / 1d6	A8/F5
4	18	Ins	Eater (O)	2 (1d6)	7 (2d6)	7 (1d6+4)	5 (2d6)	Chitin 1	Horns / 1d6	A7/F4
5	3	Ins	Pouncer (C)	8 (2d6)	14 (3d6+4)	8 (2d6)	14 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	13 (4d6)	6 (2d6)	19 (4d6)	8 (2d6+2)	Fur, Hide 3	Claws / 3d6	A7/F3
7	<b>EVENT: Shore Losers</b>									
8	6	Ins	Eater (C)	8 (2d6)	10 (3d6)	11 (2d6+4)	7 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Amph	Carrion-Eater (C)	10 (3d6)	12 (3d6)	11 (3d6)	13 (2d6+2)	Hide 4	Hooves / 1d6	A11/F7
10	4	Avi	Pouncer (C)	6 (2d6)	13 (3d6+4)	7 (2d6)	11 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	7 (2d6)	8 (3d6)	6 (2d6)	8 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	16 (5d6)	5 (2d6)	22 (5d6)	7 (2d6)	Fur, Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: Shore Losers**

The players encounter the mammals in #3 enjoying a dinner of freshly killed amphibians. The mammals stand their ground, guarding their kill ferociously. Unfortunately for all involved, it is *not* their kill, as the players will discover when the mammal in #6 and its identical mate return to reclaim it.

**RIVERBANK Terrain**

**Temperate World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	10 (3d6)	15 (3d6)	7 (3d6)	3 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Fun	Killer (C)	17 (3d6+4)	12 (3d6)	9 (3d6)	13 (2d6+4)	None	Teeth / 3d6	A6/F4
4	12	Avi	Hunter (O)	6 (2d6)	10 (3d6)	8 (2d6)	8 (2d6+2)	Feathers 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	7 (2d6)	18 (3d6+4)	10 (2d6)	6 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	21	Mam	Carrion-Eater (C)	3 (1d6)	6 (2d6)	2 (1d6)	9 (2d6+2)	Fur 2	Claws / 2d6	A9/F5
7	<b>EVENT: River Wide, River Deep</b>									
8	8	Fun	Reducer (O)	4 (1d6)	7 (2d6)	4 (1d6)	9 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Amph	Trapper (C)	13 (4d6)	8 (2d6)	20 (4d6)	5 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	7 (2d6)	10 (3d6)	12 (2d6+4)	8 (2d6)	Chitin 3	Stinger, Claws / 2d6	A7/F6
11	18	Ins	Chaser (C)	6 (2d6)	20 (3d6+4)	9 (2d6)	12 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	14 (4d6)	10 (2d6)	16 (4d6)	8 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: River Wide, River Deep**

There are the remains of a bridge spanning this rushing river. While the water is not too treacherous to ford, the amphibian (#9) lurking under the bridge's remaining supports is eager for the players to try.

**SHALLOW OCEAN Terrain**

**Temperate World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	10 (3d6)	12 (3d6)	13 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	11 (3d6)	15 (3d6+4)	11 (3d6)	12 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	3	Avi	Pouncer (C)	9 (3d6)	16 (3d6+4)	8 (3d6)	16 (2d6+4)	Feathers 1	Horn / 1d6	A8/F3
5	6	Aqua	Chaser (C)	14 (3d6)	13 (3d6+4)	15 (3d6)	7 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	8 (2d6)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Lonely Tide</b>									
8	4	Aqua	Hunter (C)	12 (3d6)	8 (3d6)	11 (3d6)	12 (2d6+2)	Scales 3	Teeth / 2d6	A7/F3
9	7	Aqua	Intimidator (O)	6 (2d6)	12 (3d6)	10 (2d6)	6 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	9 (2d6+4)	5 (1d6)	7 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	16 (4d6+4)	7 (2d6)	18 (4d6)	15 (2d6+4)	Feathers 3	Horn / 2d6	A9/F6
12	28	Ins	Eater (O)	3 (1d6)	8 (2d6)	8 (1d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: Lonely Tide**

The animals of this area, even those in the water, all vacate and hide a few minutes before each tide. Initial investigation reveals no apparent reason – no predators, chemicals or other causes. Why do they do that?

**OPEN OCEAN Terrain**

Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	10 (2d6)	12 (3d6)	8 (2d6)	9 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	14 (3d6+4)	10 (3d6)	13 (3d6)	12 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	15 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	4 (1d6)	8 (2d6)	5 (1d6+4)	10 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	3 (1d6)	6 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Swimming For Life</b>									
8	6	Aqua	Gatherer (H)	10 (3d6)	9 (3d6)	12 (3d6)	5 (2d6)	Scales 2	Teeth / 1d6	A8/F5
9	16	Aqua	Grazer (H)	6 (2d6)	12 (3d6)	8 (2d6)	10 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	15 (4d6)	7 (2d6)	18 (4d6+4)	6 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	11 (3d6)	16 (3d6+4)	10 (3d6)	8 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	12 (2d6)	11 (3d6)	7 (2d6)	11 (2d6+2)	Feathers 2	Horn / 2d6	A8/F5

**Event: Swimming For Life**

The water in this ocean is so oxygen depleted that every form of life in it has to remain mobile or they will suffocate, literally drowning underwater. Many species, including any aquatic encounters the players have in this area, have adapted to surfacing briefly and swallowing open air, keeping it in inflating bladders that they slowly filter water through for hours while they swim. While this may give the aquatics a strangely bloated look, it also adds +2 to their Endurance.

**DEEP OCEAN Terrain**

Temperate World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	13 (3d6)	10 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	7 (2d6)	18 (4d6+4)	9 (2d6)	5 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
4	14	Aqua	Eater (C)	10 (3d6)	12 (3d6)	13 (3d6+4)	5 (2d6)	Scales 2	Teeth / 1d6	A8/F5
5	1	Aqua	Trapper (C)	12 (3d6)	9 (3d6)	12 (3d6)	8 (2d6)	Scales 3	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	22 (6d6)	6 (1d6)	25 (6d6)	6 (2d6+2)	Scales 1	Teeth / 3d6	A11/F6
7	<b>EVENT: Ouroboros</b>									
8	1	Aqua	Filter (O)	8 (4d6)	7 (2d6)	21 (4d6+4)	2 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	18 (4d6)	5 (1d6)	26 (6d6)	6 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	2 (1d6)	6 (2d6)	3 (1d6)	9 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Siren (C)	13 (4d6)	8 (2d6)	16 (4d6)	7 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	7	Rep	Intermittent (C)	27 (7d6)	4 (1d6)	38 (7d6)	8 (2d6)	Scales 6	Teeth / 4d6	A10/F-

**Event: Ouroboros**

The reptile mentioned in #12 is truly massive, encircling an entire underwater deep ocean mountain. It goes dormant for long periods of time, awakening only once every few years to feed. While dormant, it swallows its own tail and constantly reprocesses its own waste until nothing is left but inert dust which it exhales upon awakening. Rolling this event means the players have happened upon the reptile at some point during its active cycle. Good luck to them.

## STANDARD ATMOSPHERE

### CLEAR Terrain

### Temperate World, Standard Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	12 (4d6)	7 (2d6)	15 (4d6)	9 (2d6+2)	None 0	None	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	10 (3d6)	13 (2d6+4)	6 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	5	Avi	Intermittent (O)	11 (3d6)	7 (3d6)	12 (3d6)	10 (2d6)	Feathers 1	Horn, Claws / 2d6	A9/F6
5	4	Mam	Hunter (O)	12 (3d6)	10 (3d6)	13 (3d6)	5 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	22 (5d6)	5 (2d6)	20 (5d6)	8 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Screaming Zephyr</b>									
8	6	Ins	Chaser (C)	3 (1d6)	11 (2d6+4)	4 (1d6)	11 (2d6+2)	Chitin 3	Teeth /1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	7 (2d6)	10 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	11 (3d6)	11 (3d6)	7 (3d6)	8 (2d6)	Fur/Hide 2	Hooves / 2d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	10 (2d6+4)	8 (2d6)	15 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	25	Ins	Killer (C)	4 (1d6)	9 (2d6+4)	4 (1d6)	9 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

#### Event: Screaming Zephyr

The open wind and very low ground cover here results in wind that echoes across the ground with a strange, almost mournful shriek at night. While unnerving, this has no directly harmful effect. Lack of sleep, on the other hand...

### PLAINS Terrain

### Temperate World, Standard Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	9 (3d6)	10 (3d6)	16 (3d6)	10 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Mam	Hunter (O)	10 (3d6)	12 (3d6)	13 (3d6)	12 (2d6+2)	Hide 2	Claws / 2d6	A7/F4
4	10	Avi	Siren (C)	7 (2d6)	4 (3d6)	8 (2d6)	12 (2d6)	Feathers 3	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	19 (5d6)	5 (2d6)	22 (5d6)	6 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	15 (4d6)	11 (2d6)	17 (4d6)	9 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Death From Below</b>									
8	14	Mam	Grazer (H)	10 (3d6)	9 (3d6)	11 (3d6)	7 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	4 (1d6)	7 (2d6)	5 (1d6+1)	6 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Avi	Siren (C)	7 (2d6)	10 (3d6)	8 (2d6)	7 (2d6)	Feathers 1	Horn / 1d6	A9/F3
11	22	Ins	Reducer (O)	2 (1d6)	16 (3d6)	3 (1d6)	9 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	17 (5d6)	8 (2d6)	21 (5d6)	4 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

#### Event: Death From Below

The area the players discover here looks perfectly suited for camping or resting. The ground is soft with ample surrounding cover and no undergrowth to be troubled by fires or generators. It will not be until after camp has been set up for a while (or until the players try to leave the area if they do not stop to rest) that they discover why no other animals trouble the site. The mammal in #12 is a burrower and uses this place as its favourite trap, emerging suddenly to catch, drag under and feed.

**DESERT Terrain**

**Temperate World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	11 (3d6)	13 (3d6)	10 (3d6)	9 (2d6+2)	Chitin 3	Stinger / 2d6	A10/F6
3	4	Ins	Hunter (C)	7 (2d6)	11 (3d6)	8 (2d6)	10 (2d6+2)	Chitin 4	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	2 (1d6)	9 (2d6+4)	3 (1d6)	8 (2d6+2)	Chitin 2	Stinger, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	8 (3d6)	14 (3d6+4)	13 (3d6)	14 (2d6+4)	Feathers 2	Horn / 1d6	A7/F3
6	2	Ins	Carrion-Eater (C)	1 (1d6)	6 (2d6)	4 (1d6)	10 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Dangerous Bounty</b>									
8	5	Ins	Eater (O)	8 (2d6)	10 (3d6)	13 (2d6+4)	12 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	11 (3d6)	15 (3d6)	10 (3d6)	6 (2d6)	Hide 3	Teeth, Horn / 2d6	A9/F5
10	10	Ins	Reducer (C)	6 (2d6)	11 (3d6)	7 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Rep	Killer (C)	9 (2d6)	16 (4d6+4)	10 (2d6)	12 (2d6+4)	Fur, Hide 3	Teeth / 1d6	A6/F3
12	4	Avi	Hijacker (C)	9 (2d6+2)	15 (4d6)	9 (2d6)	3 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Dangerous Bounty**

After discovering a lush oasis with berry plants and a small but crystal clear spring, all seems well. Both sources of nourishment check out as safe but they have a dangerous interaction, creating a deadly poison if consumed together.

**HILLS Terrain**

**Temperate World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Mam	Intermittent (H)	11 (3d6)	12 (3d6)	13 (3d6)	3 (2d6)	Hide 2	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	12 (3d6)	10 (3d6)	12 (3d6)	9 (2d6)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	16 (3d6+4)	6 (2d6)	4 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	14 (3d6+4)	12 (3d6)	14 (3d6)	10 (2d6+4)	Fur 2	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	11 (3d6)	14 (3d6+4)	11 (3d6)	8 (2d6+4)	Feathers 3	Horn / 2d6	A8/F4
7	<b>EVENT: Agony of the Feet</b>									
8	10	Ins	Eater (O)	7 (2d6)	10 (3d6)	12 (2d6+4)	5 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	17 (5d6)	7 (2d6)	23 (5d6)	7 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	18	Rep	Trapper (C)	7 (2d6)	12 (4d6)	10 (2d6)	10 (2d6)	Scales 2	Teeth / 1d6	A8/F4
11	11	Ins	Grazer (H)	5 (2d6)	13 (4d6)	6 (2d6)	8 (2d6+2)	Chitin 2	Stinger / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	10 (5d6)	4 (2d6)	23 (5d6)	10 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Agony of the Feet**

The indigenous reptiles of the area (#10) are extremely clever and treacherous, digging hundreds of intersecting tunnels that give way beneath the weight of creatures above. This traps their prey, which they swarm and devour.

**MOUNTAIN Terrain**

**Temperate World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Avi	Hunter (C)	12 (3d6)	11 (3d6)	10 (3d6)	6 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	7 (2d6)	14 (3d6+4)	9 (2d6)	10 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	9 (3d6)	13 (3d6)	14 (3d6+4)	4 (2d6)	Scales 2	Teeth, Horns / 1d6	A8/F5
5	5	Ins	Trapper (C)	12 (3d6)	12 (3d6)	11 (3d6)	7 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Mam	Grazer (H)	14 (3d6)	16 (3d6)	15 (3d6)	11 (2d6+2)	Fur, Hide 3	Hooves / 2d6	A10/F6
7	<b>EVENT: Do You Hear What I Hear?</b>									
8	2	Ins	Intimidator (C)	15 (4d6)	6 (2d6)	17 (4d6)	7 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	7 (2d6)	10 (3d6)	8 (2d6)	6 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	12	Rep	Reducer (O)	2 (1d6)	6 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	13 (4d6)	10 (2d6)	16 (4d6)	6 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	8 (1d6+4)	8 (2d6)	2 (1d6)	9 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Do You Hear What I Hear?**

This mountain range has an extremely rare acoustic anomaly – anything said from one peak can be heard even several kilometres away on another peak. While this is curious and interesting, it may also be dangerous to the players as several animals in the area use these sounds to detect the arrival of prey on the mountaintops.

**FOREST Terrain**

Temperate World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	3 (1d6)	9 (2d6)	4 (1d6)	5 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Ins	Hunter (C)	10 (2d6)	12 (3d6)	7 (2d6)	8 (2d6+2)	Chitin 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	6 (3d6)	15 (3d6+4)	10 (3d6)	11 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	4 (1d6)	6 (2d6)	6 (1d6)	4 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	17 (4d6+4)	8 (2d6)	15 (4d6)	3 (2d6)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Silence is Golden</b>									
8	9	Ins	Hunter (C)	10 (3d6)	13 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Claws / 1d6	A7/F3
9	2	Mam	Gatherer (O)	7 (2d6)	12 (3d6)	10 (2d6)	8 (2d6)	Fur, Hide 2	None	A10/F6
10	14	Avi	Chaser (C)	6 (2d6)	14 (3d6+4)	7 (2d6)	11 (2d6+2)	Feathers 2	Horn / 1d6	A9/F4
11	1	Mam	Killer (C)	20 (4d6+4)	8 (2d6)	20 (4d6)	16 (2d6+4)	Fur, Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	6 (2d6)	12 (4d6)	9 (2d6)	10 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Silence is Golden**

Investigation can be very profitable. If the players investigate why a certain area of this normally noisy forest is utterly silent, they will discover a lifeless pool. Exploring the pool will uncover the massive amounts of heavy element sediment along the bottom, including soluble gold and other precious metals.

**WOODS Terrain**

Temperate World, Standard Atmosphere (7+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	4 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	12 (3d6)	17 (3d6+4)	13 (3d6)	13 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4
4	9	Avi	Grazer (C)	4 (1d6)	7 (2d6)	5 (1d6)	8 (2d6+2)	Feathers 1	Horn / 1d6	A7/F3
5	1	Ins	Eater (C)	1 (1d6)	6 (2d6)	7 (1d6+4)	10 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	2 (1d6)	9 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Worse Than Their Bite</b>									
8	5	Mam	Gatherer (O)	10 (3d6)	10 (3d6)	14 (3d6)	7 (2d6)	Fur, Hide 3	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Intermittent (H)	6 (2d6)	13 (3d6)	8 (2d6)	3 (2d6)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	13 (4d6)	6 (2d6)	19 (4d6+4)	8 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	9 (3d6)	16 (3d6+4)	10 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	6 (2d6)	11 (3d6)	7 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: Worse Than Their Bite**

The avians in #4 dwell seemingly safe and sound in the branches of oily-barked trees, oblivious to harm. The reason for their safety becomes apparent if the players make contact with the black tree bark and its acidic secretion.

**JUNGLE Terrain**

Temperate World, Standard Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	10 (3d6)	10 (3d6)	12 (3d6)	7 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	16 (3d6+4)	12 (3d6)	11 (3d6)	13 (2d6+4)	Fur 2	Claws / 2d6	A6/F3
4	5	Avi	Pouncer (C)	10 (3d6)	15 (3d6+4)	9 (3d6)	10 (2d6+4)	Feathers 2	Horn, Claws / 1d6	A8/F3
5	11	Rep	Trapper (C)	9 (3d6)	10 (3d6)	14 (3d6)	3 (2d6)	Scales 2	Thrasher / 1d6	A9/F6
6	4	Ins	Carrion-Eater (C)	3 (1d6)	6 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Jungle Hunt</b>									
8	2	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	12 (2d6+2)	Chitin 3	Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	11 (3d6)	12 (3d6)	13 (3d6)	7 (2d6)	Fur, Hide 3	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	8 (2d6)	14 (3d6+4)	8 (2d6)	11 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	3 (1d6)	7 (2d6)	8 (1d6+4)	4 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	4 (1d6+2)	8 (2d6)	2 (1d6)	8 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Jungle Hunt**

While travelling through this area, the players discover the ravaged remains of a hunter's campsite, including ammunition for an extremely expensive and powerful weapon. Should they attempt a rescue, at least for that gun?

**RAINFOREST Terrain**

**Temperate World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	3 (1d6)	6 (2d6)	5 (1d6)	9 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	10 (3d6)	10 (3d6)	11 (3d6)	6 (2d6)	Feathers 1	Horn / 1d6	A11/F7
4	5	Ins	Killer (C)	11 (2d6+4)	12 (3d6)	10 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Horns / 2d6	A7/F4
5	8	Ins	Eater (C)	6 (2d6)	13 (4d6)	15 (2d6+4)	3 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	2 (1d6)	6 (2d6)	3 (1d6)	8 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Sound and the Fury</b>									
8	9	Ins	Hijacker (O)	18 (5d6+2)	6 (2d6)	20 (5d6)	2 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	12 (4d6)	7 (2d6)	15 (4d6)	10 (2d6)	None	None	A11/F7
10	1	Ins	Filter (O)	11 (3d6)	12 (3d6)	16 (3d6+4)	7 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	16 (4d6)	9 (2d6)	12 (4d2)	9 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	10 (3d6)	13 (3d6)	13 (3d6)	10 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: Sound and the Fury**

Roll another encounter and begin running it normally. If combat starts, interrupt the second round with a strange, thunderous roar in the distance. The animals the players are fighting will flee immediately, even if doing so endangers them. What was that? What's coming? How much can the Referee make the players sweat wondering?

**ROUGH Terrain**

**Temperate World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	10 (3d6)	12 (3d6)	14 (3d6)	8 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	12 (3d6)	17 (3d6+4)	11 (3d6)	11 (2d6+4)	Hide 1	Claws / 2d6	A9/F6
4	6	Ins	Hunter (O)	14 (4d6)	6 (2d6)	13 (4d6)	8 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Eater (C)	7 (2d6)	13 (4d6)	17 (2d6+4)	4 (2d6)	Chitin 2	Thrasher / 2d6	A6/F4
6	1	Rep	Killer (C)	6 (2d6)	16 (3d6+4)	9 (2d6)	11 (2d6)	Scales 2	Teeth, Horns / 1d6	A7/F5
7	<b>EVENT: Ruins of Tomorrow</b>									
8	5	Ins	Intermittent (O)	8 (2d6)	11 (3d6)	10 (2d6)	12 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	17 (4d6+4)	6 (2d6)	17 (4d6)	9 (2d6+4)	Fur, Hide 4	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	9 (3d6)	14 (3d6+4)	12 (3d6)	10 (2d6+2)	Chitin 3	Teeth / 1d6	A8/F4
11	4	Ins	Eater (C)	16 (4d6)	7 (2d6)	19 (4d6+4)	7 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	12 (3d6)	12 (3d6)	13 (3d6)	11 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Ruins of Tomorrow**

After exploring the area, the players discover a set of clearly ancient ruins. The wrecked buildings show signs of a civilisation more advanced than anything this system has. There may be ancient secrets buried here. Or maybe not.

**SWAMP/MARSH Terrain**

**Temperate World, Standard Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Avi	Intermittent (H)	7 (2d6)	10 (3d6)	11 (2d6)	7 (2d6)	Feathers 1	Horn / 2d6	A10/F5
3	5	Ins	Reducer (O)	8 (2d6)	12 (3d6)	8 (2d6)	8 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	13 (2d6+4)	8 (3d6)	10 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	5 (2d6)	14 (3d6)	14 (2d6)+4	5 (2d6)	Fur, Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	25 (6d6)	6 (1d6)	26 (6d6)	10 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Bog of Endless Stench</b>									
8	14	Rep	Siren (C)	10 (3d6)	11 (3d6)	12 (3d6)	4 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	7 (2d6)	14 (3d6+4)	6 (2d6)	8 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	12 (3d6)	13 (3d6)	12 (3d6)	7 (2d6)	Hide 1	Claws / 2d6	A10/F5
11	12	Ins	Siren (C)	14 (4d6)	8 (2d6)	17 (4d6)	11 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	13 (4d6)	7 (2d6)	19 (4d6)	7 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Bog of Endless Stench**

This area stinks so badly that even the animals avoid it. The gases in the air are rancid, spewing forth from centuries of wet decay. Only the fungals listed can be encountered here, some of which may be the source of the stench.

