Aliens, Creatures & Foes





Outer Space Raiders Volume 2: Aliens, Creatures & Foes By C. Thorin Copyright 2015 <u>Magic Pig Media</u>

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Table of Contents

Random Bug Eyed Monster Generator	1
Assassin Droid	
Bone Gnasher	2
Brain Bats	2
Bug-Eyed Tentacle Monster	
Fungoid	
Inter-Dimensional (I.D.) Monster	
Laser Brain in a Jar	
Mind Worms	
Psi-Sonic Beetles	4
Pulsarite	4
Radioactive Lust Vampires	5
Radioactive Lust Vampires Thrall	5
Radioactive Lust Vampire Pleasure Yacht	5
Space Pirates	6
Space Pirate, Captain	
Space Cycle	
Space Sharks	6
Teuthids	7
Teuthid Drone Fighter	7
Teuthid Brain Slave Trooper	7
Warp Beast	
Star Ship Scaled Creatures	8
Asteroid Crab	8
Cosmic Behemoth	8
Star Kraken	8
Stellar Megalodon	8

Random Bug Eyed Monster Generator

Hit [Dice	Armor Class Base Attack Damage		
3 to 5	3	3 to 9	7[12]	1d6
6 to 9	4	10 to 12	6[13]	1d6+1
10 to 12	5	13 to 15	4[15]	1d6+2
13 to 14	6	16 to 17	3[16]	2d6
15 to 17	7	18	1[18]	2d6+1
18	10			

Weird Abilities/Appearance/Additional Attacks

1	1d8 Tentacles (1d6+1 Damage). Each an additional attack.			
2	Regenerates 2 HP/Round			
3	Acidic Slime (melee attacks cause +1d6-1 Acid damage)			
4	Slippery Slime (Characters adjacent must make a Saving Throw or fall prone.)			
5	Can turn Invisible once per day.			
6	Gigantic. It's Star Ship Scale.			
7	Exoskeleton -2[+2] Armor Class			
8	Absorbs Energy. Half damage from energy attacks.			
9	Immune to mental attacks.			
10	Can Fly (Speed 12)			

11	1d4 Eye Rays (1d6 Damage, Range 30 feet)		
12	Blubber (-1[+1] Armor Class)		
13	1d6 Eyes (also chance in d6 of <u>not</u> being surprised)		
14	Pulsing Brain (Mental Attack 3x/day Save or be under effect of <i>Confusion</i> .)		
15	Maw (1d6 Bite)		
16	Mind Control: Charm Person 1/day		
17	Mandibles (1d6+1 Bite)		
18	Thick skin. Half damage from non-energy attacks.		
19	Energy attacks heal it.		
20	Roll Twice		

What does it want?

1	Food.	11	To be left alone.
2	"Friends".	12	Go home.
3	Brains!	13	Precious Bodily Fluids.
4	Life Energy.	14	Protect Territory.
5	Brain Energy.	15	Talk.
6	Destroy.	16	It Wants To Play.
7	Water.	17	Protect Offspring.
8	Salt.	18	Revenge.
9	Gold.	19	No Idea.
10	Radiation.	20	Roll Twice.

Assassin Droid

Armor Class: 6[13] Hit Dice: 4 Attacks: 1 Slam (1d6+1) or by weapon Saving Throw: 15 **Special:** Disguise Module, Poison Laboratory, Sneak Attack **Move:** 12 HDE/XP: 7/600

Banned in most civilized star systems, Assassin Droids are nearly unstoppable robotic killers. They appear as featureless metallic humanoids but brains with black bat-like wings. Brain Bats feed of have the ability to disguise themselves to avoid the psitronic energy of intelligent beings. detection.

a holographic disguise of any humanoid being.

Poison Laboratory: If an Assassin Droid can gain access to a sample of genetic material from a target then it can synthesize a specific poison for that individual. The poison can be delivered by any means. The target must make a Saving Throw at -4 or die. Other beings are immune to Armor Class: 4[15] that poison.

Sneak Attack: If an Assassin Droid attacks an Attacks: 4 Tentacles (1d6 each) unaware target successfully then the attack does Saving Throw: 12 double damage.

Bone Gnasher

Armor Class: 7[12] Hit Dice: 3 Attacks: 1 Bite (1d6+2) Saving Throw: 16 Special: Worry Move: 15 HDE/XP: 4/120

These hulking predators from Cossack 7 have been partially domesticated by crime lords and space pirates to act as guard animals or fighting animals in blood sports. Bone Gnashers have been know to turn on their masters for little or no reason.

Worry: When a Bone Gnasher successfully attacks, the target must make a Saving Throw or the creature has latched on its prey. lt will automatically do its bite damage next round. The victim may attempt a Saving Throw as its next action to attempt to get free.