**BEACH/ShORE Terrain**

Temperate World, Standard Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	15 (3d6)	10 (3d6)	9 (3d6)	10 (2d6+2)	Chitin 3	Teeth / 2d6	A10/F4
3	7	Fun	Killer (C)	17 (4d6+4)	5 (2d6)	11 (4d6)	13 (2d6+4)	Hide 2	Thrasher / 3d6	A7/F5
4	18	Amph	Eater (O)	6 (2d6)	13 (4d6)	11 (2d6+4)	10 (2d6)	Hide 1	Teeth / 1d6	A8/F4
5	3	Ins	Pouncer (C)	8 (2d6)	14 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	11 (3d6)	10 (3d6)	12 (3d6)	8 (2d6+2)	Fur, Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: Wishing Well</b>									
8	6	Ins	Eater (C)	6 (2d6)	10 (3d6)	11 (2d6+4)	4 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Amph	Carrion-Eater (C)	10 (3d6)	13 (3d6)	11 (3d6)	7 (2d6)	Hide 4	Hooves / 1d6	A11/F7
10	4	Avi	Pouncer (C)	8 (2d6)	14 (3d6+4)	7 (2d6)	10 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	9 (2d6)	12 (3d6)	8 (2d6+2)	7 (2d6)	Chitin 2	Stinger / 1d6	A10/F6
12	2	Mam	Gatherer (O)	15 (5d6)	8 (2d6)	22 (5d6)	11 (2d6)	Fur, Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: Wishing Well**

The players find a spot of barren rock with an untranslatable bit of alien scrawl on an exposed rock. Nearby, just past the shoreline, there are hundreds of small coins, all different shapes and denominations. Make a wish?

**RIVERBANK Terrain**

Temperate World, Standard Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	10 (3d6)	8 (3d6)	7 (3d6)	7 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Avi	Killer (C)	12 (2d6+4)	10 (3d6)	10 (2d6)	13 (2d6+4)	Feathers 2	Horns / 2d6	A6/F4
4	12	Amph	Hunter (O)	7 (2d6)	18 (4d6)	8 (2d6)	8 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	9 (2d6)	10 (3d6+4)	10 (2d6)	12 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	2	Avi	Carrion-Eater (C)	11 (3d6)	15 (3d6)	12 (3d6)	8 (2d6+2)	Feathers 2	Horn, Claws / 2d6	A9/F3
7	<b>EVENT: Birds of a Feather</b>									
8	8	Avi	Reducer (O)	2 (1d6)	6 (2d6)	5 (1d6)	3 (2d6)	Feathers 1	None	A11/F6
9	1	Fun	Trapper (C)	18 (4d6)	7 (2d6)	20 (4d6)	7 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	6 (2d6)	10 (3d6)	12 (2d6+4)	5 (2d6)	Chitin 3	Teeth, Horns / 1d6	A7/F6
11	18	Ins	Chaser (C)	7 (2d6)	15 (3d6+4)	9 (2d6)	14 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	13 (4d6)	8 (2d6)	16 (4d6)	10 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: Birds of a Feather**

At first glance, the avians in #3 and #8 look identical. This may come as a very rude surprise if the players get used to the docile, almost friendly #8 avians and then encounter the blood-crazed birds of #3 flocking their way.

**SHALLOW OCEAN Terrain**

Temperate World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	11 (3d6)	12 (3d6)	13 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	10 (3d6)	15 (3d6+4)	11 (3d6)	8 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	10 (3d6)	18 (3d6+4)	9 (3d6)	12 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	14 (3d6)	12(3d6+4)	15 (3d6)	7 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	3 (1d6)	5 (2d6)	2 (1d6)	10 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: If I Could Turn Back Tide</b>									
8	4	Aqua	Hunter (C)	13 (3d6)	10 (3d6)	11 (3d6)	13 (2d6+2)	Scales 3	Teeth / 2d6	A7/F3
9	7	Aqua	Intimidator (O)	8 (2d6)	13 (3d6)	10 (2d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	4 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	18 (4d6+4)	6 (2d6)	18 (4d6)	12 (2d6+4)	Feathers 3	Horn / 2d6	A9/F6
12	28	Ins	Eater (O)	2 (1d6)	8 (2d6)	8 (1d6+4)	9 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: If I Could Turn Back Tide**

Gravitational anomalies on this world cause a tide that sometimes does not reach the shore. This has caused an odd rippling effect with several sandbars stretching out across the ocean like a dozen beach 'echoes'.

**OPEN OCEAN Terrain**

**Temperate World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Mam	Gatherer (C)	8 (2d6)	18 (4d6)	9 (2d6)	9 (2d6)	Hide 3	Claws / 1d6	A9/F3
3	2	Aqua	Killer (C)	10 (3d6)	16 (3d6+4)	13 (3d6)	12 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	7 (2d6+4)	5 (1d6)	6 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	3 (1d6)	9 (2d6)	6 (1d6+4)	6 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	5 (1d6)	8 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Water Into Wine</b>									
8	6	Aqua	Gatherer (H)	12 (3d6)	7 (3d6)	12 (3d6)	7 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	7 (2d6)	11 (3d6)	8 (2d6)	12 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	12 (4d6)	8 (2d6)	20 (4d6+4)	8 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	11 (3d6)	17 (3d6+4)	10 (3d6)	7 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	6 (2d6)	10 (3d6)	7 (2d6)	9 (2d6+2)	Feathers 2	Horn / 2d6	A8/F5

**Event: Water Into Wine**

Chemical abnormalities across the ocean floor have caused large currents to literally ferment. While the animal life in the area has adapted to either live in the alcohol or avoid the streams, the players are not likely to be prepared. As rebreathers below TL 10 may not adequately filter out the alcohol, players may find themselves getting quite mind-hammeringly drunk through no fault of their own.

**DEEP OCEAN Terrain**

**Temperate World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	6 (3d6)	8 (3d6)	11 (3d6)	5 (2d6+2)	Chitin 3	Teeth / 1d6	A7/F3
3	5	Aqua	Chaser (O)	7 (2d6)	16 (3d6+4)	9 (2d6)	7 (2d6+2)	Scales 2	Teeth, Horns / 1d6	A8/F4
4	14	Aqua	Eater (C)	5 (3d6)	10 (3d6)	13 (3d6+4)	6 (2d6)	Scales 2	Teeth / 1d6	A8/F5
5	1	Aqua	Trapper (C)	10 (3d6)	14 (3d6)	10 (3d6)	8 (2d6)	Scales 3	Teeth / 1d6	A9/F5
6	9	Aqua	Grazer (H)	15 (6d6)	5 (1d6)	25 (6d6)	6 (2d6+2)	Scales 1	Teeth / 2d6	A11/F6
7	<b>EVENT: Disaster's Birth</b>									
8	1	Aqua	Filter (O)	13 (4d6)	6 (2d6)	20 (4d6+4)	6 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	20 (6d6)	4 (1d6)	22 (6d6)	11 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	2 (1d6)	5 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Siren (C)	15 (4d6)	8 (2d6)	16 (4d6)	9 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	7	Rep	Killer (C)	15 (3d6+4)	12 (3d6)	12 (3d6)	11 (2d6+4)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Disaster's Birth**

Generate another encounter here and run it as normal. Just as it resolves, there is a rumble through the water and massive vents of silt and gas rise up from the ocean floor. A crack in the tectonic plate below has caused a huge disruption. While this is only a minor incident here and little cause for concern, the immense spike in pressure and water motion has given rise to a tidal wave. By the time it hits land (which could, for dramatic effect, be where the player's ship is), the situation could be catastrophic.

## DENSE ATMOSPHERE

### CLEAR Terrain

### Temperate World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	16 (4d6)	7 (2d6)	15 (4d6)	13 (2d6+2)	None 0	None	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	15 (3d6)	15 (2d6+4)	9 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	11 (3d6)	13 (3d6)	7 (3d6)	7 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	12 (3d6)	14 (3d6)	13 (3d6)	6 (2d6+2)	Fur 2	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	16 (5d6)	6 (2d6)	18 (5d6)	8 (2d6)	Fur/Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Dead Reckoning</b>									
8	6	Ins	Chaser (C)	3 (1d6)	11 (2d6+4)	4 (1d6)	9 (2d6+2)	Chitin 3	Teeth / 1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	6 (2d6)	6 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	12 (3d6)	11 (3d6)	10 (3d6)	8 (2d6)	Fur/Hide 2	Hooves / 2d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	13 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	5	Rep	Killer (C)	8 (2d6)	23 (4d6+4)	10 (2d6)	11 (2d6+4)	Scales 2	Teeth, Claws / 2d6	A6/F3

#### Event: Dead Reckoning

This event is best suited for worlds with a population, though in-system legends would work as well. The players come across an alien wanderer who asks to observe them for a while. He stays until he sees them kill an animal for any reason. Then he claims he can divine their future by examining the corpse. If they indulge him, the ritual is long and gory but his 'prophecy' soon proves true. Is the alien actually an oracle, albeit a grotesque one? And if not, what is really going on here?

### PLAINS Terrain

### Temperate World, Dense Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	12 (3d6)	11 (3d6)	13 (3d6)	5 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	1	Fun	Trapper (C)	12 (3d6)	15 (3d6)	14 (3d6)	7 (2d6)	Hide 4	Thrasher / 2d6	A6/F-
4	10	Avi	Siren (C)	7 (2d6)	7 (3d6)	8 (2d6)	10 (2d6)	Feathers 3	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	16 (5d6)	9 (2d6)	22 (5d6)	6 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	13 (4d6)	10 (2d6)	17 (4d6)	10 (2d6+2)	Fur 3	Claws / 3d6	A7/F3
7	<b>EVENT: Tanglefoot Falls</b>									
8	14	Mam	Grazer (H)	12 (3d6)	14 (3d6)	11 (3d6)	8 (2d6+2)	Fur/Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	4 (1d6)	7 (2d6)	4 (1d6)	5 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Hunter (C)	16 (4d6)	3 (2d6)	16 (4d6)	6 (2d6+2)	None	Thrasher / 3d6 Exotic (Disease)	A6/F3
11	25	Ins	Reducer (O)	5 (1d6)	11 (2d6)	3 (1d6)	12 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	16 (5d6)	8 (2d6)	21 (5d6)	7 (2d6)	Fur/Hide 5	Teeth, Thrasher / 4d6	A9/F4

#### Event: Tanglefoot Falls

Where this grassland meets a body of water, it ends at the bottom of misting falls. Right at the edge, a fungal life form hunts its prey by waiting for creatures to get close before constricting them and dragging them into the frothing deeps. This trapper is grown in place and cannot chase fleeing targets but it is also incredibly hardy. If its roots are not dug up and carefully destroyed, it will just grow back fully in 3d6 weeks' time.

**DESERT Terrain**

**Temperate World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	12 (3d6)	13 (3d6)	10 (3d6)	10 (2d6+2)	Chitin 3	Thrasher / 2d6	A10/F6
3	3	Rep	Hunter (C)	7 (2d6)	12 (3d6)	8 (2d6)	7 (2d6+2)	Scales 5	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	4 (1d6)	11 (2d6+4)	3 (1d6)	6 (2d6+2)	Chitin 2	Teeth, Claws / 2d6	A7/F5
5	1	Avi	Pouncer (C)	12 (3d6)	12 (3d6+4)	13 (3d6)	10 (2d6+4)	Feathers 2	Horn / 2d6	A7/F3
6	2	Ins	Carrion-Eater (C)	3 (1d6)	6 (2d6)	4 (1d6)	9 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Out in the Wastes</b>									
8	5	Ins	Eater (O)	9 (2d6)	12 (3d6)	13 (2d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	10 (3d6)	14 (3d6)	10 (3d6)	11 (2d6)	Hide 3	Teeth, Horn / 1d6	A9/F5
10	10	Ins	Reducer (C)	8 (2d6)	13 (4d6)	7 (2d6)	12 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	20 (4d6+4)	7 (2d6)	20 (4d6+2)	12 (2d6+4)	Fur, Hide 3	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	9 (2d6+2)	11 (3d6)	9 (2d6)	9 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Out in the Wastes**

The players pick up a faint transmission, a distress call coming from the heart of the desert. When they find the pod, there are no tracks, no bodies and no signs of a struggle. There are pieces of metal, dropped like a trail, leading off into the dunes. It may be a trap. There may be survivors to rescue or exploit. The possibilities are endless.

**HILLS Terrain**

**Temperate World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	14 (4d6)	6 (2d6)	19 (4d6)	3 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	11 (3d6)	9 (3d6)	12 (3d6)	8 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	14 (3d6+4)	6 (2d6)	11 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	16 (3d6+4)	12 (3d6)	14 (3d6)	11 (2d6+4)	Fur 2	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	14 (3d6)	17 (3d6+4)	11 (3d6)	2 (2d6)	Feathers 3	Horn / 2d6	A8/F4
7	<b>EVENT: Rolling Thunder</b>									
8	10	Ins	Eater (O)	6 (2d6)	10 (3d6)	12 (2d6+4)	8 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	19 (5d6)	6 (2d6)	23 (5d6)	7 (2d6)	Hide 5	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	11 (3d6)	13 (3d6)	10 (3d6)	5 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	7 (2d6)	12 (3d6)	6 (2d6)	11 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	16 (5d6)	6 (2d6)	23 (5d6)	8 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Rolling Thunder**

The valley the players are in is a natural sound tunnel, channelling even the slightest noise. When a thunderstorm rolls in, the deafening roars are bad enough. When they shake some of the hills into an avalanche, things get worse.

**MOUNTAIN Terrain**

**Temperate World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	5	Avi	Hunter (O)	15 (4d6)	8 (2d6)	16 (4d6)	10 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (C)	7 (2d6)	15 (4d6+4)	9 (2d6)	12 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	12 (3d6)	15 (3d6)	14 (3d6+4)	5 (2d6)	Scales 2	Teeth, Horns / 2d6	A8/F5
5	5	Ins	Trapper (C)	14 (3d6)	8 (3d6)	13 (3d6+2)	6 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Gatherer (H)	17 (5d6)	5 (2d6)	22 (5d6)	7 (2d6)	Hide 3	Hooves / 2d6	A11/F6
7	<b>EVENT: Aerie Peaks</b>									
8	2	Ins	Intimidator (C)	13 (4d6)	6 (2d6)	17 (4d6)	7 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	7 (2d6)	12 (3d6)	8 (2d6)	4 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	12	Rep	Reducer (O)	4 (1d6)	7 (2d6)	3 (1d6)	6 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	13 (4d6)	5 (2d6)	16 (4d6)	3 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	3 (1d6)	16 (2d6+4)	3 (1d6)	11 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Aerie Peaks**

On these mountain peaks, massive aerial beasts make their homes. An enterprising player might realise that with the right handling and skills, these creatures could be trained to serve as living mounts and fetching quite a price.

**FOREST Terrain**

**Temperate World, Dense Atmosphere (6+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	3 (1d6)	4 (2d6)	4 (1d6)	8 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Rep	Hunter (C)	8 (2d6)	12 (3d6)	7 (2d6)	7 (2d6+2)	Scales 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	13 (3d6)	20 (3d6+4)	10 (3d6)	14 (2d6+4)	Fur 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	4 (1d6)	5 (2d6)	6 (1d6)	7 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	13 (4d6)	14 (2d6+4)	15 (4d6)	11 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Song of the Wild</b>									
8	9	Ins	Hunter (C)	10 (3d6)	12 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Claws / 1d6	A7/F3
9	2	Mam	Gatherer (O)	9 (2d6)	13 (3d6)	6 (2d6)	8 (2d6)	Fur, Hide 2	None	A10/F6
10	8	Mam	Chaser (C)	12 (3d6)	18 (3d6+4)	11 (3d6)	5 (2d6+2)	Fur 2	Teeth / 2d6	A8/F4
11	1	Mam	Killer (C)	20 (4d6+4)	8 (2d6)	14 (4d6)	13 (2d6+4)	Fur, Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	7 (2d6)	10 (3d6)	9 (2d6)	8 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Song of the Wild**

The mammals in #8 are very close in genetic stock to Terran wolves. They even have a similar language of howls but they are far more vocal. At any given time, one or more of them howl in the distance – a constant song.

**WOODS Terrain**

**Temperate World, Dense Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	5 (2d6)	8 (3d6)	8 (2d6)	11 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	11 (3d6)	17 (3d6+4)	13 (3d6)	12 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	14 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	6 (1d6)	8 (2d6)	7 (1d6+4)	7 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	1 (1d6)	8 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: This is the Pits</b>									
8	5	Mam	Gatherer (O)	12 (3d6)	10 (3d6)	14 (3d6)	6 (2d6)	Fur, Hide 3	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Grazer (H)	7 (2d6)	12 (3d6)	8 (2d6)	6 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	15 (4d6)	7 (2d6)	23 (4d6+4)	12 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	11 (3d6)	20 (3d6+4)	10 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	6 (2d6)	16 (4d6)	7 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: This is the Pits**

An absolutely massive species of insect once had its lair in this area. Burrowers by nature, they died out unnoticed because their bodies are all underground. Now that they have desiccated, their shells are fragile, turning them into four metre pit traps of potentially dangerous, jagged chitin shards under just a few inches of topsoil.

**JUNGLE Terrain**

**Temperate World, Dense Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	9 (3d6)	13 (3d6)	12 (3d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	14 (3d6+4)	12 (3d6)	11 (3d6)	11 (2d6+4)	Fur 2	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	12 (3d6)	12 (3d6+4)	9 (3d6)	9 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	11 (3d6)	14 (3d6)	14 (3d6)	9 (2d6)	Scales 2	Thrasher / 2d6	A9/F6
6	4	Ins	Carrion-Eater (C)	3 (1d6)	7 (2d6)	2 (1d6)	10 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Do Not Drink the Water</b>									
8	2	Ins	Hunter (C)	8 (2d6)	17 (4d6)	8 (2d6)	4 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	11 (3d6)	12 (3d6)	13 (3d6)	10 (2d6)	Fur, Hide 3	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	9 (2d6)	19 (4d6+4)	8 (2d6)	12 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	3 (1d6)	11 (2d6)	6 (1d6+4)	7 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	4 (1d6+2)	7 (2d6)	2 (1d6)	11 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Do Not Drink the Water**

A microbe lives in all the table water here, one to which all the indigenous life have developed an immunity. Every living thing, even the plants of these woods, carries the microbe however, making them 'unpleasant' to consume.

**RAINFOREST Terrain**

Temperate World, Dense Atmosphere (6+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	8 (2d6)	5 (1d6)	9 (2d6+2)	Fur 3	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	10 (3d6)	12 (3d6)	11 (3d6)	6 (2d6)	Feathers 1	Horn / 1d6	A11/F7
4	5	Ins	Killer (C)	7 (2d6)	17 (3d6+4)	10 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Horns / 2d6	A7/F4
5	8	Ins	Eater (C)	8 (2d6)	12 (3d6)	14 (2d6+4)	11 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	4 (1d6)	6 (2d6)	3 (1d6)	10 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Foliage Befouled</b>									
8	9	Ins	Hijacker (O)	18 (5d6+2)	7 (2d6)	20 (5d6)	4 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	14 (4d6)	10 (2d6)	15 (4d6)	14 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	10 (3d6)	9 (3d6)	19 (3d6+4)	9 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	12 (4d6)	9 (2d6)	19 (4d6)	8 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	11 (3d6)	13 (3d6)	13 (3d6)	9 (2d6+2)	Hide 3	Hooves / 2d6	A6/F3

**Event: Foliage Befouled**

Alien interference, possibly even that of the players, has caused a new form of leaf rot to develop. If the players do not intervene in some way, this entire habitat will be lost in 1d6 months and rendered barren within a year thereafter.

**ROUGH Terrain**

Temperate World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	11 (3d6)	12 (3d6)	14 (3d6)	8 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Avi	Hijacker (C)	9 (2d6+2)	15 (3d6)	8 (2d6)	9 (2d6)	Feathers 1	Claws / 1d6	A9/F6
4	6	Ins	Hunter (O)	16 (4d6)	8 (2d6)	17 (4d6)	12 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Carrion-Eater (C)	6 (2d6)	14 (3d6)	5 (2d6)	5 (2d6+2)	Chitin 2	Claws, Stinger / 2d6	A6/F4
6	1	Rep	Killer (C)	11 (2d6+4)	8 (3d6)	9 (2d6)	10 (2d6+4)	Scales 2	Teeth, Horns / 2d6	A7/F5
7	<b>EVENT: Beware the Rumpus</b>									
8	5	Ins	Intermittent (O)	9 (2d6)	12 (3d6)	10 (2d6)	6 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	1	Mam	Pouncer (C)	14 (4d6)	10 (2d6+4)	19 (4d6)	9 (2d6+4)	Fur, Hide 4	Claws / 2d6	A8/F5
10	10	Rep	Chaser (O)	12 (3d6)	13 (3d6+4)	12 (3d6)	9 (2d6+2)	Scales 3	Teeth / 2d6	A8/F4
11	4	Ins	Eater (C)	13 (4d6)	8 (2d6)	19 (4d6+4)	7 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	11 (3d6)	10 (3d6)	13 (3d6)	4 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Beware the Rumpus**

The players encounter a big but docile seeming mammal (#9) and discover that it seems to love playing and cavorting with them. This is actually a hunting instinct; the 'rumpus' will strike the moment their guard is down.

**SWAMP/MARSH Terrain**

Temperate World, Dense Atmosphere (7+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	7 (2d6)	12 (3d6)	7 (2d6)	6 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	8 (2d6)	11 (3d6)	7 (2d6)	10 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	9 (2d6)	14 (3d6+4)	10 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	10 (2d6)	9 (3d6)	14 (2d6+4)	5 (2d6)	Fur, Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	26 (6d6)	5 (1d6)	15 (6d6)	4 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: You Ooze, You Lose</b>									
8	14	Rep	Siren (C)	9 (3d6)	10 (3d6)	12 (3d6)	9 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	7 (2d6)	16 (3d6+4)	6 (2d6)	10 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	12 (3d6)	11 (3d6)	12 (3d6)	7 (2d6)	Hide 1	Stinger / 2d6	A10/F5
11	12	Ins	Siren (C)	16 (4d6)	6 (2d6)	16 (4d6)	11 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	15 (4d6)	7 (2d6)	19 (4d6)	9 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: You Ooze, You Lose**

The pervasive fungus in this tiny swamp is really a colony of millions of small reducers with a unique form of attack. They secrete an enzyme that breaks down organic matter, turning it into a gelatinous goo for easy digestion by other creatures. Without antimicrobial agents, all living things suffer one point of Endurance loss per day here.

**BEACH/ShORE Terrain**

Temperate World, Dense Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	10 (3d6)	13 (3d6)	9 (3d6)	10 (2d6+2)	Chitin 3	Teeth / 1d6	A10/F4
3	7	Amph	Carrion-Eater (C)	1 (1d6)	2 (2d6)	1 (1d6)	9 (2d6+2)	None	None	A11/F5
4	18	Amph	Eater (O)	8 (2d6)	12 (3d6)	11 (2d6+4)	3 (2d6)	Hide 1	Teeth / 1d6	A8/F4
5	3	Rep	Pouncer (C)	7 (2d6)	18 (4d6+4)	8 (2d6)	8 (2d6+4)	Scales 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	11 (3d6)	15 (3d6)	12 (3d6)	10 (2d6+2)	Fur, Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: Baywatchers</b>									
8	6	Ins	Eater (C)	5 (2d6)	12 (3d6)	11 (2d6+4)	7 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	10	Aqua	Killer (C)	14 (3d6+4)	11 (3d6)	12 (3d6)	11 (2d6+4)	Scales 2	Teeth / 2d6	A7/F3
10	4	Avi	Pouncer (C)	6 (2d6)	14 (3d6+4)	7 (2d6)	6 (2d6)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	6 (2d6)	13 (4d6)	6 (2d6)	5 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	18 (5d6)	6 (2d6)	22 (5d6)	9 (2d6)	Fur, Hide 4	Teeth, Horns / 2d6	A9/F5

**Event: Baywatchers**

The amphibians in #3 are unnerving little creatures. Utterly harmless in and of themselves, they have large unblinking eyes and a tendency to stare at one thing (like an individual player) for hours on end. Creepy!

**RIVERBANK Terrain**

Temperate World, Dense Atmosphere (8+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	9 (3d6)	9 (3d6)	7 (3d6)	6 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Rep	Killer (C)	10 (2d6)	16 (3d6+4)	9 (2d6)	15 (2d6+4)	Scales 1	Teeth / 3d6 Exotic (Poison)	A6/F4
4	12	Amph	Hunter (O)	8 (2d6)	13 (3d6)	8 (2d6)	11 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	7 (2d6)	22 (4d6+4)	10 (2d6)	8 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	2	Avi	Carrion-Eater (C)	10 (3d6)	13 (3d6)	12 (3d6)	10 (2d6+2)	Feathers 2	Horn, Claws / 1d6	A9/F3
7	<b>EVENT: Wet and Wild</b>									
8	8	Fun	Reducer (O)	4 (1d6)	8 (2d6)	5 (1d6)	5 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Mam	Trapper (C)	13 (4d6)	10 (2d6)	19 (4d6)	4 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	7 (2d6)	11 (3d6)	12 (2d6+4)	4 (2d6)	Chitin 3	Teeth, Horns / 2d6	A7/F6
11	18	Ins	Chaser (C)	8 (2d6)	13 (3d6+4)	9 (2d6)	9 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	15 (4d6)	7 (2d6)	16 (4d6)	14 (2d6+2)	Fur, Hide 3	Thrasher / 2d6	A7/F3

**Event: Wet and Wild**

The water here has an odd chemical compound that loosens inhibitions and makes mammalian creatures far more likely to act on impulsive desires. How far this goes is up to the Referee but it could get very dangerous very fast.

**SHALLOW OCEAN Terrain**

Temperate World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	12 (3d6)	10 (3d6)	13 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	14 (3d6+4)	9 (3d6)	11 (3d6)	11 (2d6+4)	Fur 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	10 (3d6)	16 (3d6+4)	9 (3d6)	13 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	13 (3d6)	14 (3d6+4)	15 (3d6)	7 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	10 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Tide After Tide</b>									
8	4	Aqua	Hunter (C)	9 (3d6)	10 (3d6)	11 (3d6)	10 (2d6+2)	Scales 3	Teeth / 1d6	A7/F3
9	7	Aqua	Intimidator (O)	7 (2d6)	11 (3d6)	10 (2d6)	6 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	12 (2d6+4)	5 (1d6)	12 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	13 (4d6)	11 (2d6+4)	18 (4d6)	6 (2d6+4)	Feathers 3	Horn / 2d6	A9/F6
12	28	Ins	Eater (O)	2 (1d6)	6 (2d6)	8 (1d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

**Event: Tide After Tide**

This planet's multiple moons have a powerful effect on its hydrosphere, causing several tides to occur within minutes of each other. Consequently, water levels can rise and fall with alarming and life-threatening rapidity.

**OPEN OCEAN Terrain**

**Temperate World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	9 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	15 (3d6+4)	10 (3d6)	13 (3d6)	12 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Mam	Pouncer (O)	12 (3d6)	16 (3d6+4)	13 (3d6)	9 (2d6+4)	Hide 1	Teeth, Horns / 2d6	A8/F3
5	10	Aqua	Eater (C)	3 (1d6)	8 (2d6)	5 (1d6+4)	3 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	6 (1d6)	7 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Whale of a Tail</b>									
8	6	Aqua	Gatherer (H)	10 (3d6)	12 (3d6)	12 (3d6)	10 (2d6)	Scales 2	Teeth / 1d6	A8/F5
9	16	Aqua	Grazer (H)	7 (2d6)	6 (3d6)	8 (2d6)	14 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	1	Aqua	Filter (O)	27 (6d6)	5 (1d6)	33 (6d6+4)	9 (2d6)	Hide 4	Thrasher / 3d6	A10/F4
11	7	Aqua	Chaser (C)	10 (3d6)	16 (3d6+4)	10 (3d6)	10 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	6 (2d6)	13 (3d6)	7 (2d6)	8 (2d6+2)	Feathers 2	Horn / 1d6	A8/F5

**Event: Whale of a Tail**

The mammoth aquatic (#10) has evolved an intricately folded and layered tail, several 'sheets' of which are luminous. This tail is dozens of metres long and comprises its own ecosystem because of the smaller creatures that often live in its folds. If players investigate this glowing arena, the aquatics of #5 will automatically be encountered because of the intrusion.

**DEEP OCEAN Terrain**

**Temperate World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	12 (3d6)	9 (3d6)	11 (3d6)	8 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	7 (2d6)	10 (3d6+4)	9 (2d6)	6 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
4	12	Aqua	Eater (C)	10 (3d6)	8 (3d6)	15 (3d6+4)	7 (2d6)	Scales 2	Teeth / 1d6	A8/F5
5	1	Aqua	Trapper (C)	9 (3d6)	14 (3d6)	11 (3d6)	9 (2d6)	Scales 4	Teeth / 1d6	A9/F5
6	9	Aqua	Grazer (H)	19 (6d6)	5 (1d6)	25 (6d6)	8 (2d6+2)	Scales 1	Teeth / 2d6	A11/F6
7	<b>EVENT: A-void-ance Therapy</b>									
8	1	Aqua	Filter (O)	12 (4d6)	6 (2d6)	21 (4d6+4)	7 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	19 (6d6)	4 (1d6)	20 (6d6)	11 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	7	Aqua	Reducer (O)	4 (1d6)	5 (2d6)	3 (1d6)	8 (2d6)	Scales 1	Teeth / 1d6	A11/F5
11	3	Aqua	Siren (C)	15 (4d6)	10 (2d6)	16 (4d6)	5 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	4	Rep	Eater (O)	12 (3d6)	11 (3d6)	17 (3d6+2)	10 (2d6)	Scales 4	Thrasher / 2d6	A6/F3

**Event: A-void-ance Therapy**

This event works best with a sentient species present on the planet. Local legends say that a particular trench in their world's deepest ocean is the passageway to an afterlife of peace and tranquillity. While that is highly unlikely, there is no denying that exposure to the black void of this trench is an oddly soothing experience. Any encounters that occur in this area have no 'Attack' chance and animals will always attempt to flee if engaged.

# HOT WORLD ENCOUNTERS

## THIN ATMOSPHERE

### CLEAR Terrain

### Hot World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (H)	12 (4d6)	7 (2d6)	15 (4d6)	10 (2d6+2)	None	None	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	11 (3d6)	14 (2d6+4)	5 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	11 (3d6)	10 (3d6)	15 (3d6)	6 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	11 (3d6)	12 (3d6)	13 (3d6)	6 (2d6+2)	None	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	19 (5d6)	7 (2d6)	16 (5d6)	7 (2d6)	Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Breathless</b>									
8	6	Ins	Chaser (C)	2 (1d6)	12 (2d6+4)	4 (1d6)	8 (2d6+2)	Chitin 3	Teeth /1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	7 (2d6)	14 (4d6)	8 (2d6)	12 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	12 (3d6)	9 (3d6)	8 (3d6)	7 (2d6)	Hide 2	Hooves / 2d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	16 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	25	Ins	Killer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	11 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

### Event: Breathless

With no terrain or cover to speak of to hold the air, there are sections of this open field where what little atmosphere there is has simply burned away, leaving nothing for indigenous life to breathe at all. No encounters can occur here and if the players are using rebreathers below TL8, they will have trouble as well. What makes this phenomenon worse is that the airless zones are unpredictable, meaning they could move over the players at any time.

### PLAINS Terrain

### Hot World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	11 (3d6)	10 (3d6)	13 (3d6)	11 (2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	5	Rep	Hunter (O)	12 (3d6)	12 (3d6)	12 (3d6)	9 (2d6+2)	Scales 2	Teeth, Horns / 2d6	A8/F5
4	10	Ins	Killer (C)	7 (2d6)	18 (3d6+4)	8 (2d6)	14 (2d6+4)	Chitin 3	Teeth / 1d6	A6/F3
5	1	Ins	Intimidator (O)	20 (5d6)	6 (2d6)	22 (5d6)	5 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	15 (4d6)	5 (2d6)	17 (4d6)	9 (2d6+2)	Hide 1	Claws / 3d6	A7/F3
7	<b>EVENT: Blood on the Steppes</b>									
8	14	Mam	Grazer (H)	14 (3d6)	10 (3d6)	11 (3d6)	5 (2d6+2)	Hide 2	Hooves / 2d6	A10/F8
9	10	Ins	Intermittent (O)	4 (1d6)	8 (2d6)	2 (1d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A9/F5
10	1	Fun	Trapper (C)	13 (4d6)	12 (2d6)	16 (4d6)	8 (2d6)	Hide 1	Thrasher / 2d6	A8/F3
11	25	Ins	Reducer (O)	2 (1d6)	8 (2d6)	3 (1d6)	8 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	16 (5d6)	7 (2d6)	21 (5d6)	6 (2d6)	Hide 5	Teeth, Thrasher / 4d6	A9/F4

### Event: Blood on the Steppes

The players come across a trail of blood leading down into a small valley. If they follow it, they come across a scene of natural carnage in process. Three groups of animals are fighting – the mammals at #8 and the #3 and #10 carnivore groups from the Hills chart. The hunters are fighting with the hijackers over the rights to their kills while the remaining grazers are just desperately trying to flee. Interfering with this situation could draw attack from any or all of the groups depending on how cautious or foolhardy the players choose to be.

## DESERT Terrain

Hot World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Ins	Filter (O)	12 (3d6)	10 (3d6)	10 (3d6+4)	7 (2d6)	Chitin 3	Teeth, Horns / 2d6	A10/F6
3	4	Rep	Pouncer (O)	11 (3d6)	16 (3d6+4)	15 (3d6)	9 (2d6+4)	Scales 4	Teeth / 2d6	A8/F6
4	12	Ins	Chaser (C)	14 (3d6)	13 (3d6+4)	12 (3d6)	8 (2d6+2)	Chitin 2	Teeth, Claws / 2d6	A7/F3
5	1	Avi	Pouncer (C)	13 (3d6)	14 (3d6+4)	13 (3d6)	6 (2d6+4)	Feathers 2	Horn / 2d6	A7/F3
6	2	Ins	Carrion-Eater (C)	3 (1d6)	7 (2d6)	4 (1d6)	12 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Dune Buggies</b>									
8	5	Ins	Eater (O)	5 (2d6)	10 (3d6)	11 (2d6+4)	10 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	9 (3d6)	12 (3d6)	10 (3d6)	6 (2d6)	Hide 3	Teeth, Horn / 1d6	A9/F5
10	10	Ins	Reducer (C)	7 (2d6)	9 (3d6)	7 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	19 (4d6+4)	7 (2d6)	17 (4d6)	13 (2d6+4)	Hide 3	Thrasher / 4d6	A6/F3
12	4	Ins	Hijacker (C)	13 (3d6+2)	13 (3d6)	12 (3d6)	6 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

### Event: Dune Buggies

Well adapted to the hot climate, the bugs of this region have wide spiracles capable of respiration even in a thin atmosphere. The players encounter a group of insects that swim through the sand, their open breathing holes acting like filters to sift the sand for nourishment. They still have mandibles for killing the old-fashioned way, however.

## HILLS Terrain

Hot World, Thin Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	15 (4d6)	8 (2d6)	19 (4d6)	6 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	10 (3d6)	11 (3d6)	12 (3d6)	9 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	6 (2d6)	13 (3d6+4)	7 (2d6+1)	5 (2d6+2)	Chitin 2	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	14 (3d6+4)	11 (3d6)	14 (3d6)	9 (2d6+4)	Hide 1	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	11 (3d6)	16 (3d6+4)	11 (3d6)	12 (2d6+4)	Feathers 3	Horn / 2d6	A8/F4
7	<b>EVENT: The Hills Are Alive</b>									
8	10	Ins	Eater (O)	9 (2d6)	10 (3d6)	8 (2d6+4)	8 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	20 (5d6)	6 (2d6)	15 (5d6)	6 (2d6)	Hide 2	Claws / 3d6	A9/F5
10	4	Mam	Hijacker (C)	13 (3d6+2)	14 (3d6)	10 (3d6)	7 (2d6)	Hide 3	Horns / 2d6	A8/F4
11	11	Ins	Grazer (H)	7 (2d6)	11 (3d6)	6 (2d6)	14 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	7	Rep	Carrion-Eater (C)	4 (1d6)	5 (2d6)	3 (1d6)	11 (2d6+2)	None	Teeth / 1d6	A8/F7

### Event: The Hills Are Alive

The hill under the players' feet seems to shift and move on occasion. There is even a distinct motion in the ground. A fanciful explanation might be 'living land'; the truth is worse. It is infested with thousands of #12s.

## MOUNTAIN Terrain

Hot World, Thin Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	12 (3d6)	13 (3d6)	11 (3d6)	12 (2d6+2)	Chitin 3	Teeth, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	7 (2d6)	20 (4d6+4)	9 (2d6)	10 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	12 (3d6)	13 (3d6)	14 (3d6+4)	9 (2d6)	Scales 2	Teeth, Horns / 2d6	A8/F5
5	5	Ins	Trapper (C)	11 (3d6)	14 (3d6)	10 (3d6)	6 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	16 (6d6)	2 (1d6)	25 (6d6)	9 (2d6+2)	Hide 1	Teeth, Hooves / 4d6	A11/F6
7	<b>EVENT: Up on Fire Mountain</b>									
8	2	Ins	Intimidator (C)	14 (4d6)	7 (2d6)	17 (4d6)	4 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Ins	Intermittent (O)	7 (2d6)	11 (3d6)	8 (2d6)	5 (2d6)	Chitin 2	Stinger / 2d6	A10/F3
10	12	Rep	Reducer (O)	4 (1d6)	9 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	15 (4d6)	7 (2d6)	16 (4d6)	6 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	10 (1d6+4)	8 (2d6)	5 (1d6)	15 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

### Event: Up on Fire Mountain

The heat of this world makes its geology even more unstable than most hot planets. The entire summit area of this mountain shows evidence of completely absent life. That is because they have all sensed the impending eruption.

**FOREST Terrain**

**Hot World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	28	Ins	Eater (C)	3 (1d6)	9 (2d6)	7 (1d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A8/F3
3	5	Ins	Hunter (C)	8 (2d6)	13 (4d6)	7 (2d6)	10 (2d6+2)	Chitin 1	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	11 (3d6)	13 (3d6+4)	10 (3d6)	10 (2d6+4)	Hide 2	Thrasher / 2d6	A8/F4
5	2	Fun	Reducer (O)	4 (1d6)	6 (2d6)	5 (1d6)	4 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	12 (4d6)	12 (2d6+4)	15 (4d6)	13 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Taking Root</b>									
8	9	Ins	Hunter (C)	10 (3d6)	15 (3d6)	11 (3d6)	9 (2d6+2)	Chitin 3	Claws / 1d6	A7/F3
9	2	Mam	Gatherer (O)	7 (2d6)	14 (4d6)	9 (2d6)	8 (2d6)	Hide 2	None	A10/F6
10	14	Fun	Chaser (C)	5 (1d6)	10 (2d6+4)	5 (1d6)	13 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Mam	Killer (C)	17 (4d6+4)	8 (2d6)	16 (4d6)	16 (2d6+4)	Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	6 (2d6)	12 (3d6)	8 (2d6)	7 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Taking Root**

Rare minerals found in this igneous-based soil have imbued the roots of a native tree species with great medicinal qualities. While research firms might pay handsomely, ridding the trees of their inhabitants (#2) could get messy.

**WOODS Terrain**

**Hot World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	5	Ins	Hunter (C)	7 (2d6)	10 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 4	Claws / 1d6	A9/F3
3	6	Mam	Killer (C)	14 (3d6+4)	9 (3d6)	13 (3d6)	11 (2d6+4)	Hide 2	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	6 (1d6)	11 (2d6+4)	5 (1d6)	9 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	6 (1d6)	6 (2d6)	7 (1d6+4)	9 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	3 (1d6)	8 (2d6)	2 (1d6)	6 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Leaf It Alone</b>									
8	5	Mam	Gatherer (H)	12 (3d6)	10 (3d6)	14 (3d6)	8 (2d6)	Hide 4	Hooves, Teeth / 2d6	A8/F5
9	18	Ins	Grazer (H)	7 (2d6)	10 (3d6)	8 (2d6)	10 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	10	Fun	Eater (O)	13 (4d6)	6 (2d6)	21 (4d6+4)	7 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	3	Ins	Chaser (C)	10 (3d6)	18 (3d6+4)	10 (3d6)	12 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	5 (2d6)	8 (3d6)	7 (2d6)	9 (2d6+2)	Chitin 2	Stinger / 1d6	A8/F5

**Event: Leaf It Alone**

Strangely, even though the #9 insects share a pack mentality, they prefer to keep a great distance from each other. The players encounter only one of the pack of 18 and may assume it to be a lone specimen. Life may be brief and painful for them if they choose to attack it; the other 17 will arrive within a minute and be automatically hostile.

**JUNGLE Terrain**

**Hot World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	15 (3d6)	10 (3d6)	12 (3d6)	9 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	14 (3d6+4)	10 (3d6)	11 (3d6)	12 (2d6+4)	None	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	9 (3d6)	16 (3d6+4)	9 (3d6)	13 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	8 (3d6)	9 (3d6)	14 (3d6)	3 (2d6)	Scales 2	Thrasher / 1d6	A9/F6
6	4	Ins	Carrion-Eater (C)	3 (1d6)	6 (2d6)	2 (1d6)	12 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: King of the Jungle</b>									
8	2	Ins	Hunter (C)	6 (2d6)	12 (3d6)	8 (2d6)	2 (2d6)	Chitin 3	Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	12 (3d6)	12 (3d6)	13 (3d6)	6 (2d6)	Hide 2	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	6 (2d6)	19 (3d6+4)	8 (2d6)	9 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	3 (1d6)	5 (2d6)	7 (1d6+4)	7 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	5 (1d6+2)	11 (2d6)	2 (1d6)	8 (2d6)	Scales 3	Teeth / 1d6	A11/F6

**Event: King of the Jungle**

The players happen upon a pride of #3 mammals seemingly fighting among themselves. They are witnessing a fight for position as leader of the group. If they disturb this scene, the players might become an unlucky test of prowess.

**RAINFOREST Terrain**

**Hot World, Thin Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	3 (1d6)	6 (2d6)	5 (1d6)	11 (2d6+2)	None	Claws / 2d6	A10/F5
3	14	Fun	Reducer (O)	11 (3d6)	10 (3d6)	14 (3d6)	6 (2d6)	Hide 1	Teeth / 2d6	A9/F4
4	5	Ins	Killer (C)	8 (2d6)	16 (3d6+4)	10 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Horns / 1d6	A7/F4
5	8	Ins	Eater (C)	7 (2d6)	13 (4d6)	9 (2d6+4)	12 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	4 (1d6)	10 (2d6)	3 (1d6)	5 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Chaos Rains</b>									
8	9	Ins	Hijacker (O)	20 (5d6+2)	7 (2d6)	20 (5d6)	10 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	12 (4d6)	8 (2d6)	15 (4d6)	8 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	10 (3d6)	13 (3d6)	17 (3d6+4)	8 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	15 (4d6)	8 (2d6)	19 (4d6)	5 (2d6)	Chitin 4	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	10 (3d6)	6 (2d6)	13 (3d6)	9 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: Chaos Rains**

This air shows signs of heavy rainfall, a rare occurrence for a thin atmospheric world. The rain in question is a dangerous chemical soup; physical contact with the liquid reduces Intelligence temporarily and incapacitates common sense for 1d6 hours. Severity is up to the Referee but serious (and interesting) mayhem could easily occur.

**ROUGH Terrain**

**Hot World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	9 (3d6)	12 (3d6)	14 (3d6)	5 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	10 (3d6)	16 (3d6+4)	11 (3d6)	12 (2d6+4)	Hide 1	Claws / 1d6	A9/F6
4	6	Ins	Hunter (O)	12 (4d6)	8 (2d6)	16 (4d6)	10 (2d6+2)	Chitin 2	Teeth / 3d6	A8/F3
5	14	Rep	Eater (C)	8 (3d6)	15 (3d6)	17 (3d6+4)	2 (2d6)	Chitin 2	Teeth, Stinger / 2d6	A6/F4
6	1	Rep	Killer (C)	7 (2d6)	19 (4d6+4)	9 (2d6)	13 (2d6+4)	Scales 2	Teeth, Horns / 1d6	A7/F5
7	<b>EVENT: Uneven Odds</b>									
8	5	Ins	Intermittent (O)	7 (2d6)	12 (3d6)	10 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	18 (4d6+4)	8 (2d6)	17 (4d6)	8 (2d6+4)	Hide 3	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	11 (3d6)	15 (3d6+4)	12 (3d6)	12 (2d6+2)	Chitin 3	Teeth / 2d6	A8/F4
11	4	Ins	Eater (C)	13 (4d6)	8 (2d6)	19 (4d6+4)	7 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	10 (3d6)	15 (3d6)	13 (3d6)	8 (2d6+2)	None	Teeth / 1d6	A7/F3

**Event: Uneven Odds**

One of the species here, #5, has gotten so dominant over its habitat that it is in danger of overhunting itself out of existence. Until that happens, they continue to be a threat, massing on weaker prey and annihilating all local life.