Brain Bats

Armor Class: 7[12] Hit Dice: 3 Attacks: Claw (1d4) Saving Throw: 16 **Special:** Intelligence drain Move: 3 (Ground), 15 (Flying) HDE/XP: 5/240

Brain Bats inhabit deserted caves and ruins throughout the galaxy where they can lay dormant for centuries. They appear as purple humanoid

Intelligence Drain: When а Brain Bat Disguise Module: An Assassin Droid can create successfully attacks, the target must make a Saving Throw or the bat has attached itself to the victim's head. Each round the bat is attached the victim must make another Saving Throw or be drained of 1 point of Intelligence.

Bug-Eyed Tentacle Monster

Hit Dice: 7 **Special:** Regeneration (1d4 HP/Round until killed) **Move:** 9 HDE/XP: 8/800

These massive creatures are found on planets on the fringes of the galaxy. They are aggressive and very territorial. They are usually solitary but occasionally large groups may be found in the more remote areas of space.



Fungoid

Armor Class: 6[13] Hit Dice: 2+1 Attacks: 1 By Weapon or Spore Cloud Saving Throw: 17 Special: Spore Cloud **Move:** 12 HDE/XP: 3/60

ill fated pirate crew. Tales of the Fungoids Ancients. Their original purpose is unknown. Over circulated through the interstellar underworld until the an enterprising drug lord discovered a method to knowledge. They also have gone completely synthesize exotic narcotics from the species.

They are a humanoid-shaped fungal species with white skin and black eyes. While they have normal humanoid features, they are incapable of Living Laser Brains or an undamaged Laser Brain making facial expressions.

Spore Cloud: A Fungoid can release a spore cloud in 10 foot radius 3 x per day. Beings within the area must make a Saving Throw at -2 or be under the effects of Confusion for 2d6 rounds.



Inter-Dimensional (I.D.) Monster

Armor Class: 4[15] Hit Dice: 7 Attacks: 2 Claws (2d6 each) Saving Throw: 12 Special: Invisibility (Partial) **Move:** 9 HDE/XP: 8/800

The origins of I.D. Monsters are clouded in mystery. They have appeared on numerous Mental Drain: Each hour the victim loses 1 point planets on the fringes of civilized space and just as suddenly disappeared.

until the creature is hit with an energy weapon scores reach 0 then he has been fallen into a then its silhouette is visible until the creature's coma. When all the character's mental ability next action.

Laser Brain in a Jar

Armor Class: 0[19] Hit Dice: 2 Attacks: 4 Laser Blasts (1d6, Range: 40 feet) Saving Throw: 17 Special: None Move: 12 (Flying) HDE/XP: 4/120

Fungoids were a primitive race until discovered an Laser Brains are a mysterious relic of the they eons. have accumulated great insane. Some will babble incoherently while others will immediately attack. But a piece of obscure knowledge might worth the risk for some.

jar can fetch a high price on the black market.

Mind Worms

Armor Class: 8[11] Hit Dice: 1d-1 Attacks: 1 Pincer (1 point of damage) Saving Throw: 19 Special: Mental Drain **Move:** 6 HDE/XP: 1/15

These three-foot long parasites live off the psychic energy of sentient beings. They attach themselves to the base of the skull (or what may pass as a skull) of their hosts. Within hours, the host is driven mad. A few days later the host is catatonic then finally death.

While the worm is attached, the host is in a zombie like state and reacts with only violent primal instincts. Removing a Mind Worm is a complex and dangerous medical procedure.

of Intelligence, Wisdom, or Charisma (determined randomly) with a successful Saving Throw the Invisibility (Partial): I.D. Monsters are invisible loss is only temporary. If any of the character's scores reach 0. he is dead.

Psi-Sonic Beetles

Armor Class: 7[12] Hit Dice: 2 Attacks: Mandible (1d6) or Psi-Sonic Scream Saving Throw: 17 Special: Psi-Sonic Scream Move: 12 HDE/XP: 3/60

Psi-sonic Beetles are about two-feet long and have a gray and red carapace that roughly resembles a humanoid brain.

Psi-Sonic Scream: Three times per day, a Psi-Sonic Beetle can release a psi-sonic scream. Each character with in 10 feet of the beetle must succeed on a Saving Throw (-4 if the character has any sort of mystical, arcane, or mental powers) or be stunned for 1d4 rounds.

Pulsarite

Armor Class: 8[11] Hit Dice: 2 Attacks: Energy Touch (1d6+2) Saving Throw: 17 Special: Immaterial, Damage Immunity, Disrupts Technology Move: 15 Flying HDE/XP: 4/120

Beings of pure energy who could be as sentient as a single-celled organism or be evolved to a state beyond mortal comprehension.