**SWAMP/MARSH Terrain**

**Hot World, Thin Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	10 (2d6)	19 (4d6)	9 (2d6)	7 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	7 (2d6)	11 (4d6)	5 (2d6)	6 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	8 (2d6)	16 (3d6+4)	10 (2d6)	14 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	9 (2d6)	10 (3d6)	10 (2d6+4)	6 (2d6)	Hide 2	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	22 (6d6)	6 (2d6)	22 (6d6)	11 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Lord of the Mire</b>									
8	14	Rep	Siren (C)	13 (3d6)	10 (3d6)	12 (3d6)	9 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	5 (2d6)	17 (3d6+4)	6 (2d6)	7 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	10 (3d6)	10 (3d6)	12 (3d6)	8 (2d6)	Hide 1	Claws / 1d6	A10/F5
11	12	Ins	Siren (C)	13 (4d6)	7 (2d6)	18 (4d6)	7 (2d6)	Chitin 2	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	16 (4d6)	9 (2d6)	19 (4d6)	9 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Lords of the Mire**

The nights are deadly in these hot swamps. Boiling mud, smoking putrescence and insect life adapted to vicious conditions all make life hard for other species. Every encounter here has a 50% chance to be #4 instead.

**BEACH/ShORE Terrain**

**Hot World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	10 (3d6)	12 (3d6)	9 (3d6)	12 (2d6+2)	Chitin 3	Teeth / 1d6	A10/F4
3	7	Fun	Killer (C)	12 (4d6)	11 (2d6+4)	11 (4d6)	12 (2d6+4)	Hide 2	Thrasher / 3d6	A7/F5
4	17	Ins	Eater (O)	4 (1d6)	6 (2d6)	6 (1d6+4)	6 (2d6)	Chitin 1	Horns / 1d6	A7/F4
5	3	Ins	Pouncer (C)	7 (2d6)	16 (3d6+4)	8 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	10 (3d6)	10 (3d6)	12 (3d6)	8 (2d6+2)	None	Claws / 2d6	A7/F3
7	<b>EVENT: Beachcombing</b>									
8	6	Ins	Eater (C)	9 (2d6)	13 (4d6)	10 (2d6+4)	9 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Rep	Chaser (O)	10 (3d6)	16 (3d6+4)	11 (3d6)	9 (2d6+2)	Scales 3	Horns / 1d6	A8/F4
10	4	Avi	Filter (O)	5 (2d6)	13 (3d6)	11 (2d6+4)	4 (2d6)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	4 (2d6)	15 (4d6)	7 (2d6)	8 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	12 (5d6)	6 (2d6)	22 (5d6)	7 (2d6)	Hide 2	Teeth, Horns / 2d6	A9/F5

**Event: Beachcombing**

The avian in #10 has a fascinating adaptation, a beak with a vented lower half. They feed by scooping up mouthfuls of beach sand, sifting it all through their beaks and swallowing anything that remains.

**RIVERBANK Terrain**

**Hot World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	8 (3d6)	10 (3d6)	7 (3d6)	7 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Fun	Killer (C)	10 (3d6)	14 (3d6+4)	9 (3d6)	11 (2d6+4)	None	Teeth / 3d6	A6/F4
4	12	Amph	Hunter (O)	7 (2d6)	9 (3d6)	8 (2d6)	5 (2d6+2)	Hide 1	Horns, Claws / 2d6	A8/F5
5	4	Ins	Chaser (C)	7 (2d6)	20 (3d6+4)	10 (2d6)	11 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	21	Mam	Carrion-Eater (C)	4 (1d6)	8 (2d6)	2 (1d6)	6 (2d6+2)	Hide 2	Claws / 2d6	A9/F5
7	<b>EVENT: Hot Dam</b>									
8	8	Fun	Reducer (O)	4 (1d6)	8 (2d6)	5 (1d6+1)	6 (2d6)	Hide 1	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	12 (4d6)	10 (2d6)	20 (4d6)	8 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	7 (2d6)	10 (3d6)	12 (2d6+4)	6 (2d6)	Chitin 3	Stinger, Claws / 2d6	A7/F6
11	18	Ins	Chaser (C)	6 (2d6)	16 (3d6+4)	9 (2d6)	7 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	6	Mam	Gatherer (O)	11 (3d6)	10 (3d6)	14 (3d6)	11 (2d6)	Hide 3	Thrasher / 2d6	A10/F3

**Event: Hot Dam**

The mammals of #10 have built a dam here to house their gathered food for the coming hotter season. Unfortunately for all involved, the material of the dam is volatile. Any energy weapon fire in the area could set the whole thing off, resulting in a very dangerous explosion.

**SHALLOW OCEAN Terrain**

**Hot World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	10 (3d6)	10 (3d6)	13 (3d6)	8 (2d6+2)	Chitin 2	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	13 (3d6)	18 (3d6+4)	11 (3d6)	9 (2d6+4)	Hide 1	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	12 (3d6)	11 (3d6+4)	9 (3d6)	46 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	13 (3d6)	16 (3d6+4)	15 (3d6)	9 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	5 (1d6)	7 (2d6)	2 (1d6)	10 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Good Tidings</b>									
8	4	Aqua	Hunter (C)	10 (3d6)	10 (3d6)	11 (3d6)	9 (2d6+2)	Scales 3	Teeth / 1d6	A7/F3
9	7	Aqua	Indimidator (O)	6 (2d6)	18 (4d6)	10 (2d6)	10 (2d6)	Scales 1	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	13 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	19 (4d6+4)	8 (2d6)	18 (4d6)	13 (2d6+4)	Feathers 2	Horn / 2d6	A9/F6
12	28	Ins	Eater (O)	3 (1d6)	6 (2d6)	9 (1d6+4)	8 (2d6)	Chitin 1	Teeth / 1d6	A10/F6

**Event: Good Tidings**

The atmosphere may be thin but the water here is very mineral rich and, surprisingly, drinkable by humans and similar alien races. A rarity on a world like this, such a water source is sure to be jealously guarded by **something**.

**OPEN OCEAN Terrain**

**Hot World, Thin Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	8 (2d6)	10 (3d6)	8 (2d6)	10 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	16 (3d6+4)	10 (3d6)	13 (3d6)	8 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	10 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	5 (1d6)	8 (2d6)	10 (1d6+4)	8 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	4 (1d6)	9 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
7	<b>EVENT: Deeper and Deeper</b>									
8	6	Aqua	Gatherer (H)	12 (3d6)	9 (3d6)	10 (3d6)	5 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	7 (2d6)	14 (4d6)	8 (2d6)	13 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	15 (4d6)	7 (2d6)	19 (4d6+4)	7 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	10 (3d6)	17 (3d6+4)	10 (3d6)	12 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	8 (2d6)	12 (3d6)	7 (2d6)	11 (2d6+2)	Feathers 2	Horn / 1d6	A8/F5

**Event: Deeper and Deeper**

Abyssal trenches are typically a deep ocean formation but this planet's instability has formed one far closer to shore than normal. If the players investigate this deep fissure, any encounters there come from the Deep Ocean chart instead of this one.

**DEEP OCEAN Terrain**

**Hot World, Thin Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	10 (3d6)	14 (3d6)	11 (3d6)	6 (2d6+2)	Chitin 3	Teeth / 1d6	A7/F3
3	5	Aqua	Chaser (O)	7 (2d6)	19 (4d6+4)	9 (2d6)	7 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
4	14	Aqua	Eater (C)	12 (3d6)	11 (3d6)	13 (3d6+4)	12 (2d6)	Scales 2	Teeth / 2d6	A8/F5
5	1	Aqua	Trapper (C)	11 (3d6)	12 (3d6)	11 (3d6)	8 (2d6)	Scales 3	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	20 (6d6)	4 (1d6)	25 (6d6)	10 (2d6+2)	Scales 1	Teeth / 2d6	A11/F6
7	<b>EVENT: Infernal Depths</b>									
8	1	Aqua	Filter (O)	10 (4d6)	6 (2d6)	18 (4d6+4)	7 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	18 (6d6)	4 (1d6)	19 (6d6)	9 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	2 (1d6)	2 (2d6)	3 (1d6)	3 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Siren (C)	12 (4d6)	4 (2d6)	16 (4d6)	6 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	7	Rep	Killer (C)	17 (3d6+4)	8 (3d6)	15 (3d6+2)	11 (2d6+4)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Infernal Depths**

The waters around this magma fissure are literally heated to the edge of boiling. Normal underwater gear will be inadequate for exploration and even armoured vehicles may have an issue getting near the area because of the heat and pressure. Insufficient shielding and cooling could cause any such craft to literally become a pressure cooker for the organic life within. The chance for other encounters in this is raised to 11+.

## STANDARD ATMOSPHERE

## CLEAR Terrain

## Hot World, Standard Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	9	Rep	Grazer (H)	13 (4d6)	12 (2d6)	15 (4d6)	10 (2d6+2)	Scales 1	Teeth / 2d6	A10/F6
3	1	Ins	Eater (C)	7 (2d6)	12 (3d6)	13 (2d6+4)	9 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Fun	Intermittent (O)	13 (3d6)	11 (3d6)	12 (3d6)	4 (2d6)	None	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	11 (3d6)	14 (3d6)	13 (3d6)	8 (2d6+2)	Hide 1	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	16 (5d6)	6 (2d6)	17 (5d6)	5 (2d6)	Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: The Red Barren</b>									
8	6	Ins	Chaser (C)	2 (1d6)	13 (2d6+4)	4 (1d6)	14 (2d6+2)	Chitin 3	Teeth / 1d6	A7/F4
9	7	Ins	Grazer (H)	8 (2d6)	11 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 4	Teeth / 1d6	A11/F7
10	6	Mam	Gatherer (O)	10 (3d6)	13 (3d6)	9 (3d6)	11 (2d6)	Hide 2	Hooves / 1d6	A9/F4
11	8	Ins	Pouncer (O)	7 (2d6)	19 (4d6+4)	8 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	17	Ins	Killer (C)	4 (1d6)	6 (2d6+4)	5 (1d6)	12 (2d6+4)	Chitin 2	Claws / 1d6	A6/F3

**Event: The Red Barren**

This flat, mostly empty landscape is mostly comprised of feldspar soil and oxidised iron, a sign of far more water vapour in the atmosphere than is present now. While not particularly valuable from a mineral standpoint, the soil is important as it can cause a serious health risk. Breathing units lower than TL9 can get clogged by the iron oxide dust, especially as it billows in great clouds of crimson at the slightest disturbance. Of all the ways to die in space, suffocated by rust is a particularly ignoble way to meet one's end.

## PLAINS Terrain

## Hot World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	12	Ins	Gatherer (O)	10 (3d6)	13 (3d6)	13 (3d6)	9 (2d6)	Chitin 1	Teeth, Stinger / 2d6	A10/F7
3	3	Fun	Hunter (O)	13 (3d6)	10 (3d6)	12 (3d6)	9 (2d6+2)	Hide 1	Horns / 2d6	A8/F5
4	9	Avi	Chaser (C)	10 (2d6)	11 (2d6+4)	10 (2d6)	5 (2d6+2)	Hide 2	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	24 (5d6)	6 (2d6)	22 (5d6)	6 (2d6)	Chitin 5	Teeth, Claws / 3d6	A7/F5
6	8	Mam	Hunter (C)	10 (4d6)	8 (2d6)	17 (4d6)	8 (2d6+2)	Hide 2	Claws / 3d6	A7/F3
7	<b>EVENT: Flight of the Firebirds</b>									
8	7	Mam	Grazer (O)	9 (3d6)	10 (3d6)	12 (3d6)	12 (2d6+2)	Hide 1	Horns / 1d6	A11/F8
9	10	Ins	Intermittent (O)	6 (1d6)	6 (2d6)	2 (1d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Carrion-Eater (C)	12 (4d6)	9 (2d6)	17 (4d6)	7 (2d6+2)	None	Claws / 2d6	A6/F3
11	25	Ins	Reducer (O)	2 (1d6)	7 (2d6)	3 (1d6)	7 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	20 (5d6)	5 (2d6)	21 (5d6)	8 (2d6)	Hide 3	Teeth, Thrasher / 4d6	A9/F4

**Event: Flight of the Firebirds**

The most notable species in this area are the ground-nesting oddities called 'firebirds'. Emitting streams of flammable gas for thrust, these avians have as much in common with Terran pterodactyls as they do with feathered birds. Mostly just winged bladders with wind membranes and a beaked snout for rooting insects out of the soil, these dangerous creatures have a distressing tendency to explode when they die.

**DESERT Terrain**

Hot World, Standard Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	12 (3d6)	12 (3d6)	10 (3d6)	7 (2d6+2)	Chitin 1	Stinger / 2d6	A10/F6
3	4	Ins	Hunter (C)	7 (2d6)	13 (3d6)	6 (2d6)	9 (2d6+2)	Chitin 3	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	4 (1d6)	9 (2d6+4)	3 (1d6)	10 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	10 (3d6)	16 (3d6+4)	13 (3d6)	6 (2d6+4)	Feathers 2	Horn / 1d6	A7/F3
6	2	Ins	Carrion-Eater (C)	3 (1d6)	7 (2d6)	4 (1d6)	10 (2d6+2)	None	None	A10/F7
7	<b>EVENT: Boiling Mirage</b>									
8	5	Ins	Eater (O)	6 (2d6)	11 (3d6)	14 (2d6+4)	9 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	12 (3d6)	8 (3d6)	10 (3d6)	11 (2d6)	Hide 3	Teeth, Horn / 2d6	A9/F5
10	10	Ins	Reducer (C)	8 (2d6)	16 (4d6)	7 (2d6)	10 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	18 (4d6+4)	6 (2d6)	15 (4d6)	14 (2d6+4)	Hide 1	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	9 (2d6+2)	10 (3d6)	9 (2d6)	7 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Boiling Mirage**

Deadly on so many levels, this desert's greatest threat to *travellers* is its 'boiling mirages', rippling displacements of heat in the air. What makes these dangerous is that the ripples are phosphine gas, burning and hazardous on contact.

**HILLS Terrain**

Hot World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (H)	13 (4d6)	6 (2d6)	19 (4d6)	7 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Hunter (C)	12 (3d6)	10 (3d6)	12 (3d6)	6 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	4	Ins	Chaser (O)	8 (2d6)	13 (3d6+4)	7 (2d6)	7 (2d6+2)	Chitin 4	Teeth, Claws / 2d6	A8/F4
5	16	Mam	Killer (C)	12 (3d6)	17 (3d6+4)	14 (3d6)	12 (2d6+4)	Hide 1	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	9 (3d6)	13 (3d6+4)	11 (3d6)	13 (2d6+4)	Feathers 2	Horn / 1d6	A8/F4
7	<b>EVENT: Steamweaver</b>									
8	10	Ins	Eater (O)	8 (2d6)	12 (3d6)	12 (2d6+4)	12 (2d6)	Chitin 2	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	17 (5d6)	5 (2d6)	23 (5d6)	11 (2d6)	Hide 3	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	14 (3d6)	14 (3d6)	10 (3d6)	8 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	6 (2d6)	12 (4d6)	6 (2d6)	8 (2d6+2)	Chitin 2	Stinger / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	23 (5d6)	8 (2d6)	23 (5d6)	9 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Steamweaver**

These hills rest directly over reservoirs of underground water. This liquid occasionally gets pushed to the surface where it flows for a while before it boils away. This creates a 'ribbon' effect of steam rising up out of the ground, interesting to look at but potentially deadly if the players get too close and are par-boiled by exposure.

**MOUNTAIN Terrain**

Hot World, Standard Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Avi	Hunter (C)	13 (3d6)	13 (3d6)	10 (3d6)	10 (2d6+2)	Feathers 2	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	8 (2d6)	16 (4d6+4)	9 (2d6)	5 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	9 (3d6)	10 (3d6)	14 (3d6+4)	7 (2d6)	Scales 2	Teeth, Horns / 1d6	A8/F5
5	5	Ins	Trapper (C)	15 (3d6)	10 (3d6)	11 (3d6)	9 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	1	Fun	Grazer (H)	21 (6d6)	5 (1d6)	25 (6d6)	11 (2d6+2)	Hide 1	Teeth, Hooves / 3d6	A11/F6
7	<b>EVENT: Sulphurous Plume</b>									
8	2	Ins	Intimidator (C)	13 (4d6)	6 (2d6)	17 (4d6)	8 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	8 (2d6)	12 (3d6)	8 (2d6)	7 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	12	Rep	Reducer (O)	2 (1d6)	3 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	15 (4d6)	8 (2d6)	16 (4d6)	6 (2d6)	Chitin 2	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	8 (1d6+4)	6 (2d6)	3 (1d6)	14 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: Sulphurous Plume**

All along this mountainside, the players can see deep, yellow streaked tracks. Geological pressures deep below can cause superheated sulphur to come gushing from these rifts, possibly killing anyone standing close to the emission.

**FOREST Terrain**

**Hot World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Trapper (C)	4 (1d6)	7 (2d6)	4 (1d6)	10 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	15	Ins	Hunter (C)	6 (2d6)	15 (4d6)	7 (2d6)	10 (2d6+2)	Chitin 2	Claws / 2d6	A9/F3
4	6	Mam	Pouncer (O)	10 (3d6)	16 (3d6+4)	10 (3d6)	4 (2d6+4)	Hide 1	Thrasher / 2d6	A8/F4
5	2	Rep	Reducer (O)	4 (1d6)	7 (2d6)	6 (1d6)	6 (2d6)	None	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	20 (4d6+4)	7 (2d6)	15 (4d6)	15 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Biliious Branches</b>									
8	9	Ins	Hunter (C)	9 (3d6)	10 (3d6)	11 (3d6)	6 (2d6+2)	Chitin 3	Claws / 1d6	A7/F3
9	5	Mam	Gatherer (C)	8 (2d6)	13 (4d6)	10 (2d6)	9 (2d6)	Hide 2	None	A10/F6
10	4	Fun	Chaser (C)	4 (1d6)	12 (2d6+4)	5 (1d6)	8 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Mam	Killer (C)	11 (4d6)	12 (2d6+4)	13 (4d6)	9 (2d6+4)	Hide 5	Thrasher / 3d6	A7/F3
12	12	Ins	Grazer (H)	6 (2d6)	11 (3d6)	9 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Biliious Branches**

There is a mammalian creature in this forest (#9) that leaves its gathered kills on the branches of certain trees to both mark its territory and cook the meat in the heat of day while it sleeps underground. This causes the tree to reek of sizzling lipids and heated rot, ably ensuring that the mammals are given a wide berth by other predators.

**WOODS Terrain**

**Hot World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	7 (2d6)	12 (3d6)	8 (2d6)	7 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	14 (3d6+4)	9 (3d6)	13 (3d6)	10 (2d6+4)	None	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	5 (1d6)	13 (2d6+4)	5 (1d6)	13 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	6 (1d6)	3 (2d6)	7 (1d6+4)	5 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	6 (1d6)	7 (2d6)	2 (1d6)	6 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Packed Trunks</b>									
8	5	Mam	Gatherer (O)	13 (3d6)	13 (3d6)	14 (3d6)	8 (2d6)	Hide 2	Hooves, Teeth / 2d6	A8/F5
9	8	Ins	Grazer (H)	6 (2d6)	11 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	12 (4d6)	7 (2d6)	19 (4d6+4)	8 (2d6)	Hide 3	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	12 (3d6)	14 (3d6+4)	10 (3d6)	5 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	8 (2d6)	10 (3d6)	7 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: Packed Trunks**

The trees in this area are mostly long dead, having been hollowed out for shelter and left to harden in the heat. The players come across one such tree, vacant at the moment but stuffed with dead meat and random bits of metal.

**JUNGLE Terrain**

**Hot World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	16 (3d6)	12 (3d6)	12 (3d6)	10 (2d6+2)	Chitin 2	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	9 (3d6)	15 (3d6+4)	11 (3d6)	10 (2d6+4)	Hide 1	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	14 (3d6)	12 (3d6+4)	9 (3d6)	10 (2d6+4)	Hide 2	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	12 (3d6)	12 (3d6)	14 (3d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A9/F6
6	4	Ins	Carrion-Eater (C)	2 (1d6)	9 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: The Jungle Book</b>									
8	2	Ins	Hunter (C)	8 (2d6)	11 (3d6)	8 (2d6)	14 (2d6+2)	Chitin 3	Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	14 (3d6)	10 (3d6)	13 (3d6)	9 (2d6)	Hide 2	Teeth, Claws / 2d6	A6/F4
10	6	Avi	Pouncer (C)	5 (2d6)	15 (3d6+4)	7 (2d6)	15 (2d6+4)	None	Claws / 1d6	A6/F3
11	10	Ins	Eater (C)	2 (1d6)	6 (2d6)	9 (1d6+4)	5 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Hijacker (C)	7 (1d6+2)	9 (2d6)	2 (1d6)	10 (2d6)	Scales 3	Teeth / 1d6	A11/F6

**Event: The Jungle Book**

A hand computer found in this area leads the players to believe an explorer of some note may be nearby. The book is found among signs of a violent disturbance. It is up to the players whether or not they wish to mount a rescue.

**RAINFOREST Terrain**

**Hot World, Standard Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	4 (1d6)	8 (2d6)	5 (1d6)	9 (2d6+2)	Hide 1	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	12 (3d6)	5 (3d6)	11 (3d6)	8 (2d6)	Feathers 1	Horn / 2d6	A11/F7
4	5	Ins	Killer (C)	13 (2d6+4)	9 (3d6)	10 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Horns / 2d6	A7/F4
5	8	Ins	Eater (C)	6 (2d6)	16 (4d6)	15 (2d6+4)	5 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	1 (1d6)	7 (2d6)	3 (1d6)	12 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
<b>7 EVENT: It's Not The Heat</b>										
8	9	Ins	Hijacker (O)	18 (5d6+2)	5 (2d6)	20 (5d6)	6 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	14 (4d6)	9 (2d6)	15 (4d6)	14 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	8 (3d6)	12 (3d6)	12 (3d6+4)	5 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	16 (4d6)	8 (2d6)	16 (4d6)	7 (2d6)	Chitin 2	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	9 (3d6)	7 (2d6)	13 (3d6)	5 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: It's Not The Heat**

Though the rainforest here cools off considerably at night, conditions do not get any more pleasant or survivable. The cooling temperature causes the local fauna to release held water, turning the entire area into a mineral sauna.

**ROUGH Terrain**

**Hot World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	13 (3d6)	11 (3d6)	14 (3d6)	9 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	12 (3d6)	16 (3d6+4)	11 (3d6)	10 (2d6+4)	Hide 1	Claws / 2d6	A9/F6
4	6	Ins	Hunter (O)	13 (4d6)	7 (2d6)	15 (4d6)	9 (2d6+2)	Chitin 2	Teeth / 3d6	A8/F5
5	14	Ins	Eater (C)	11 (3d6)	13 (3d6)	15 (2d6+4)	4 (2d6)	Chitin 2	Thrasher / 2d6	A6/F4
6	1	Rep	Killer (C)	10 (2d6+4)	13 (4d6)	9 (2d6)	10 (2d6+4)	Scales 2	Teeth, Horns / 1d6	A7/F5
<b>7 EVENT: Shake, Rattle and Roll</b>										
8	5	Ins	Intermittent (O)	8 (2d6)	13 (3d6)	10 (2d6)	7 (2d6)	Chitin 3	Teeth / 1d6	A10/F6
9	3	Mam	Killer (C)	13 (4d6)	13 (2d6+4)	17 (4d6)	13 (2d6+4)	Hide 2	Claws / 2d6	A8/F5
10	10	Ins	Chaser (O)	10 (3d6)	14 (3d6+4)	12 (3d6)	4 (2d6+2)	Chitin 3	Teeth / 1d6	A8/F4
11	4	Ins	Eater (C)	15 (4d6)	6 (2d6)	16 (4d6+4)	8 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	12 (3d6)	12 (3d6)	13 (3d6)	13 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Shake, Rattle and Roll**

Unstable geology makes this terrain very unsafe. The iron-heavy rock formations are dangerous enough on their own but in a region prone to violent earthquakes, jagged boulders and broken stone can gash open flesh, crush vehicles and even slice open powered armour with distressing ease.

**SWAMP/MARSH Terrain**

**Hot World, Standard Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Rep	Intermittent (C)	11 (2d6)	12 (3d6)	9 (2d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F5
3	5	Ins	Hunter (O)	8 (2d6)	12 (4d6)	8 (2d6)	12 (2d6+2)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	12 (2d6+4)	16 (3d6)	10 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	8 (2d6)	9 (3d6)	12 (2d6+4)	5 (2d6)	Hide 2	Thrasher / 2d6	A8/F5
6	1	Rep	Pouncer (C)	9 (2d6)	20 (4d6+4)	10 (2d6)	12 (2d6+4)	Scales 1	Horns / 1d6	A6/F3
<b>7 EVENT: To The Victor</b>										
8	14	Rep	Carrion-Eater (C)	11 (3d6)	9 (3d6)	12 (3d6)	6 (2d6+2)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser (C)	8 (2d6)	13 (3d6+4)	6 (2d6)	5 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (O)	9 (3d6)	13 (3d6)	12 (3d6)	6 (2d6)	Hide 1	Claws / 1d6	A10/F5
11	6	Ins	Hijacker (C)	14 (4d6+2)	6 (2d6)	16 (4d6)	9 (2d6)	Chitin 2	Claws / 2d6	A9/F4
12	10	Fun	Hunter (C)	15 (4d6)	11 (2d6)	19 (4d6)	10 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: To The Victor**

Roll for two encounters, both of which occur at Medium range at the same time. These two groups of animals are instantly hostile to each other. The player will likely realise that the creatures are fighting to see who gets to eat them.

## BEACH/ShORE Terrain

Hot World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	13 (3d6)	11 (3d6)	9 (3d6)	14 (2d6+2)	Chitin 3	Stinger / 2d6	A10/F4
3	7	Rep	Killer (C)	17 (4d6+4)	5 (2d6)	11 (4d6)	13 (2d6+4)	Scales 2	Thrasher / 2d6	A7/F5
4	9	Aqua	Eater (O)	4 (2d6)	16 (4d6)	13 (2d6+4)	6 (2d6)	Scales 1	Teeth / 1d6	A8/F4
5	3	Ins	Pouncer (C)	9 (2d6)	12 (3d6+4)	7 (2d6)	12 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	9 (3d6)	13 (3d6)	12 (3d6)	10 (2d6+2)	Hide 1	Claws / 2d6	A7/F3
7	<b>EVENT: Shorely You Jest</b>									
8	6	Ins	Eater (C)	8 (2d6)	13 (4d6)	11 (2d6+4)	3 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	11	Amph	Carrion-Eater (C)	8 (3d6)	11 (3d6)	11 (3d6)	4 (2d6)	Hide 4	Hooves / 1d6	A11/F7
10	4	Avi	Pouncer (C)	6 (2d6)	14 (3d6+4)	7 (2d6)	14 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	8 (2d6)	13 (4d6)	8 (2d6)	5 (2d6)	Chitin 2	Stinger / 1d6	A10/F6
12	2	Mam	Gatherer (O)	17 (5d6)	8 (2d6)	22 (5d6)	7 (2d6)	Hide 1	Teeth, Horns / 2d6	A9/F5

### Event: Shorely You Jest

Roll this encounter again and run it normally. The creatures involved have a bizarre vocal noise, sounding exactly like raucous human (or alien if the Referee prefers) laughter when they get agitated. This gets louder over time.

## RIVERBANK Terrain

Hot World, Standard Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Ins	Gatherer (H)	11 (3d6)	12 (3d6)	7 (3d6)	5 (2d6)	Chitin 2	Claws / 2d6	A11/F4
3	7	Rep	Killer (C)	12 (3d6)	18 (3d6+4)	10 (3d6)	11 (2d6+4)	None	Teeth / 2d6	A6/F4
4	12	Amph	Hunter (O)	9 (2d6)	8 (3d6)	8 (2d6)	10 (2d6+2)	Hide 1	Horns, Claws / 1d6	A8/F5
5	4	Ins	Chaser (C)	8 (2d6)	15 (3d6+4)	10 (2d6)	9 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	2	Avi	Carrion-Eater (C)	14 (3d6)	18 (3d6)	12 (3d6)	4 (2d6+2)	Feathers 2	Horn, Claws / 2d6	A9/F3
7	<b>EVENT: Fight or Fright</b>									
8	5	Aqua	Reducer (O)	5 (2d6)	15 (4d6)	8 (2d6)	6 (2d6)	None	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	15 (4d6)	8 (2d6)	20 (4d6)	9 (2d6)	Hide 2	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	8 (2d6)	11 (3d6)	13 (2d6+4)	4 (2d6)	Chitin 2	Teeth, Horns / 1d6	A7/F6
11	18	Ins	Chaser (C)	5 (2d6)	14 (3d6+4)	8 (2d6)	13 (2d6+2)	Chitin 1	Claws / 2d6	A8/F5
12	5	Mam	Hunter (O)	12 (4d6)	8 (2d6)	16 (4d6)	8 (2d6+2)	Hide 2	Thrasher / 2d6	A7/F3

### Event: Fight or Fright

The players encounter savage reptiles with a curiously strong survival instinct. They automatically flee if even one of them gets even slightly wounded but they have the distressing tendency to regroup and attack again constantly.

## SHALLOW OCEAN Terrain

Hot World, Standard Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	13 (3d6)	6 (3d6)	13 (3d6)	10 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Killer (C)	9 (3d6)	17 (3d6+4)	11 (3d6)	15 (2d6+4)	Hide 1	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	9 (3d6)	15 (3d6+4)	9 (3d6)	10 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	15 (3d6)	16 (3d6+4)	15 (3d6)	9 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	3 (1d6)	9 (2d6)	2 (1d6)	12 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Flesh Wounds</b>									
8	4	Aqua	Hunter (C)	12 (3d6)	11 (3d6)	11 (3d6)	8 (2d6+2)	Scales 1	Teeth / 2d6	A7/F3
9	7	Aqua	Indimidator (O)	8 (2d6)	17 (4d6)	10 (2d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	3 (1d6)	13 (2d6+4)	5 (1d6)	7 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	22 (4d6+4)	7 (2d6)	18 (4d6)	11 (2d6+4)	Feathers 3	Horn / 3d6	A9/F6
12	28	Ins	Eater (O)	2 (1d6)	7 (2d6)	6 (1d6+4)	9 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

### Event: Flesh Wounds

Though the animals here are immune to it, this water is severely contaminated. Any player injured while in contact with ocean water in this area runs the risk of contracting a disease within 24 hours. The illness is similar to Regina Flu (*Traveller Core Rulebook*, page 73) but its Interval is 1d6 hours, not 1d6 days.

**OPEN OCEAN Terrain**

**Hot World, Standard Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	9 (2d6)	10 (3d6)	8 (2d6)	12 (2d6+2)	Scales 3	Stinger / 2d6	A8/F3
3	2	Aqua	Killer (C)	11 (3d6)	16 (3d6+4)	13 (3d6)	10 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	3 (1d6)	13 (2d6+4)	5 (1d6)	9 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	4 (1d6)	6 (2d6)	8 (1d6+4)	7 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	5 (1d6)	3 (2d6)	2 (1d6)	8 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
<b>7 EVENT: Storms of the Sea</b>										
8	6	Aqua	Gatherer (H)	11 (3d6)	10 (3d6)	14 (3d6)	8 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	6 (2d6)	15 (4d6)	8 (2d6)	13 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	13 (4d6)	8 (2d6)	16 (4d6+4)	7 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	8 (3d6)	18 (3d6+4)	10 (3d6)	11 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	7 (2d6)	11 (3d6)	7 (2d6)	6 (2d6+2)	Feathers 2	Horn / 1d6	A8/F5

**Event: Storms of the Sea**

Hot worlds are often very unstable and this chaotic nature extends to their oceans. When this event is rolled, the water starts to move unpredictably. If the players only have moderate or no assistance with their swimming speed, they have no choice but go where the sea storm takes them. Heavy powered gear and vehicles will help weather the underwater squall but at the Referee's whim, even this may not be enough.

**DEEP OCEAN Terrain**

**Hot World, Standard Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	13 (3d6)	13 (3d6)	11 (3d6)	11 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	8 (2d6)	18 (4d6+4)	8 (2d6)	7 (2d6+2)	Scales 2	Teeth, Horns / 1d6	A8/F4
4	14	Aqua	Eater (C)	11 (3d6)	10 (3d6)	12 (3d6+4)	12 (2d6)	Scales 2	Teeth / 2d6	A8/F5
5	1	Aqua	Trapper (C)	10 (3d6)	11 (3d6)	13 (3d6)	7 (2d6)	Scales 3	Teeth / 1d6	A9/F5
6	9	Aqua	Grazer (H)	22 (6d6)	2 (1d6)	21 (6d6)	8 (2d6+2)	Scales 1	Teeth / 3d6	A11/F6
<b>7 EVENT: Frozen Heart</b>										
8	1	Aqua	Filter (O)	10 (4d6)	6 (2d6)	21 (4d6+4)	7 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	20 (6d6)	1 (1d6)	20 (6d6)	3 (2d6)	Scales 5	Thrasher / 4d6	A10/F3
10	6	Aqua	Reducer (O)	1 (1d6)	5 (2d6)	3 (1d6)	8 (2d6)	Scales 1	Teeth / 1d6	A11/F6
11	3	Aqua	Pouncer (C)	17 (4d6)	13 (2d6+4)	12 (4d6)	11 (2d6+4)	Scales 2	Teeth / 2d6	A8/F4
12	7	Rep	Killer (C)	16 (3d6+4)	9 (3d6)	15 (3d6)	8 (2d6)	Scales 3	Thrasher / 2d6	A6/F3

**Event: Frozen Heart**

Even though this world is technically a 'hot' planet, low depths and lightless conditions have allowed a huge patch of glacial ice to remain unthawed here. Any encounters within a kilometre of this frozen ocean floor uses the Deep Ocean, Temperate World, Standard Atmosphere chart instead. If a 12 is rolled for an encounter, the result is rolled on the Deep Ocean, Cold World, Standard Atmosphere chart and the numbers are doubled.

## DENSE ATMOSPHERE

## CLEAR Terrain

## Hot World, Dense Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	11	Rep	Carrion-Eater (C)	5 (2d6)	16 (4)	7 (2d6)	8 (2d6+2)	Scales 1	Horn / 1d6	A10/F6
3	1	Ins	Eater (C)	8 (2d6)	14 (3d6)	10 (2d6+4)	7 (2d6)	Chitin 3	Teeth / 1d6	A7/F3
4	2	Avi	Hijacker (C)	13 (3d6+2)	12 (3d6)	11 (3d6)	9 (2d6)	Hide 1	Thrasher / 2d6	A9/F6
5	4	Mam	Hunter (O)	12 (3d6)	12 (3d6)	13 (3d6)	6 (2d6+2)	None	Horns, Teeth / 2d6	A8/F4
6	1	Mam	Trapper (C)	17 (5d6)	5 (2d6)	21 (5d6)	8 (2d6)	Hide 2	Claws / 3d6	A10/F3
7	<b>EVENT: Middle of Nowhere</b>									
8	6	Ins	Chaser (C)	2 (1d6)	12 (2d6+4)	4 (1d6)	5 (2d6+2)	Chitin 3	Teeth / 1d6 Exotic (Poison)	A7/F4
9	9	Ins	Grazer (H)	8 (2d6)	11 (3d6)	8 (2d6)	9 (2d6+2)	Chitin 5	Teeth / 1d6	A11/F7
10	10	Mam	Gatherer (O)	10 (3d6)	9 (3d6)	10 (3d6)	2 (2d6)	Hide 2	Hooves / 1d6	A9/F4
11	15	Ins	Pouncer (O)	7 (2d6)	21 (4d6+4)	8 (2d6)	8 (2d6)	Chitin 3	Teeth, Claws / 2d6	A8/F3
12	5	Rep	Killer (C)	4 (1d6)	11 (2d6+4)	8 (2d6)	9 (2d6+4)	Scales 2	Teeth, Claws / 2d6	A6/F3

## Event: Middle of Nowhere

The atmosphere here is thick and laden with noble gases in dense pockets. The ground is featureless, what little is visible even to those standing on it. To make matters worse, there is heavy electromagnetic interference from the planet's unstable poles. This area has never been well-mapped and may never be; most survey equipment is rendered useless by the environment. Getting lost here is extremely easy, easy enough to make most *travellers* question why they came here at all.

## PLAINS Terrain

## Hot World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Grazer (O)	10 (3d6)	12 (3d6)	13 (3d6)	10(2d6+2)	Chitin 2	Teeth / 2d6	A10/F7
3	3	Rep	Hunter (O)	13 (3d6)	11 (3d6)	12 (3d6)	9 (2d6+2)	Scales 1	Horns / 2d6	A8/F5
4	10	Avi	Siren (C)	8 (2d6)	6 (2d6)	8 (2d6)	8 (2d6)	Feathers 3	Horn / 1d6	A7/F3
5	1	Ins	Intimidator (O)	19 (5d6)	9 (2d6)	20 (5d6)	5 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	8	Mam	Hunter (C)	15 (4d6)	7 (2d6)	16 (4d6)	12 (2d6+2)	None	Claws / 3d6	A7/F3
7	<b>EVENT: Pumping Gas</b>									
8	14	Mam	Grazer (H)	10 (3d6)	9 (3d6)	11 (3d6)	13 (2d6+2)	Hide 2	None	A11/F8
9	10	Ins	Intermittent (O)	5 (1d6)	10 (2d6)	3 (1d6)	9 (2d6)	Chitin 2	Teeth / 1d6	A10/F5
10	1	Fun	Filter (O)	13 (4d6)	8 (2d6)	26 (6d6+4)	7 (2d6)	Hide 1	Thrasher / 3d6 Exotic Ranged Attack	A6/F-
11	25	Ins	Reducer (O)	3 (1d6)	8 (2d6)	3 (1d6)	6 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Mam	Trapper (C)	19 (5d6)	8 (2d6)	21 (5d6)	6 (2d6)	Hide 2	Teeth, Thrasher / 4d6	A9/F4

## Event: Pumping Gas

There are strange species on many worlds but few stranger than the stationary plant-like creatures at #10 above. These large column-shaped 'animals' feed by inhaling heavy gases from the atmosphere, inflating to an almost spherical shape when they do so. Their defence mechanisms are also bizarre. In addition to bludgeoning their enemies with a number of pod ended appendages, they can also forcibly expel their gas reserves in a form of crushing ranged attack.

**DESERT Terrain**

**Hot World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Grazer (O)	11 (3d6)	11 (3d6)	10 (3d6)	8 (2d6+2)	Chitin 3	Thrasher / 2d6	A10/F6
3	3	Rep	Hunter (C)	9 (2d6)	12 (3d6)	8 (2d6)	7 (2d6+2)	Scales 4	Teeth / 2d6	A9/F6
4	15	Ins	Chaser (C)	5 (1d6)	13 (2d6+4)	3 (1d6)	13 (2d6+2)	Chitin 2	Teeth, Claws / 1d6	A7/F5
5	1	Avi	Pouncer (C)	11 (3d6)	15 (3d6+4)	13 (3d6)	10 (2d6+4)	Feathers 2	Horn / 2d6	A7/F3
6	2	Ins	Carrion-Eater (C)	4 (1d6)	8 (2d6)	4 (1d6)	9 (2d6+2)	Chitin 1	None	A10/F7
7	<b>EVENT: Always Room for Desert</b>									
8	5	Ins	Eater (O)	7 (2d6)	13 (3d6)	13 (2d6+4)	7 (2d6)	Chitin 2	Teeth / 1d6	A7/F4
9	2	Mam	Gatherer (O)	10 (3d6)	11 (3d6)	10 (3d6)	8 (2d6)	Hide 3	Teeth, Horn / 1d6	A9/F5
10	10	Ins	Reducer (C)	7 (2d6)	14 (4d6)	7 (2d6)	4 (2d6)	Chitin 2	Teeth / 1d6	A11/F4
11	1	Mam	Killer (C)	17 (4d6+4)	7 (2d6)	18 (4d6)	12 (2d6+4)	Hide 2	Thrasher / 4d6	A6/F3
12	4	Avi	Hijacker (C)	7 (2d6+2)	10 (3d6)	9 (2d6)	9 (2d6)	Feathers 3	Teeth, Claws / 2d6	A9/F4

**Event: Always Room for Desert**

The heat of this world is causing this desert terrain to expand, encroaching into every other habitat it borders. Whenever a 2 or 12 is rolled for encounters in this area, choose a random non-ocean chart and generate from it.

**HILLS Terrain**

**Hot World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Rep	Intermittent (H)	11 (4d6)	8 (2d6)	19 (4d6)	7 (2d6)	Scales 2	Thrasher / 2d6	A10/F5
3	8	Ins	Hunter (C)	13 (3d6)	13 (3d6)	12 (3d6)	5 (2d6+2)	Chitin 3	Claw / 2d6	A8/F5
4	5	Ins	Chaser (O)	7 (2d6)	18 (3d6+4)	4 (2d6)	14 (2d6+2)	Chitin 2	Teeth, Claws / 2d6	A8/F4
5	13	Mam	Killer (C)	13 (3d6+4)	10 (3d6)	14 (3d6)	12 (2d6+4)	Hide 1	Horns / 2d6	A7/F3
6	5	Avi	Pouncer (C)	9 (3d6)	14 (3d6+4)	11 (3d6)	10 (2d6+4)	Feathers 3	Horn / 1d6	A8/F4
7	<b>EVENT: Hill's Bells</b>									
8	10	Ins	Eater (O)	7 (2d6)	9 (3d6)	12 (2d6+4)	8 (2d6)	Chitin 3	Teeth / 2d6	A6/F3
9	2	Mam	Intimidator (O)	18 (5d6)	6 (2d6)	20 (5d6)	10 (2d6)	Hide 3	Claws / 3d6	A9/F5
10	4	Ins	Trapper (C)	11 (3d6)	9 (3d6)	10 (3d6)	7 (2d6)	Chitin 4	Thrasher / 2d6	A8/F4
11	11	Ins	Grazer (H)	8 (2d6)	17 (4d6)	6 (2d6)	11 (2d6+2)	Chitin 2	Hooves / 1d6	A11/F6
12	1	Fun	Carrion-Eater (C)	19 (5d6)	9 (2d6)	21 (5d6)	7 (2d6+2)	Hide 2	Teeth / 3d6	A10/F7

**Event: Hill's Bells**

A unique formation exists on the hills in this region – skeletal columns left behind by an extinct species. When the wind blows through these hollow, stone filled pillars, they resound like tubular bells. Because the wind never stops here, neither do the bells.

**MOUNTAIN Terrain**

**Hot World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Avi	Hunter (C)	12 (3d6)	11 (3d6)	10 (3d6)	8 (2d6+2)	Feathers 3	Horn, Claws / 2d6	A7/F3
3	14	Ins	Chaser (O)	6 (2d6)	18 (4d6+4)	9 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F4
4	3	Rep	Eater (C)	10 (3d6)	10 (3d6)	14 (3d6+4)	9 (2d6)	Scales 2	Teeth, Horns / 1d6	A8/F5
5	5	Ins	Trapper (C)	11 (3d6)	12 (3d6)	11 (3d6)	4 (2d6)	Chitin 3	Thrasher / 2d6	A9/F5
6	16	Avi	Pouncer (C)	9 (2d6)	19 (3d6+4)	5 (2d6)	6 (2d6+4)	Hide 1	Horn / 1d6	A11/F6
7	<b>EVENT: From Lofty Perches</b>									
8	2	Ins	Intimidator (C)	11 (4d6)	9 (2d6)	17 (4d6)	8 (2d6)	Chitin 2	Claws / 2d6	A9/F4
9	8	Avi	Intermittent (O)	7 (2d6)	9 (3d6)	8 (2d6)	7 (2d6)	Feathers 2	Horn / 1d6	A10/F3
10	13	Rep	Reducer (O)	6 (1d6)	5 (2d6)	3 (1d6)	3 (2d6)	Scales 1	Teeth / 1d6	A9/F6
11	1	Ins	Siren (C)	14 (4d6)	10 (2d6)	15 (4d6)	5 (2d6)	Chitin 4	Teeth, Claws / 3d6	A8/F4
12	22	Ins	Killer (C)	2 (1d6)	12 (2d6+4)	5 (1d6)	12 (2d6+4)	Chitin 1	Teeth / 1d6	A6/F3

**Event: From Lofty Perches**

Locally known as 'suicide sparrows', the avians at #6 have a uniquely nihilistic approach to hunting. They hurtle down in packs, attacking en masse. Those that hit their prey usually live. Those that miss usually do not.