Immaterial: Pulsarites may pass through solid objects. They may pass through force fields and energy shield with a successful Saving Throw.

Damage Immunity: Pulsarites are immune to physical and mental attacks including poisons and diseases. Energy attacks do normal damage.

Disrupts Technology: A Pulsarite disrupt technology and destroy circuitry with a touch. This includes personal weapons and cybernetics.

Energy Touch: Any character touched by a recollection of the last ten minutes Pulsarite takes 1d6+2 damage. Robots take double damage.



Quantum Doze Armor Class: 6[13] Hit Dice: 5 Attacks: Pseudopod (1d6) Saving Throw: 14 Special: Engulf, Nonexistence Move: 9 HDE/XP: 8/800

Scientists are unsure if Quantum Ooze is a creature or some sort of deadly quantum irregularity given form. They cannot even agree if it exists or what it may look like.

Engulf: When a Quantum Ooze successfully attacks a character, the character must make a Saving Throw or be engulfed by the ooze. While engulfed the character automatically 1d6-2 damage each round and ceases to exist to the outside universe. No one remembers the character. If the character dies in the ooze then it is as if the character never existed.

The character may attack the ooze from the inside. If the character does manage to survive, his allies will remember him but not remember forgetting him. However, there may be some side effects in the greater scheme of things. A powerful enemy may now be alive. A heroic deed might be undone.

Nonexistence: When a Quantum Ooze "dies", it disappears from existence and releases a burst of quantum energy. Every being within 50 feet of the ooze must make a Saving Throw or have no recollection of the last ten minutes

Radioactive Lust Vampires

Armor Class: 4[15] Hit Dice: 4 Attacks: 1 By Weapon or Special Ability Saving Throw: 15 Special: Charm, Energy Absorption, Life Drain, Radiation Burst Move: 12 HDE/XP: 8/800

Radioactive Lust Vampires are a decadent and arrogant race who might be a greater threat to the galaxy if it weren't for their own political infighting and relentless pursuit of pleasure and vice.

Charm: Radioactive Lust Vampires my use the Charm Person Mediation at will.

Energy Absorption: They have the ability to absorb the damage from energy weapons (Half damage with a successful Saving Throw.)

Life Drain: Radioactive Lust Vampires may drain the life force of creatures with a touch. Life Drain causes 1d6+1 damage and heals the vampire for the same amount. A successful Saving Throw negates. Radioactive Lust Vampire Thralls are not allowed a Saving Throw.

Radiation Burst: Once per day, a Radioactive Lust Vampire may release a deadly burst of radiation in a 20 foot radius causing 4d6 damage. A successful Saving throw for halves the damage.

Radioactive Lust Vampires Thrall

Armor Class: 5[14] Hit Dice: 1+1 Attacks: 1 By Weapon Saving Throw: 18 Special: None Move: 12 HDE/XP: 1/15

A race of humanoid clones created by the Radioactive Lust Vampires to serve as food, slave labor and entertainment.



Radioactive Lust Vampire Pleasure Yacht

Armor Class: 4[15] Hit Points: 50 Shield Strength: 4 Movement: 12 Targeting +2 Attacks: 2 Laser Cannons (1 Pilot-Linked) Modifications: Faster-Than-Light Drive

Sleek, deadly and tacky. The Pleasure Yachts of the Radioactive Lust Vampires are well armed and armored vessels with gaudy furnishings, shag carpet on the walls and mirrors on the ceiling.

Space Pirates

Armor Class: 5[14] Hit Dice: 1+1 Attacks: 1 By Weapon Saving Throw: 18 Special: None Move: 12 HDE/XP: 1/15

Space Pirate, Captain

Armor Class: 5[14] Hit Dice: 3+1 Attacks: 1 By Weapon Saving Throw: 16 Special: Inspire Crew **Move:** 12 HDE/XP: 4/120

Interstellar space is a dangerous and lawless place. Space Pirates are a constant threat to shipping and other civilian vessels. Some pirates Move: Flying are blood thirsty killers while others only target the HDE/XP: 4/120 ships of evil star empires.

of encouragement, a Space Pirate Captain inspires his crew granting them a +1 bonus to been known to attack asteroid miners and attack rolls and Saving Throws.

Space Cycle

Armor Class: 3[16] Hit Points: 12 Shield Strength: 0 Movement: 18 Targeting: +1 Attacks: 2d6 (Light Laser) (Pilot-Linked) A favorite of space pirates, outlaws, joyriders, and asteroid miners. The space cycle is little more than an engine with a seat and controls. Space cycles have no life support or other protection for the pilot.