**FOREST Terrain**

**Hot World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	20	Ins	Trapper (C)	2 (1d6)	8 (2d6)	4 (1d6)	10 (2d6)	Chitin 3	Teeth / 1d6	A8/F3
3	5	Rep	Hunter (C)	8 (2d6)	16 (4d6)	7 (2d6)	9 (2d6+2)	Scales 2	Claws / 2d6	A9/F3
4	6	Mam	Eater (O)	11 (3d6)	11 (3d6)	14 (3d6+4)	6 (2d6)	Hide 2	Teeth, Horns / 2d6	A8/F4
5	2	Fun	Reducer (O)	3 (1d6)	8 (2d6)	4 (1d6)	9 (2d6)	Hide 1	Teeth, Claws / 1d6	A10/F5
6	1	Ins	Killer (C)	19 (4d6+4)	9 (2d6)	14 (4d6)	10 (2d6+4)	Chitin 3	Claws / 2d6	A6/F3
7	<b>EVENT: Run, Forest, Run!</b>									
8	9	Ins	Hunter (C)	9 (3d6)	11 (3d6)	11 (3d6)	12 (2d6)	Chitin 3	Claws / 1d6	A7/F3
9	2	Mam	Gatherer (O)	8 (2d6)	15 (4d6)	10 (2d6)	8 (2d6)	Hide 2	None	A10/F6
10	14	Mam	Chaser (C)	4 (1d6)	10 (2d6+4)	3 (1d6)	6 (2d6+2)	None	Teeth / 1d6	A8/F4
11	1	Fun	Pouncer (C)	21 (5d6)	13 (2d6+4)	18 (5d6)	9 (2d6+4)	Hide 5	Thrasher / 3d6	A7/F3
12	2	Ins	Grazer (H)	6 (2d6)	12 (3d6)	6 (2d6)	9 (2d6+2)	Chitin 2	Teeth / 2d6	A11/F6

**Event: Run, Forest, Run!**

A species of large fungal (#11) in this area has developed an appearance very similar to a tree and often hunts by waiting until prey comes close before striking. If a target gets away, it is not adverse to uprooting and giving chase.

**WOODS Terrain**

**Hot World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	9 (2d6)	11 (3d6)	8 (2d6)	6 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	11 (3d6)	20 (3d6+4)	13 (3d6)	7 (2d6+4)	None	Teeth, Claws / 2d6	A6/F4
4	9	Fun	Pouncer (C)	4 (1d6)	11 (2d6+4)	5 (1d6)	9 (2d6+4)	None	Teeth / 1d6	A7/F3
5	1	Ins	Eater (C)	4 (1d6)	9 (2d6)	7 (1d6+4)	7 (2d6)	Chitin 2	Hooves / 1d6	A9/F5
6	4	Ins	Carrion-Eater (C)	5 (1d6)	8 (2d6)	2 (1d6)	9 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Woodland Idyll</b>									
8	5	Mam	Gatherer (O)	10 (3d6)	11 (3d6)	14 (3d6)	8 (2d6)	Hide 3	Hooves, Teeth / 1d6	A8/F5
9	8	Ins	Grazer (H)	5 (2d6)	12 (3d6)	8 (2d6)	8 (2d6+2)	Chitin 2	Teeth / 1d6	A11/F6
10	14	Fun	Eater (O)	13 (4d6)	8 (2d6)	18 (4d6+4)	10 (2d6)	Hide 1	Thrasher / 3d6	A8/F4
11	4	Ins	Chaser (C)	10 (3d6)	15 (3d6+4)	10 (3d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A9/F4
12	1	Ins	Hunter (O)	6 (2d6)	14 (3d6)	7 (2d6)	11 (2d6+2)	Chitin 2	Teeth / 1d6	A8/F5

**Event: Woodland Idyll**

A unique combination of factors have combined to create a small grove of mostly clear air, safe ground and natural windbreaks – the perfect campsite. The only thing wrong with it is that there *is* nothing wrong with it. The players are certain to utterly distrust the spot and may even avoid it simply because they will not believe that there is no catch.

**JUNGLE Terrain**

**Hot World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	2	Ins	Hunter (C)	12 (3d6)	13 (3d6)	12 (3d6)	8 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	10	Mam	Killer (C)	14 (3d6+4)	9 (3d6)	11 (3d6)	12 (2d6+4)	Hide 2	Claws / 2d6	A6/F3
4	5	Fun	Pouncer (C)	14 (3d6)	13 (3d6+4)	9 (3d6)	11 (2d6+4)	Hide 1	Teeth / 2d6	A8/F3
5	11	Rep	Trapper (C)	11 (3d6)	13 (3d6)	14 (3d6)	9 (2d6)	Scales 2	Thrasher / 2d6	A9/F6
6	4	Ins	Carrion-Eater (C)	3 (1d6)	8 (2d6)	2 (1d6)	12 (2d6+2)	Chitin 1	Teeth / 1d6	A10/F6
7	<b>EVENT: Jungle Heat</b>									
8	2	Ins	Hunter (C)	9 (2d6)	17 (4d6)	8 (2d6)	13 (2d6+2)	Chitin 3	Stinger, Claws / 2d6	A9/F3
9	1	Mam	Gatherer (O)	13 (3d6)	11 (3d6)	13 (3d6)	5 (2d6)	Hide 2	Teeth, Claws / 2d6	A6/F4
10	9	Fun	Pouncer (C)	6 (2d6)	19 (4d6+4)	8 (2d6)	6 (2d6+4)	None	Teeth / 1d6	A6/F3
11	10	Ins	Eater (C)	1 (1d6)	7 (2d6)	6 (1d6+4)	7 (2d6)	Chitin 2	Horns / 1d6	A9/F5
12	3	Rep	Intimidator (O)	6 (1d6)	8 (2d6)	2 (1d6)	8 (2d6)	Scales 4	Teeth / 1d6	A11/F6

**Event: Jungle Heat**

Even for a hot world, this jungle is sweltering. Soft metals deform, water evaporates at a distressing rate and perspiration reaches dehydration levels. The Referee should make sure that the players are truly miserable here.

**RAINFOREST Terrain**

**Hot World, Dense Atmosphere (7+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Grazer (H)	5 (1d6)	7 (2d6)	4 (1d6)	8 (2d6+2)	Hide 2	Claws / 2d6	A10/F5
3	14	Avi	Intermittent (O)	11 (3d6)	11 (3d6)	11 (3d6)	7 (2d6)	None	Horn / 2d6	A11/F7
4	5	Ins	Killer (C)	8 (2d6)	13 (3d6+4)	10 (2d6)	9 (2d6+4)	Chitin 3	Teeth, Horns / 1d6	A7/F4
5	8	Ins	Eater (C)	7 (2d6)	12 (4d6)	10 (2d6+4)	11 (2d6)	Chitin 2	Thrasher / 2d6	A6/F3
6	10	Rep	Hunter (C)	3 (1d6)	8 (2d6)	3 (1d6)	5 (2d6+2)	Scales 2	Teeth, Claws / 1d6	A8/F5
7	<b>EVENT: Raindrops Keep Falling On My Head</b>									
8	9	Ins	Hijacker (O)	19 (5d6+2)	4 (2d6)	20 (5d6)	9 (2d6)	Chitin 3	Teeth / 3d6	A7/F6
9	2	Mam	Carrion-Eater (C)	12 (4d6)	8 (2d6)	15 (4d6)	8 (2d6+2)	None	None	A11/F7
10	1	Ins	Filter (O)	12 (3d6)	13 (3d6)	9 (3d6)	8 (2d6)	Chitin 2	Claws / 2d6	A10/F6
11	13	Ins	Trapper (C)	14 (4d6)	7 (2d6)	16 (4d6)	7 (2d6)	Chitin 3	Thrasher / 2d6	A7/F4
12	4	Fun	Hunter (O)	10 (3d6)	7 (2d6)	13 (3d6)	6 (2d6+2)	Hide 3	Hooves / 1d6	A6/F3

**Event: Raindrops Keep Falling On My Head**

The precipitation in this region literally never stops. A hot rain, it evaporates within minutes of falling but the atmosphere just condenses it again and the cycle continues. The humidity in this area is utterly hellish and most of the animal life here never drinks. They just absorb all the moisture they need through their skin.

**ROUGH Terrain**

**Hot World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	7	Rep	Gatherer (O)	12 (3d6)	10 (3d6)	14 (3d6)	6 (2d6)	Scales 3	Teeth / 2d6	A11/F6
3	2	Fun	Pouncer (C)	15 (3d6)	15 (3d6+4)	11 (3d6)	14 (2d6+4)	Hide 1	Claws / 2d6	A9/F6
4	7	Ins	Hunter (O)	9 (4d6)	6 (2d6)	16 (4d6)	7 (2d6+2)	Chitin 4	Teeth / 3d6	A8/F3
5	14	Ins	Eater (C)	10 (2d6)	11 (3d6)	12(2d6+4)	8 (2d6)	Chitin 2	Thrasher / 2d6	A6/F4
6	1	Rep	Killer (C)	8 (2d6)	22 (4d6+4)	9 (2d6)	8 (2d6+4)	Scales 2	Teeth, Horns / 1d6	A7/F5
7	<b>EVENT: Let Slip The Dogs of War</b>									
8	6	Ins	Intermittent (O)	7 (2d6)	13 (3d6)	10 (2d6)	7 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
9	5	Mam	Chaser (C)	16 (4d6)	12 (2d6+4)	17 (4d6)	13 (2d6+2)	Hide 3	Claws / 2d6	A8/F5
10	10	Rep	Hijacker (O)	13 (3d6+2)	9 (3d6)	12 (3d6)	5 (2d6)	Scales 3	Teeth / 2d6	A8/F4
11	4	Ins	Eater (C)	13 (4d6)	5 (2d6)	18 (4d6+4)	8 (2d6)	Chitin 2	Teeth, Claws / 3d6	A9/F5
12	3	Fun	Hunter (O)	11 (3d6)	11 (3d6)	13 (3d6)	9 (2d6+2)	None	Teeth / 2d6	A7/F3

**Event: Let Slip The Dogs of War**

The mammals of #9 are extremely canine, both in form and cunning. This event entails the players discovering one of their dens shortly after the pack's females have given birth. They will not be very welcome.

**SWAMP/MARSH Terrain**

**Hot World, Dense Atmosphere (8+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	15	Fun	Intermittent (H)	8 (2d6)	15 (4d6)	9 (2d6)	8 (2d6)	Hide 4	Thrasher / 2d6	A10/F5
3	5	Ins	Reducer (O)	9 (2d6)	14 (4d6)	8 (2d6)	5 (2d6)	Chitin 1	Teeth / 2d6	A9/F3
4	12	Ins	Killer (C)	10 (2d6+4)	12 (3d6)	10 (2d6)	11 (2d6+4)	Chitin 3	Teeth, Claws / 2d6	A8/F4
5	8	Mam	Eater (O)	3 (2d6)	11 (3d6)	14 (2d6+4)	8 (2d6)	Hide 1	Thrasher / 2d6	A8/F5
6	1	Fun	Trapper (C)	19 (6d6)	1 (1d6)	20 (6d6)	9 (2d6)	None	Thrasher / 3d6	A6/F3
7	<b>EVENT: Secrets of the Fire Swamp</b>									
8	14	Rep	Siren (C)	10 (3d6)	12 (3d6)	12 (3d6)	7 (2d6)	Scales 3	Claws / 3d6	A7/F5
9	21	Avi	Chaser	10 (2d6)	14 (3d6+4)	6 (2d6)	12 (2d6+2)	None	Horn / 1d6	A9/F4
10	8	Fun	Gatherer (H)	8 (3d6)	11 (3d6)	12 (3d6)	11 (2d6)	Hide 1	Stinger / 1d6	A10/F5
11	12	Ins	Siren (C)	14 (4d6)	5 (2d6)	13 (4d6)	6 (2d6)	Chitin 4	Claws / 2d6	A8/F4
12	10	Fun	Hunter (C)	13 (4d6)	6 (2d6)	16 (4d6)	9 (2d6+2)	Hide 3	Thrasher / 2d6	A8/F5

**Event: Secrets of the Fire Swamp**

The players have come across an area in this mire where flammable gas rests just beneath the surface. They must make Athletics (Coordination) checks to pass through on foot. Failure releases a pocket of instantly igniting vapour.

## BEACH/ShORE Terrain

Hot World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Ins	Grazer (H)	10 (3d6)	9 (3d6)	9 (3d6)	7 (2d6+2)	Chitin 3	Teeth / 1d6	A10/F4
3	7	Fun	Carrion-Eater (C)	12 (4d6)	6 (2d6)	11 (4d6)	12 (2d6+2)	Hide 2	Thrasher / 3d6	A7/F5
4	18	Amph	Eater (O)	8 (2d6)	13 (4d6)	10 (2d6+4)	6 (2d6)	Hide 1	Teeth / 1d6	A8/F4
5	3	Rep	Pouncer (C)	4 (2d6)	16 (3d6+4)	10 (2d6)	11 (2d6+4)	Scales 3	Teeth, Claws / 2d6	A8/F5
6	1	Mam	Hunter (O)	10 (3d6)	11 (3d6)	12 (3d6)	4 (2d6+2)	Hide 2	Claws / 2d6	A7/F3
7	<b>EVENT: Footprints in the Sand</b>									
8	6	Ins	Eater (C)	6 (2d6)	16 (4d6)	12 (2d6+4)	6 (2d6)	Chitin 3	Teeth / 1d6	A8/F6
9	10	Aqua	Killer (C)	10 (3d6)	14 (3d6+4)	12 (3d6)	9 (2d6+4)	Scales 2	Teeth / 2d6	A7/F3
10	4	Avi	Pouncer (C)	5 (2d6)	15 (3d6+4)	7 (2d6)	13 (2d6+4)	Feathers 2	Horn / 1d6	A7/F4
11	5	Ins	Reducer (C)	9 (2d6)	14 (4d6)	8 (2d6+2)	4 (2d6)	Chitin 2	Teeth / 1d6	A10/F6
12	2	Mam	Gatherer (O)	16 (5d6)	5 (2d6)	18 (5d6)	8 (2d6)	Hide 2	Teeth, Horns / 2d6	A9/F5

### Event: Footprints in the Sand

The players come across a strange set of what appear to be humanoid footprints along the beach. The tide has not completely eroded them so they must be recent but there is no sign of what made them. Still, they can be followed...

## RIVERBANK Terrain

Hot World, Dense Atmosphere (9+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	6	Ins	Gatherer (H)	10 (3d6)	8 (3d6)	7 (3d6)	9 (2d6)	Chitin 3	Claws / 1d6	A11/F4
3	7	Mam	Grazer (O)	13 (3d6)	15 (3d6)	10 (3d6)	8 (2d6+2)	None	Teeth / 2d6	A6/F4
4	12	Amph	Hunter (O)	6 (2d6)	11 (3d6)	8 (2d6)	10 (2d6+2)	Hide 1	Horns, Claws / 2d6	A8/F5
5	4	Ins	Chaser (C)	5 (2d6)	16 (3d6+4)	10 (2d6)	6 (2d6+2)	Chitin 3	Thrasher / 1d6	A7/F4
6	8	Avi	Carrion-Eater (C)	15 (3d6)	10 (3d6)	12 (3d6)	9 (2d6+2)	Feathers 2	Horn, Claws / 2d6	A9/F3
7	<b>EVENT: Denial is Not a River</b>									
8	5	Rep	Reducer (O)	4 (1d6)	6 (2d6)	5 (1d6)	8 (2d6)	Scales 1	Teeth / 1d6	A9/F6
9	1	Fun	Trapper (C)	16 (4d6)	11 (2d6)	20 (4d6)	11 (2d6)	Hide 3	Thrasher / 2d6	A7/F4
10	9	Ins	Eater (O)	8 (2d6)	13 (3d6)	8 (2d6+4)	6 (2d6)	Chitin 3	Teeth, Horns / 1d6	A7/F6
11	18	Ins	Chaser (C)	8 (2d6)	14 (3d6+4)	9 (2d6)	7 (2d6+2)	Chitin 2	Claws / 2d6	A8/F5
12	3	Mam	Hunter (O)	12 (4d6)	8 (2d6)	16 (4d6)	9 (2d6+2)	Hide 1	Thrasher / 2d6	A7/F3

### Event: Denial is Not a River

The grazer mammals (#3) have a strange defence; they curl up and pretend that threats do not exist. While seemingly useless at first, the effectiveness of this behaviour becomes apparent when the avians (#6) arrive. Drawn to the whining sound, these birds defend the mammals because they eat whatever the grazers leave behind.

## SHALLOW OCEAN Terrain

Hot World, Dense Atmosphere (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Mam	Hunter (C)	13 (3d6)	8 (3d6)	15 (3d6)	5 (2d6+2)	Chitin 3	Claws / 2d6	A8/F3
3	4	Amph	Grazer (O)	9 (3d6)	11 (3d6)	14 (3d6)	12 (2d6+2)	Hide 2	Teeth, Claws / 2d6	A6/F3
4	1	Aqua	Pouncer (C)	9 (3d6)	18 (3d6+4)	10 (3d6)	9 (2d6+4)	Scales 1	Teeth / 2d6	A8/F3
5	6	Aqua	Chaser (C)	15 (3d6)	15 (3d6+4)	11 (3d6)	11 (2d6+2)	Scales 2	Teeth / 2d6	A9/F6
6	1	Aqua	Carrion-Eater (C)	3 (1d6)	8 (2d6)	3 (1d6)	10 (2d6+2)	None	Teeth / 1d6	A10/F6
7	<b>EVENT: Blood-Dimmed Tide</b>									
8	4	Aqua	Hunter (C)	12 (3d6)	10 (3d6)	10 (3d6)	10 (2d6+2)	Scales 3	Teeth / 2d6	A7/F3
9	7	Aqua	Indimidator (O)	8 (2d6)	12 (4d6)	12 (2d6)	7 (2d6)	Hide 2	Thrasher / 2d6	A10/F6
10	9	Aqua	Chaser (C)	3 (1d6)	14 (2d6+4)	4 (1d6)	5 (2d6+2)	Scales 2	Teeth / 1d6	A8/F4
11	1	Avi	Killer (C)	22 (4d6+4)	5 (2d6)	12 (4d6)	11 (2d6+4)	Feathers 1	Horn / 3d6	A9/F6
12	28	Ins	Eater (O)	2 (1d6)	8 (2d6)	6 (1d6+4)	6 (2d6)	Chitin 2	Teeth / 1d6	A10/F6

### Event: Blood-Dimmed Tide

This event highlights a reaction that occurs whenever blood washes in on the tide here. The amphibians (#3) become absolutely crazed; their behaviour becomes Killer, they always attack and they gain 2 damage.

**OPEN OCEAN Terrain**

**Hot World, Dense Atmosphere (9+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	4	Aqua	Hunter (C)	8 (2d6)	13 (3d6)	8 (2d6)	9 (2d6+2)	Scales 3	Teeth / 2d6	A8/F3
3	2	Aqua	Killer (C)	14 (3d6)	15 (3d6+4)	13 (3d6)	10 (2d6+4)	Scales 2	Teeth / 2d6	A6/F4
4	8	Aqua	Pouncer (C)	2 (1d6)	11 (2d6+4)	5 (1d6)	7 (2d6+4)	Scales 1	Teeth / 1d6	A7/F3
5	10	Aqua	Eater (C)	6 (1d6)	7 (2d6)	8 (1d6+4)	7 (2d6)	None	Teeth / 1d6	A9/F5
6	12	Ins	Carrion-Eater (C)	2 (1d6)	8 (2d6)	2 (1d6)	12 (2d6+2)	Chitin 1	Teeth, Claws / 1d6	A10/F6
<b>7 EVENT: Aqua Vitae</b>										
8	6	Aqua	Gatherer (H)	12 (3d6)	12 (3d6)	14 (3d6)	9 (2d6)	Scales 2	Teeth / 2d6	A8/F5
9	16	Aqua	Grazer (H)	8 (2d6)	12 (4d6)	8 (2d6)	8 (2d6+2)	Scales 2	Teeth / 1d6	A11/F6
10	7	Aqua	Eater (O)	13 (4d6)	6 (2d6)	14 (4d6+4)	2 (2d6)	Scales 4	Teeth / 2d6	A8/F4
11	7	Aqua	Chaser (C)	10 (3d6)	18 (3d6+4)	10 (3d6)	10 (2d6+2)	Scales 2	Teeth / 2d6	A9/F4
12	5	Avi	Hunter (O)	11 (2d6)	15 (3d6)	7 (2d6)	7 (2d6+2)	Feathers 2	Horn / 2d6	A8/F5

**Event: Aqua Vitae**

The find of a lifetime, this fluid exists in extremely small amounts in this ocean and occurs seemingly at random. A sovereign cure of sorts, it has medicinal properties that rival even the highest known levels of medical technology. Finding this miraculous liquid is hard enough. Finding a way to extract it while keeping it pure and transporting it before it loses its potency has so far proven impossible. Perhaps the players will be the first to discover how.