Space Sharks

Armor Class: 6[13] Hit Dice: 3+1 Attacks: Bite (2d6) Saving Throw: 16 Special: Survive Vacuum Of Space

These strange predators prowl the asteroid belts Inspire Crew: By shouting threats or other means and space derelicts. The can survive the depths of space and migrate between the stars. They have survivors of space ship disasters.



Teuthids

Armor Class: 6[13] Hit Dice: 6 Attacks: By Weapon or Mental Power Saving Throw: 11 Special: Mental Powers Move: 12 HDE/XP: 9/1.100

Teuthids are a cunning and evil race. They routinely raid space colonies for slave brains and are always in search of Ancient technology.

Teuthids have discovered a method to implant the brain of sentient creatures into machines. These slave brains are placed in robot bodies and ships.

Mental Powers: Teuthids may use the following Warp Beast Gifts and Meditations: Detect Thoughts (At will), Protective Meditation and Hold Person (2x per day), and Confusion (Once per day).

Teuthid Drone Fighter

Armor Class: 3[16] Hit Points: 20 Shield Strength: 2 Movement: 15 Targeting: +3 Attacks: 4d6 (Laser Cannon) (Pilot-Linked)

Small, fast, and deadly. The Drone Fighters are controlled by slave brains with little or no sense of self preservation.

Teuthid Brain Slave Trooper

Armor Class: 4[15] Hit Dice: 2 Attacks: Laser Rifle (2d6) or Mono-Sword (1d6+2) Saving Throw: 15 **Special:** Robot body **Move:** 12 HDE/XP: 9/1,100

The standard troops used by the Teuthids. A slave brain is programmed to kill then implanted into an armored robot body.



Armor Class: 6[13] Hit Dice: 4 Attacks: 2 Claws (1d6 each) and 1 Bite (2d6) Saving Throw: 15 Special: Invisibility (only in warp space), Displacement Defense (only in normal space), Survive The Vacuum Of Space **Move:** 15 HDE/XP: 7/600

These strange beasts inhabit warp space and usually aren't a threat unless they cross the flight path of a ship in warp space. The beast becomes trapped on the ship and goes on a killing rampage. Warp Beasts can only come into normal space when trapped inside a space ship. This aggravates the beast and it attempts to return to warp space.

Invisible: The beast is invisible in warp space. If it is on a ship and the ship returns to normal space then the beast will become visible.

Displacement Defense: When hit by an attack, the beast attempts a Saving Throw. If successful it teleports 1d4 x 10 feet in random direction and takes no damage. Any characters within 5 feet of the beast must make a Saving Throw or be teleported along with the Warp Beast.

Star Ship Scaled Creatures

Asteroid Crab

Armor Class: 8[11] Hit Points: 30 Total Attack Bonus: +3 Shield Strength: 4 (Asteroid "Shell" does not Shield Strength: 0 regenerate as normal shields) Attacks: 2 Pincers (3d6) Saving Throw: 16 **Special:** Surprise (3 in 6 chance) **Move:** 3 HDE/XP: 4/120

These solitary creatures inhabit hollowed out known to attack small and medium sized ships. asteroids much like hermit crab. They only pose a threat when they happen to surprise an unwary vessel. Their pincers have been know to crush the hulls of small mining and survey vessels.

Cosmic Behemoth

Armor Class: 2[17] Hit Points: 300 Total Attack Bonus: +7 Shield Strength: 6 (Does not degrade.) Attacks: 1 Maw of Doom (10d6) Saving Throw: 5 **Move:** 6 HDE/XP: 10/1400

No one knows the origins of the Cosmic Behemoths. These gigantic creatures can devour small asteroids and large ships. There's many an old spacer's tale about people being able to survive in the belly of a Behemoth. There might also be valuable salvage, and treasure there.

The legend of the Cosmic Behemoth graveyard Attacks: Bite (2d6) draws treasure hunters from across the galaxy. A Saving Throw: 15 place in the far reaches of the galaxy where these Move: 15 creatures migrate to die. If you can find it, there's HDE/XP: 4/120 supposed to be great ancient treasures for the taking.

Star Kraken

Armor Class: 6[13] Hit Points: 40 Total Attack Bonus: +4 Attacks: Crushing Tentacles (4d6) Saving Throw: 15 Special: EMP Burst **Move:** 12 HDE/XP: 4/120

These bizarre predators of the space ways have

EMP Burst: Space Kraken can release a burst of electromagnetic energy which blinds a ship's sensors for 1d4 rounds.



Stellar Megalodon

Armor Class: 3[16] Hit Points: 30 Total Attack Bonus: +5 Shield Strength: 0

Territorial and aggressive shark-like predators have been known to attack small ships.

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