**DEEP OCEAN Terrain**

**Hot World, Dense Atmosphere (10+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	8	Ins	Hunter (C)	11 (3d6)	10 (3d6)	11 (3d6)	11 (2d6+2)	Chitin 3	Teeth / 2d6	A7/F3
3	5	Aqua	Chaser (O)	9 (2d6)	17 (4d6+4)	9 (2d6)	10 (2d6+2)	Hide 2	Teeth / 1d6	A8/F4
4	12	Aqua	Eater (C)	10 (3d6)	6 (3d6)	14 (3d6+4)	5 (2d6)	Scales 2	Teeth / 1d6	A8/F5
5	1	Aqua	Trapper (C)	11 (3d6)	9 (3d6)	13 (3d6)	8 (2d6)	Scales 4	Teeth / 2d6	A9/F5
6	9	Aqua	Grazer (H)	23 (6d6)	2 (1d6)	21 (6d6)	6 (2d6+2)	Scales 1	Teeth / 3d6	A11/F6
<b>7 EVENT: Behold, Leviathan</b>										
8	1	Aqua	Filter (O)	15 (4d6)	7 (2d6)	20 (4d6+4)	11 (2d6)	Scales 2	None	A9/F4
9	10	Aqua	Intermittent (O)	21 (6d6)	5 (1d6)	18 (6d6)	6 (2d6)	Scales 2	Thrasher / 4d6	A10/F3
10	7	Aqua	Reducer (O)	3 (1d6)	6 (2d6)	3 (1d6)	7 (2d6)	Scales 1	Teeth / 1d6	A11/F5
11	3	Aqua	Siren (C)	14 (4d6)	10 (2d6)	16 (4d6)	10 (2d6)	Scales 3	Teeth / 2d6	A8/F4
12	4	Rep	Eater (O)	11 (3d6)	14 (3d6)	17 (3d6+4)	7 (2d6)	Scales 4	Thrasher / 2d6	A6/F3

**Event: Behold, Leviathan**

The lack of predator species, the mineral rich waters and the ample supply of easily caught prey have all allowed a single member of a typically much smaller species to grow to truly gargantuan size. This behemoth of the deeps is normally dormant and even when it does awaken to feed, it rarely ventures anywhere near the surface. The titanic aquatic creature does possess a rudimentary intelligence and with it, enough curiosity to be hazardous to anything that foolishly gets its attention.

Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
Aqua	Intermittent (O)	42 (10d6)	2 (1d6)	53 (10d6)	10 (2d6)	Hide 8	Thrasher / 5d6	A10/F2

# SPECIAL ENVIROMENTS

## GAS WORLD

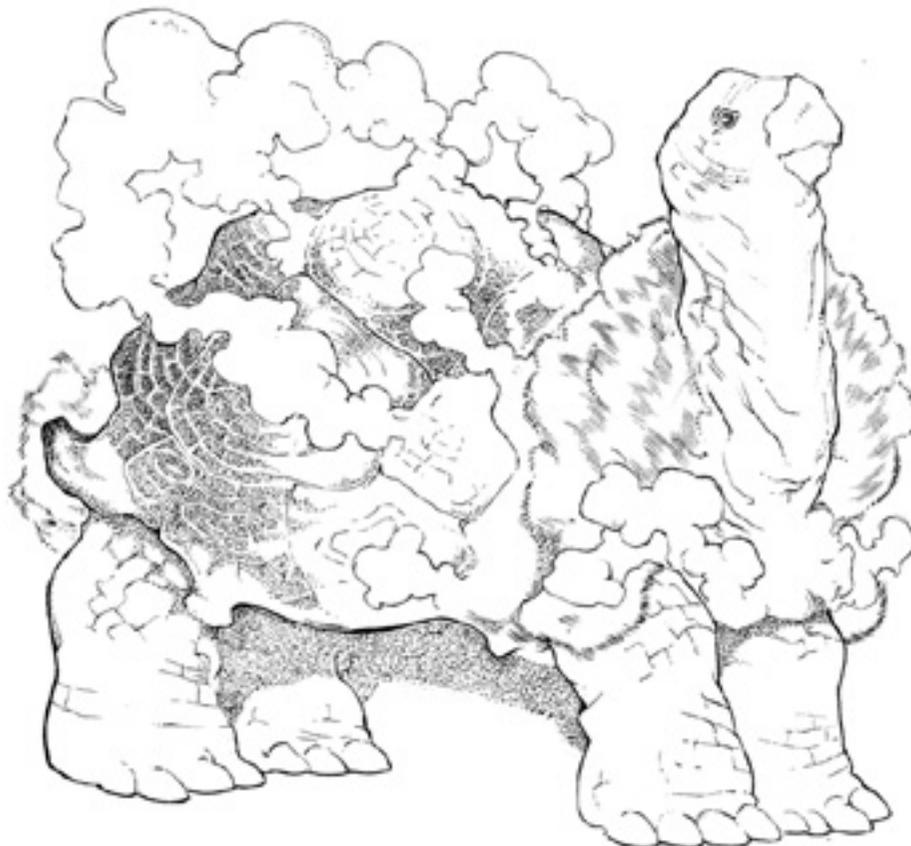
Encounter Chance (10+)

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Grazer (O)	8 (2d6)	14 (3d6)	8 (2d6)	8 (2d6+2)	None	None	A10/F6
3	1	Ins	Eater (C)	11 (3d6)	10 (3d6)	18 (3d6+4)	5 (2d6)	Chitin 4	Teeth / 2d6	A7/F3
4	20	Fun	Intermittent (O)	5 (1d6)	8 (2d6)	2 (1d6)	7 (2d6)	None	Thrasher / 2d6	A9/F6
5	4	Fun	Hunter (O)	11 (3d6)	10 (3d6)	10 (3d6)	13 (2d6+2)	None	Stinger / 2d6	A8/F4
6	1	Ins	Filter (O)	20 (5d6)	8 (2d6)	24 (5d6+4)	6 (2d6)	Chitin 5	None	A10/F3
7	<b>EVENT: On Cloud Nine</b>									
8	6	Ins	Chaser (C)	9 (3d6)	16 (3d6+4)	11 (3d6)	10 (2d6+2)	Chitin 3	Teeth /1d6	A7/F4
9	9	Avi	Filter (O)	13 (3d6)	13 (3d6)	17 (3d6+4)	8 (2d6)	Hide 2	Thrasher / 2d6	A11/F7
10	11	Avi	Filter (O)	3 (1d6)	6 (2d6)	7 (1d6+4)	4 (2d6)	Hide 1	None	A9/F4
11	5	Avi	Pouncer (O)	7 (2d6)	14 (3d6+4)	9 (2d6)	13 (2d6+4)	Hide 3	Teeth, Claws / 2d6	A8/F3
12	3	Ins	Killer (C)	14 (4d6)	12 (2d6+4)	16 (4d6)	11 (2d6+4)	Chitin 2	Claws / 2d6	A6/F3

**Special Rules:** All encounters in Gas Worlds occur at no greater than moderate Range. These environments have no cover and no real terrain but visibility is so poor that encounters past this limit are virtually impossible. All animals encountered in this environment have a Fly movement rate by default.

### Event: On Cloud Nine

This area is an especially dense 'storm' of gases, thick enough to almost count as terrain. Generate another encounter. This is that species' 'home', a cloud haven where they breed and rest. Triple the pack score and no encounter here has a Flee option. No animals in this area are willing to abandon their young or their territory.



**ASTEROID FIELD**

**Encounter Chance (11+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Ins	Pouncer (C)	12 (3d6)	18 (3d6+4)	14 (3d6)	10 (2d6+4)	Chitin 2	Teeth / 2d6	A10/F7
3	5	Fun	Hunter (O)	11 (3d6)	12 (3d6)	12 (3d6)	11 (2d6+2)	Scales 2	Teeth, Horns / 2d6	A8/F5
4	4	Ins	Killer (C)	12 (2d6+4)	12 (3d6)	8 (2d6)	12 (2d6+4)	Chitin 3	Teeth / 2d6	A6/F3
5	1	Ins	Intimidator (O)	15 (5d6)	8 (2d6)	22 (5d6)	8 (2d6)	Chitin 5	Teeth, Claws / 2d6	A7/F5
6	2	Ins	Hunter (C)	13 (4d6)	5 (2d6)	17 (4d6)	9 (2d6+2)	Hide 1	Claws / 3d6	A7/F3
7	<b>EVENT: Rocky Landing</b>									
8	4	Ins	Killer (C)	15 (3d6+4)	11 (3d6)	11 (3d6)	7 (2d6+4)	Hide 2	Claws, Stinger / 2d6	A10/F8
9	10	Ins	Intermittent (O)	4 (1d6)	6 (2d6)	3 (1d6)	12 (2d6)	Chitin 2	Teeth / 1d6	A9/F5
10	24	Fun	Eater (C)	14 (4d6)	7 (2d6)	20 (4d6+4)	10 (2d6)	Hide 1	Teeth / 2d6	A8/F3
11	12	Ins	Reducer (O)	3 (1d6)	8 (2d6)	3 (1d6)	7 (2d6)	Chitin 1	Teeth / 1d6	A10/F7
12	1	Avi	Hijacker (C)	18 (5d6+2)	9 (2d6)	21 (5d6)	5 (2d6)	Hide 5	Horn, Claws / 2d6	A9/F4

**Special Rules:** Asteroid-based animals do not need normal respiration. These encounters have their range limited by the size of the asteroid. All animals encountered on an asteroid have a Walk movement mode in addition to whatever else they might possess and have a 50% chance of being able to burrow as well.

**Event: Rocky Landing**

Sudden mechanical failure forces the players to at least come within landing range of an inhabited asteroid. With hunting being extremely limited on this rock, any animal type encountered is automatically hostile and will attack to feed if at all possible. If any of these animals get aboard the players' vessel, they revert back to their normal behaviour once they have found sustenance.

**SOLAR FIELD / NEBULA**

**Encounter Chance (11+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	3	Avi	Filter (O)	12 (3d6)	10 (3d6)	14 (3d6+4)	7 (2d6)	Hide 3	Teeth / 2d6	A10/F6
3	4	Ins	Filter (O)	13 (3d6)	9 (3d6)	18 (3d6+4)	9 (2d6)	Chitin 4	Teeth / 2d6	A11/F6
4	12	Avi	Chaser (C)	15 (3d6)	16 (3d6+4)	12 (3d6)	7 (2d6+2)	Hide 2	Claws / 2d6	A7/F3
5	1	Avi	Intermittent (C)	9 (3d6)	12 (3d6)	13 (3d6)	8 (2d6)	Hide 2	Thrasher / 3d6	A7/F3
6	2	Avi	Reducer (O)	2 (1d6)	11 (2d6)	5 (1d6)	11 (2d6)	Hide 1	Claws / 1d6	A11/F7
7	<b>EVENT: Twice as Bright, Half as Long</b>									
8	5	Avi	Eater (O)	9 (2d6)	13 (4d6)	13 (2d6+4)	12 (2d6)	Hide 2	Teeth / 1d6	A7/F4
9	2	Avi	Filter (O)	15 (4d6)	6 (2d6)	20 (4d6+4)	10 (2d6)	Hide 4	Teeth, Horn / 2d6	A10/F5
10	10	Avi	Reducer (C)	2 (1d6)	7 (2d6)	2 (1d6)	6 (2d6)	None	Teeth / 1d6	A6/F-
11	1	Ins	Filter (C)	16 (4d6)	8 (2d6)	22 (4d6+4)	6 (2d6)	Hide 3	Thrasher / 4d6	A10/F3
12	4	Avi	Killer (C)	11 (3d6)	15 (3d6+4)	12 (3d6)	11 (2d6+4)	Feathers 3	Teeth, Claws / 2d6	A6/F4

**Special Rules:** Animals encountered in solar fields and nebulae are naturally resistant to heat and chemical exposure, taking no damage from energy and chemical weapons. The intense light of their habitat renders these animals blind to visible light. Animals from this environment do not need normal respiration.

**Event: Twice as Bright, Half as Long**

The players are beset by what appear to be manic swarms of glowing spheres. These are actually the tiny avians from #10. Bioluminescent and fuelled by breaking down solid matter into radioactive isotopes, these little creatures need to consume the players quickly and will attack relentlessly until destroyed. This is because they have an extremely short life span once they become capable of reproduction. This metabolic change occurred because of the players' arrival. Now these 'animals' must feed before their hour long lifespans run out and they atomise.

**LOW ORBIT**

**Encounter Chance (11+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	18	Fun	Intermittent (H)	3 (1d6)	9 (2d6)	1 (1d6)	8 (2d6)	Hide 1	None	A10/F5
3	2	Avi	Hunter (C)	11 (3d6)	11 (3d6)	12 (3d6)	8 (2d6+2)	Hide 3	Claws / 2d6	A8/F5
4	3	Avi	Filter (O)	6 (2d6)	14 (3d6)	11 (2d6+4)	9 (2d6)	Hide 2	Horn, Claws / 1d6	A8/F4
5	6	Avi	Killer (C)	16 (3d6+4)	8 (3d6)	14 (3d6)	7 (2d6+4)	Hide 3	Horn / 2d6	A7/F3
6	10	Avi	Pouncer (C)	12 (3d6)	16 (3d6+4)	11 (3d6)	8 (2d6)	Hide 2	Horn / 2d6	A8/F4
7	<b>EVENT: Stairway to Heaven</b>									
8	10	Avi	Eater (O)	9 (2d6)	16 (4d6)	12 (2d6+4)	7 (2d6)	Hide 1	Teeth / 2d6	A6/F3
9	2	Avi	Intimidator (O)	8 (2d6)	9 (3d6)	13 (2d6)	4 (2d6)	Hide 1	Claws / 3d6	A9/F5
10	4	Avi	Hijacker (C)	15 (3d6+2)	11 (3d6)	10 (3d6)	5 (2d6)	Hide 4	Horn / 2d6	A8/F4
11	1	Avi	Filter (O)	7 (2d6)	15 (4d6)	10 (2d6+4)	4 (2d6)	Hide 2	Horn / 1d6	A11/F6
12	7	Ins	Intermittent (O)	4 (1d6)	6 (2d6)	3 (1d6)	7 (2d6)	Chitin 1	Teeth, Stinger / 1d6	A11/F7

**Special Rules:** These environments have no cover and no real terrain but visibility is typically line of sight. Encounters can be at any range, even Close in starship scale. All animals encountered in this environment have a Fly movement rate by default. These animals do require an atmosphere but their needs are very slight.

**Event: Stairway to Heaven**

The very low requirements most Low Orbit life forms have for atmosphere and sustenance allow them to occasionally (as they have in this event) cling to the hull of a spacecraft and survive one or even two jumps before the stresses of interstellar travel finally kill them. Generate an encounter from the table. The players discover these animals 'hitching a lift' on the outside of their ship. The animals are slightly traumatised by their journey and never attack first, though they will defend themselves if assaulted.

**DEEP SPACE / VACUUM**

**Encounter Chance (12+)**

2d6	Pack	Class	Behaviour	Strength	Dexterity	Endurance	Instinct	Armour	Weapon / Damage	Reaction
2	1	Fun	Intermittent (C)	15 (4d6)	6 (2d6)	19 (4d6)	8 (2d6)	None	Thrasher / 2d6	A10/F5
3	2	Ins	Filter (O)	10 (3d6)	9 (3d6)	16 (3d6+4)	11 (2d6)	Chitin 3	Stinger / 2d6	A11/F5
4	4	Avi	Filter (O)	7 (2d6)	15 (3d6)	10 (2d6+4)	6 (2d6)	Chitin 2	Claws / 1d6	A11/F4
5	16	Avi	Killer (O)	16 (3d6+4)	10 (3d6)	14 (3d6)	11 (2d6+4)	Hide 1	Horn / 2d6	A7/F3
6	5	Avi	Intermittent (O)	15 (3d6)	12 (3d6)	11 (3d6)	9 (2d6)	Feathers 3	Horn / 2d6	A10/F4
7	<b>EVENT: The Whisperer in the Void</b>									
8	10	Ins	Eater (O)	12 (2d6)	14 (4d6)	12 (2d6+4)	4 (2d6)	Chitin 3	Teeth / 2d6	A7/F3
9	2	Ins	Reducer (O)	19 (5d6)	5 (2d6)	23 (5d6)	7 (2d6)	Hide 2	Claws / 3d6	A10/F5
10	4	Ins	Filter (O)	10 (3d6)	12 (3d6)	14 (3d6+4)	8 (2d6)	Hide 3	Teeth, Horn / 1d6	A11/F4
11	11	Ins	Filter (C)	6 (2d6)	11 (3d6)	10 (2d6+4)	10 (2d6)	Chitin 2	Claws / 1d6	A11/F6
12	1	Fun	Siren	22 (5d6)	10 (2d6)	19 (5d6)	5 (2d6)	None	Thrasher / 4d6	A8/F-

**Special Rules:** Deep space creatures are immune to radiation, vacuum and cold in any form; this immunity extends to weapons based on such forces. Encounters in deep space/vacuum environments occur using starship range. These animals automatically have a Fly movement mode and rarely possess any other form of locomotion.

**Event: The Whisperer in the Void**

The fungal creature at #12 is an extremely complicated and devious animal. It has the natural ability to emit radiation stored in its cells, generating a form of broadcast wavelength much like pulsar stellar bodies. These 'communications' are unintelligible but they do serve to lure in investigating starships and other space farers. Once it gets within range of a newcomer, the Whisperer attacks. These creatures expend a great deal of power creating their static lures. Once they attack, they are committed. They never flee because a failed trap means they are likely to starve to death before another meal arrives.

# THE GALACTIC MENAGERIE

In this chapter, you will find a few animals that typify classic archetypes of the classes found in *A Walk on the Wild Side*. These are as setting-neutral as possible so they can be easily integrated into any Referee's game while providing enough details to be playable without further work. A brief description is provided for each one as well, making them usable right off the page.

The next section in this chapter is a Modifier Chart that Referees can apply to their own creations and animals found in other sources. The modifiers and changes augment animals with regard to specific environments. For example, a canine animal that evolved on a low gravity world is not likely to have the exact same Characteristics as a canine from a water world with high gravity and an exotic atmosphere. By applying all of the relevant modifiers, two very different animals can be created using the same base (canine) creature.

## ANIMALS

These animals each embody an iconic creature from each of the Classes, chosen to be represented here because of their ease of customisation and their familiarity to players. Referees only need to change a few numbers and provide their own description to make any number of unique creations from these basic templates.

## AMPHIBIANS

### HOPPERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Intermittent, Carnivore	Swamp, Riverbank	Walker	5	6	5	1	11	14
Skills:		Stealth 1, Survival 1, Athletics (co-ordination) 2, Recon 0, Melee (teeth) 0						
Attacks:		Teeth (1d6)	Armour: Scales (2)		Number Encountered:		4d6	

Analogues of Terran frogs, hoppers are small insect-eating amphibians that tend to lurk near the edge of bodies of fresh water in great numbers. Hoppers are generally timid and difficult to provoke, though they will turn aggressive during spawning season or when their territory is threatened. Hoppers communicate over great distances by means of a deep throated 'croaking' noise, the sound of which can become quite unnerving over time.

### LAND EELS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Pouncer, Carnivore	Riverbank, Beach/Shore	Walker	6	7	4	1	10	7
Skills:		Stealth 2, Survival 1, Athletics (co-ordination) 1, Recon 1, Melee (teeth) 2						
Attacks:		Teeth (2d6)	Armour: Scales (3)		Number Encountered:		2d6	

A close equivalent of caecilians, these worm-like amphibians have a tooth-rimmed sucker end and hunt by means of rapid assault from a position of concealment whenever possible. Poisonous varieties are not unheard of but the most common form of land eel simply bites its prey and feeds off drained blood until glutted or until it is forcibly removed. When large prey animals are not available to bleed, land eels can subsist off insects and even worms.

## AQUATICS

### SEA REAVERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Killer, Carnivore	Any type of Ocean	Swimmer	15	12	18	1	6	2
Skills: Stealth 0, Survival 1, Athletics (co-ordination) 1, Recon 2, Melee (teeth) 2								
Attacks: Teeth (3d6)			Armour: Scales (3)		Number Encountered:		1d3	

On Earth, these aquatic creatures would be called sharks. Sea Reavers are constantly in motion, moving water past their inefficient gills to keep from drowning. In combat, Sea Reavers attack with raw force and never flee once engaged. Their senses are sharp enough that they can detect prey from more than a kilometre away if their would-be prey is bleeding in any way.

### WATERKITES

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Filters, Omnivore	Open or Deep Ocean	Swimmer	8	16	10	1	9	10
Skills: Stealth 2, Survival 1, Athletics (co-ordination) 1, Recon 1, Melee (teeth) 2								
Attacks: Stinger (1d6)			Armour: Hide (2)		Number Encountered:		3d6	

Waterkites are graceful creatures with wide thin bodies that move by undulating through the water. Known on Earth as rays, these creatures are almost unnaturally peaceful and defend themselves when they absolutely must. These animals can be fascinating to watch and evade most predators by lying on the sea floor or river bed and use camouflage to escape attention.

### TITAN FISH

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Filters, Omnivore	Deep Ocean	Swimmer	23	5	28	1	10	1
Skills: Survival 2, Athletics (endurance) 2, Recon 1, Melee (thrasher) 2								
Attacks: Thrasher (3d6)			Armour: Scales (4)		Number Encountered:		1d3	

Also known as whales, Titan Fish are the undisputed lords of the ocean depths. While many species might be deadlier in combat, none of them can hope to compare to the Titan Fish's great size and amazing endurance. Titan Fish are almost always harmless, only posing a threat to creatures foolish enough to attack them or small enough to be filtered through the fish's mouth for later digestion.

## AVIANS

### HARRIERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Killer, Carnivore	Plains, Woods	Flier, Walker ½	9	18	11	1	11	7
Skills: Stealth 1, Survival 1, Athletics (co-ordination) 1, Recon 2, Melee (horn) 1								
Attacks: Horn, Claws (1d6)			Armour: Feathers (1)		Number Encountered:		2d6	

This avian is a huge hunting bird with excellent reflexes and a killer instinct. Drawn to moving prey, harriers are often caught and domesticated by sentient species. On their own, harriers tend to be extremely wary of humanoid contact, though they have been known to dwell near settlements and even indulge in carrion eating when the opportunity arises.

### STRIDERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Chaser, Omnivore	Clear, Plains	Walker	21	11	18	1	9	10
Skills: Survival 1, Athletics (endurance) 1, Recon 1, Melee (claw) 2								
Attacks: Claws (3d6)			Armour: Feathers (3)		Number Encountered:		3d6	

The equivalent of elephant birds or massive ostriches, Striders are large flightless birds with powerful legs and long necks. Primarily grass and seed eaters, they can and will supplement their diet with insects and even small game. While they have beaks, they rarely use them in combat because of how vulnerable this makes their necks. Often temperamental, their behaviour class has less to do with their method of hunting and more to do with their reaction to intruders.

*<...commence logfile: ashtonramsey|personal...>*

So many planets, so many forms of life! My data files on this system are already starting to get noticed back home and I haven't even sent in more than preliminary notes. As is so utterly typical, it's always the predators that get the most attention. I've gotten several requests to do an in-depth analysis on the clawed fliers from the second planet. I am not surprised, of course, but why can't people seem to understand that the scaled grubs on that same world are so much more interesting?

I mean, even though they are an ectothermic life form, they stay warm by burrowing deep into decomposing flesh and taking advantage of the chemical heat exchange. Now that's fascinating! What does a boring, typical old 70 kilogram killing machine have to compete with that?

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## FUNGALS

### CREEPING GREEN

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Eater, Omnivore	Plains, Rainforest	Immobile	12	5	26	0	4	15
Skills: Survival 2, Athletics (endurance) 2, Recon 0, Melee (claws) 2								
Attacks: Claws (2d6)			Armour: Hide (2)		Number Encountered:		5d6	

A form of plant life so insidious and hard to kill that it almost seems sentient, Creeping Green could be another name for growths like Kudzu. These 'animals' are almost impossible to stop once they grow past a certain size and the amount of slow but inexorable devastation they can cause is immense. The Number Appearing statistic for Creeping Green is more an indication of how large an area it can cover and its 'attack' is representative of the slow destruction it causes to any place it takes root.

**DOOMSTOOLS**

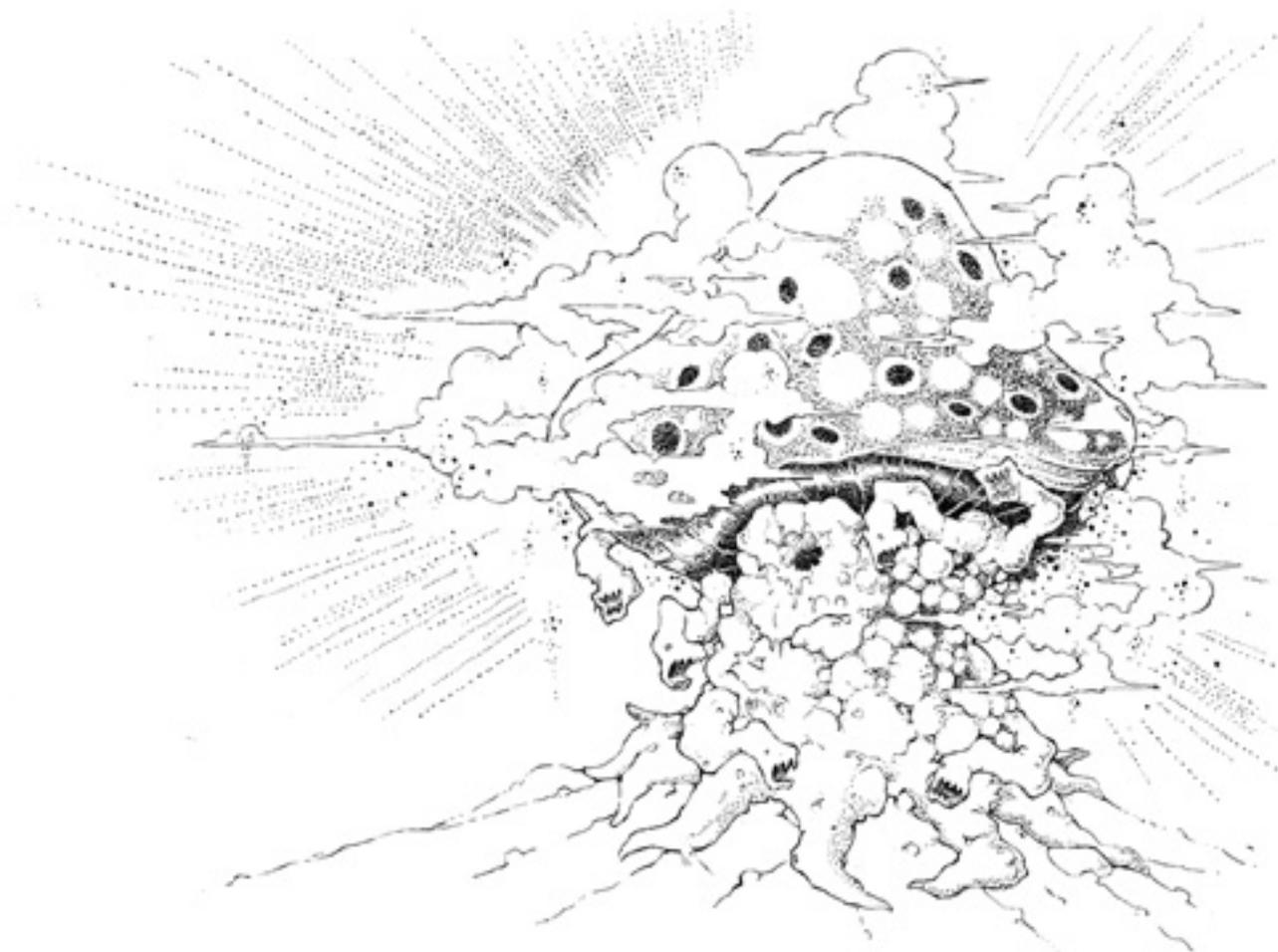
Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Carrion-Eater (C)	Swamp	Walker	11	10	6	1	12	4
Skills: Stealth 0, Survival 1, Athletics (co-ordination) 0, Recon 2, Melee (thrasher) 1								
Attacks: Thrasher (3d6) Exotic: Detonate			Armour: None		Number Encountered:			1d6

A more aggressive and deadly version of some 'explosive' fungi on Earth, Doomstools are mobile land mines that have turned their method of pollination into a defence mechanism. Often found in clumps around large corpses, Doomstools bludgeon with their whole bodies to try and drive off enemies. If they roll a 6 on their damage die or if they are reduced to 0 Endurance by a single attack, they detonate with the same effect as a frag grenade (*Traveller Core Rulebook*, page 101).

**SCARLET SHELVES**

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Trapper, Carnivore	Beach, Shallow Ocean	Immobile	22	9	18	0	11	0
Skills: Deception 2, Stealth 1, Survival 1, Athletics 0, Recon 1, Melee (teeth) 2								
Attacks: Teeth (4d6)		Armour:		Hide (2)		Number Encountered: 1		

Similar to some forms of shelf fungus, Scarlet Shelves are aggressive sheets of plant matter that take root along coral reefs and cove walls. Unlike other underwater growths, these creatures are self-mobile and when something swims between their layers they slam closed to trap it. Spike-like protrusions inside them pierce their prey, ensuring that they keep hold long enough for their slow digestive system to devour their meals.



## **INSECTS**

### **BLACK RAZORS**

<b>Behaviour and Diet</b>	<b>Preferred Habitat</b>	<b>Movement Mode(s)</b>	<b>Strength</b>	<b>Dexterity</b>	<b>Endurance</b>	<b>Intelligence</b>	<b>Instinct</b>	<b>Pack</b>
Eater, Omnivore	Jungle, Rainforest	Walker	2	8	5	0	9	19
Skills: Survival 1, Athletics (endurance) 2, Recon 1, Melee (teeth) 2								
Attacks: Teeth (1d6)		Armour: Chitin (2)		Number Encountered:			6d6	

Huge black jungle ants by another name, these small terrors are an annoyance alone but a force of nature when encountered in a group. While they do not hunt often, when it is time to feed they move off as one in a single direction and devour everything in their path. Plants and animals alike fall victim to their merciless mandibles, stripped to the bone or root as the carpet of black passes over them.

*<...commence logfile: ashtonramsey|personal...>*

Confession time, I suppose. I know I am a xenobiologist and dedicated to the cataloguing and preservation of life all over the galaxy. It's my passion and I enjoy the work. I love it, in fact. Ever since my first class at the Academy, this has been everything I've ever wanted to do with my life. I am never more at home than when I am in the field on an uncharted world, discovering new creatures. It's exhilarating.

I love life and admire it in all its many marvellous forms.

That said I have to admit I enjoyed watching Colonel Myrah and her troops blowing that whole nest of Weavers into oblivion. I hate spiders! Just the thought of them getting into my bedroll with their soulless eyes and their furry little legs is enough to make my skin crawl. Hate hate hate! Ahhhh!

*<...pause logfile: ashtonramsey|personal...>*

### **WEAVERS**

<b>Behaviour and Diet</b>	<b>Preferred Habitat</b>	<b>Movement Mode(s)</b>	<b>Strength</b>	<b>Dexterity</b>	<b>Endurance</b>	<b>Intelligence</b>	<b>Instinct</b>	<b>Pack</b>
Hunter, Carnivore	Forest, Jungle	Walker	23	16	15	1	12	2
Skills: Survival 1, Athletics (endurance) 1, Recon 1, Melee (claw) 2								
Attacks: Teeth and Claws (3d6)		Armour: Chitin (4)		Number Encountered:			1d3	

A gigantic version of a Terran tarantula, a Weaver is the sort of alien life guaranteed to send a chill up most players spines and likely cause the same reaction in their characters. The size of a horse, these giant spiders spin webs (the source of their names) but they do not use them to trap prey. They are perfectly adept and content to just stalk their meals, overpower them, kill them with multiple bites and then feast at their leisure.

## MAMMALS

### STALKERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Chaser, Omnivore	Forest, Woods	Walk	10	13	10	1	12	8
Skills:		Stealth 1, Survival 2, Athletics (endurance) 1, Recon 2, Melee (teeth) 2						
Attacks:		Teeth (2d6)	Armour:	Fur (2)	Number Encountered:		2d6	

A canine animal suitable as a wolf analogue, this same creature could easily be a hyena or large coyote with minor changes and a shift in behaviour. Stalkers hunt in packs, using their fair strength and superior numbers to take down larger prey. Den-dwellers, they tend to stake out on territory and live there for generations by carefully controlling how much they hunt and making sure their prey species thrive as well.

### JUNGLE GHOSTS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Pouncer, Carnivore	Jungle, Rainforest	Walker	12	16	13	1	11	5
Skills:		Stealth 2, Survival 1, Athletics (co-ordination) 1, Recon 1, Melee (claws) 2						
Attacks:		Teeth and Claws (2d6)	Armour:	Fur (1)	Number Encountered:		1d6	

Aggressive to the core, Jungle Ghosts are the equivalent of panthers and often hunt from the shelter of tree limbs. They leap onto prey, kill it quickly and drag it back up into the canopy to feed. This sudden appearance and vanishing is what lends them their name. On inhabited worlds, Jungle Ghosts are often the source of local legends and few natives will travel alone through their hunting grounds.

### CHITTERS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Gatherers, Herbivore	Plains, Rough, Woods, Forest	Walker	5	17	4	1	12	6
Skills:		Deception 2, Stealth 2, Survival 0, Athletics (co-ordination) 2, Recon 1, Melee (teeth) 0						
Attacks:		Teeth (1d6)	Armour:	Hide (2)	Number Encountered:		2d6	

One of the single most annoying forms of life in the known universe, Chitters are a group of creatures encompassing squirrels, chipmunks, raccoons and other small, furry kleptomaniacs with more energy than common sense. Spacefarers do not travel on worlds with biological life for long without becoming acquainted with Chitters. They are innately curious, a trait that gets them into trouble wherever they spread. They are agile enough to wriggle into anything they can open and bright enough to breach anything they cannot.

## REPTILES

### LANDRAGONS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Intermittent, Omnivore	Jungle, Beach	Walker	15	8	16	1	8	4
Skills:		Survival 2, Athletics (endurance) 3, Recon 0, Melee (teeth) 1						
Attacks:		Teeth (2d6)	Armour:	Scales (3)	Number Encountered:		1d6	
		Exotic: Diseased Bite						

On Earth, these normally slow-moving reptiles would be called komodo dragons. Large, seemingly ponderous and ill tempered, Landragons seem very unconcerned by threats and often stop attacking after inflicting only a single wound. The reason for this becomes clear when their victims succumb to the rampant disease caused by the reptile's befouled bite. For their part, Landragons are immune to the effects of their own disease and often leave the infected remains of their prey around their lairs as a passive, brutally effective defence.

*<...commence logfile: ashtonramsey\personal...>*

I have already filed an official protest but the company has overruled me and sided with the Captain. This is so frustrating! We have only barely scratched the surface of this system and now we have to leave. I can appreciate the Captain's concerns but really, we haven't lost that many soldiers, have we? Some of these species are dangerous; that is just a fact of xeno-studies. Discovery comes at a cost, one we all gladly pay. If we leave this system now, who knows when another expedition might be launched?

Unfortunately my reason and my words have fallen on deaf ears. There is clearly no greatness in the Captain's soul. 'Safety of the crew and the ship'? That's the kind of argument that keeps species on their home worlds or holds them back from sailing across oceans. This is ridiculous. Rest assured that as soon as we get back to Citadel, I am taking this to the highest authority I can find.

Mark my words, New Eden. I will be back.

*<...END logfile: ashtonramsey\personal...>*

### RIPTALONS

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Intimidator, Carnivore	Forest, Jungle	Walker	18	15	14	2	12	3
Skills:		Persuade 0, Deception 1, Stealth 1, Survival 1, Athletics (endurance) 1, Recon 2, Melee (claw) 2						
Attacks:		Teeth and Claws (2d6)	Armour:	Scales and Hide (3)	Number Encountered:		1d6	

As brilliant as they are deadly, Riptalons are an analogue of the utahraptor, a large cousin of the more widely known velociraptor. As far as behaviour is concerned, their intelligence makes them hard to classify. They are technically intimidators only because it is their preferred method of 'hunting' to let others do the hard work of downing prey and then driving them away from their meals. This is only a generalisation, however. They are fiercely intelligent, have been known to kill for pleasure and enjoy chasing prey before a kill.

## MODIFICATION CHARTS

The animals given in this chapter all assume the same set of planetary circumstances – a temperate Terran class world with nominal gravity and a nitrogen/oxygen atmosphere. Using these charts, a Referee can modify any base animal to better suit the conditions found on alien worlds and even in exotic environments such as deep space with in the clouds of a gas giant.

A brief explanation of the various categories used in the charts follows here.

**Gravity** – Gravity level determines what base kinds of animals can even exist on the world.

- **Low** – This gravity type affects size and strength, allowing for larger animals and a wider array of flying creature types. Not all flight capable animals use wings as their chief form of lift and propulsion.
- **Moderate** – This is Earth-type gravity, providing a base line for comparison.
- **High** – High gravity worlds render some animal types unlikely (namely insects) and creates stronger, typically smaller but fiercer creatures.

**Atmosphere** – Atmosphere determines a huge amount about animal life that can exist on a given world. These rules and charts reflect that.

- **Trace** – Minor atmospheres usually only support small animal life if any at all. Insects and fungals are common as neither are heavily respiration-dependent.
- **Thin** – Like Trace, but allowing for larger and more varied types.
- **Low** – Low pressure is an option for Thin atmospheres. In these environments, especially if there is also low gravity, there can be *massive* animal life, the kind that dwarfs vehicles and beyond.
- **Standard** – This Earth-like atmosphere offers a huge range of possibilities.
- **Dense** – The thicker atmospheres are perfect for fungals, heavy animals and sturdier builds. Few fliers exist if any.
- **High** – There is an option for a Dense atmosphere to also have extremely high pressure. In this case, fliers are almost impossible and builds become much stronger and more enduring.
- **Tainted** – Tainted atmospheres have been suffused with elements that prohibit healthy respiration by the majority of humanoid life.
- **Exotic** – The presence of an exotic atmosphere allows for Earth-type animal life with some unique twists.

- **Corrosive** – Though one might think a corrosive atmosphere would prohibit animal life, this is not the case. Animals on these worlds are resistant to acids and other corrosives.

- **Insidious** – The nature of this atmosphere means that only the toughest and most exotic of corrosion-capable animals can survive. Insidious can also imply a world with very high radiation.

- **Unusual** – Truly bizarre atmospheres are possible, leading to some amazingly complex animal life.

**Temperature** – The temperature of a given world can greatly affect its animal life.

- **Frozen** – Life is unlikely here but not impossible. Adaptation to the cold has altered any animals encountered on worlds like this.
- **Cold** – Like a frozen world but the modifications are not quite so severe and life is a little more common. Dense flesh or fur is almost a must for animals of this type.
- **Temperate** – The primary temperature type for habitable worlds, most animals found in this climate are Earth-like and receive few modifications.
- **Hot** – Often arid and devoid of large water sources, animals here have adapted to be self-sufficient and usually scavenge to survive.
- **Roasting** – Like a Frozen world, few animals can live on these planets. Those that can are resistant to the high temperature and typically very dangerous.

**Hydrographics** – A world's constant level of water makes a huge difference to both its climate and what kinds of animal life can thrive there. This section also discusses aquatic life as its own subset of animal encounter.

- **Desert and Dry Worlds (25% or less)** – These planets rarely have any appreciable sea life and what does exist tends to be small. Limited hunting grounds either result in plankton eaters or tiny, vicious predators.
- **Wet Worlds (26% to 50%)** – Larger bodies of water provide a sizable environment for aquatic life and support larger animals while still being limited to something less than might be found on Earth.
- **Earth-like (51% to 75%)** – Normal animal populations can be supported with a range of environments from swamps to oceans. Sea life can grow quite sizable with whales being common in deeper oceans.
- **Water Worlds (76%+)** – Most of the planet's animal population is aquatic with some species capable of becoming truly monstrous in size. Megawhales and leviathans are possible and even likely.

As previously noted, all modifiers that apply stack together for a given creature. If the Referee wished to create a version of the Riptalon that lived on a high gravity desert world with a temperate climate and a tainted atmosphere, the modifiers for High Gravity, Desert World and Tainted Atmosphere would all apply together.

Under Skills, animals gain one Rank of the listed skill. If a specialty is required, the Referee should choose the most logical type for the animal in question.

Under Defences, a listed bonus or penalty is applied to the animal's Armour score.

Under Movement, a percentage chance indicates the likelihood that the animal possesses the listed movement mode in addition to its own. Roll a d6, if the result is a 1-3 then the animal possesses the movement mode. A 'No' entry bars the animal from having the listed movement mode (though the Referee can make an exception for special cases). An 'All' entry is treated in the same fashion.



**Animal Modification Chart**

World Type	Resultant Modifier								
	Skills*	Defences	Movement	STR	DEX	END	INT	INS	PACK
<b>Gravity</b>									
<i>Low</i>	Athletics	-1	50% F	-2	+2	-1	—	—	—
<i>Moderate</i>	—	—	—	—	—	—	—	—	—
<i>High</i>	Athletics	+1	No F	+4	-1	+2	—	—	—
<b>Atmosphere</b>									
<i>Trace</i>	—	-1	—	—	+1	-1	—	+1	—
<i>Thin</i>	—	-1	—	—	+1	—	—	—	+1
<i>Thin (Low)</i>	—	-2	—	—	+2	-2	—	—	+1
<i>Standard</i>	—	—	—	—	—	—	—	—	—
<i>Dense</i>	—	+1	—	—	—	—	—	-1	—
<i>Dense (High)</i>	—	+2	No F	+2	-1	+3	—	-1	-1
<i>Dense (Tainted)</i>	Survival	+1	—	—	—	+2	—	-2	-2
<i>Exotic</i>	—	—	—	—	—	—	—	—	—
<i>Corrosive</i>	Survival	Immune to acids	—	+1	—	+2	—	-1	-1
<i>Insidious</i>	Survival	Immune to acids / radiation	—	—	—	+3	—	-1	-1
<i>Unusual</i>	—	—	—	—	—	—	+1	—	—
<b>Temperature</b>									
<i>Frozen</i>	Survival	+2	No S	+1	-2	+2	—	-1	+2
<i>Cold</i>	Survival	+1	—	+1	-1	+1	—	—	+1
<i>Temperate</i>	—	—	—	—	—	—	—	—	—
<i>Hot</i>	Survival	-1, -1 damage from heat	—	-1	+1	+3	—	-1	-1
<i>Roasting</i>	Survival	-2, Immune to heat	—	-2	—	+5	—	-2	-2
<b>Hydrographics</b>									
<i>Desert World</i>	Survival, Stealth	+1	—	+1	—	+2	—	+2	-2
<i>Wet World</i>	—	+1	50% S	+1	+1	—	—	—	+1
<i>Earth-Like</i>	—	—	—	—	—	—	—	—	—
<i>Water World</i>	Athletics	—	All S	—	+2	+1	+1	—	+1
<b>Specials</b>									
<i>Gas World</i>	—	-1	All F	-2	+1	+1	—	-2	+1
<i>Asteroid</i>	Survival, Athletics	+2	All W	+4	-2	+4	-1	-1	—
<i>Solar / Nebula</i>	—	—	All F	—	+1	+2	—	-1	-2
<i>Low Orbit</i>	Survival	-1	All F	-1	+2	+1	—	+1	-2
<i>Deep Space</i>	—	+2	50% F	-4	+4	+4	—	+2	-2

\* If a specialisation is required the Referee should choose the one he considers most appropriate.

# ANIMAL BREED SHEET

*Species Name*

*Classification*

*Preferred Terrain*

*Strength*

*Dexterity*

*Endurance*

*Intelligence*

*Instinct*

*Pack*

<i>Skills</i>	<i>Rank</i>
<i>Survival</i>	<input type="text"/>
<i>Athletics</i>	<input type="text"/>
<i>Recon</i>	<input type="text"/>
<i>Melee (natural weapons)</i>	<input type="text"/>
<hr/>	
<input type="text"/>	<input type="text"/>

*Diet*

*Behaviour*

*Movement Type(s)*

*Illustration*

<i>Encounter Data</i>	<i>Pack Size</i>
<i>Armour Type</i>   <i>Score</i>	<i>Reaction DM</i>
<i>Attack</i>	<i>Damage</i>
<i>Exotic Attack</i>	<i>Effect</i>

*Description / Notes*

# Supplement 11: Animal Encounters

*Once players start venturing out from the safety of civilisation and into the wilderness, they will be confronted with all manner of exotic and strange fauna. From deadly predators that will stalk a heavily armed party for weeks before making their lethal ambush, to harmless furballs that make for good pets, Animal Encounters will allow a referee to create new creatures to populate his worlds, each tuned specifically to its environment.*

*As well as providing many examples of animals already discovered on distant worlds, Animal Encounters not only provides a complete system for referees to create their own, but also a chapter on very strange animals, such as those that live in super-dense gravity environments, or those that can be found floating in the higher reaches of the atmosphere in a gas giant.*

US \$24.99



MGP 3859

ISBN 978-1-907702-36-5

