



HAZARDS #1

Plants and Animals for Sci-Fi or Post-Apocalyptic Settings

As humans spread out into the galaxy they encountered, or created, more things that might want to eat them. Here are a few of them...

BASH LIZARD

This bad-tempered, carnivorous beast looks like cross between a T-Rex and a Ram, with lots of sharp teeth, short upper arms, and large curled horns on its head (males and females). They travel in family groups of one male, 1d3 females, and 1d3 young. The adult male can grow up to 4 and a half feet tall while the females average about 4 feet. The young do not have horns but can bite just like the adults.

Bash Lizards will charge and attack anything up to size 3 and have been known to turn over and/or damage ground vehicles.

Male Bash Lizard

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 11(2)

Special Abilities:

- **Bite:** Str
- **Bash:** Str + d6; The Bash Lizard must run at least 2". If the attack produces at least a shaken result and the target is smaller than size 3, the attack is also treated as a Push.
- **Armor +2:** Thick Skin
- **Size 1:** The Male Bash Lizard has a high mass.
- **Near Sighted:** The Bash Lizard cannot attempt to Bash any target farther away than 5" if the target is not moving and has not moved since the Bash Lizards last turn.

Female Bash Lizard

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9(2)

Special Abilities:

- **Bite:** Str
- **Bash:** Str + d6; The Bash Lizard must run at least 2". If the attack produces at least a shaken result and the target is smaller than size 3, the attack is also treated as a Push.
- **Armor +2:** Thick Skin
- **Near Sighted:** The Bash Lizard cannot attempt to bash any target farther away than 5" if the target is not moving and has not moved since the Bash Lizards last turn.

Young Bash Lizard

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str
- **Size -1**

BLUE RAY

Blue Rays are much larger and smarter than their terrestrial cousins, up to 8 feet across. They have 6 short legs with pincers evenly spaced along their underside. These pincers are not used for combat but are capable of manipulating nets and holding spears. They are known for cultivating fish and various forms of sea weed.

Given their farming activities and advanced level of tool use, some scientists have speculated that the Blue Rays may come close to human level intelligence. No one has been able to communicate with them to find out though. These beings are very dangerous to any creature that threatens them in the water.

Attributes: Agility d8, Smarts d6(?), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6

Pace: -; **Parry:** 6; **Toughness:** 6

Equipment: Spear, Net

Special Abilities:

- **Size 1**
- **Aquatic:** Pace 12
- **Resilient:** Blue Rays can take 1 Wound before being Incapacitated.

CHAMELEON SNAKE

The Chameleon Snake is non-poisonous but is usually between 9 and 12 feet long. These strong constrictors are almost impossible to spot before they attack from a concealed position on the ground or from overhead locations such as trees and rocks. They can move very quickly through trees by brachiating (Flipping end-over-end between branches like a monkey swinging by its arms).

Chameleon Snakes attack by wrapping around the target. A Chameleon Snake has enough dexterity and strength to bind up to two adjacent human sized targets.

An unlucky target could even be captured and lifted into the air by one of these monsters hanging down from a tree, making it very difficult for anyone to assist them.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Arboreal:** Pace 8, In dense trees
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.
- **Crusher:** +2 to damage when using the "Crush" option on an Entangled or Bound foe.
- **Additional Action:** A Chameleon Snake may grapple up to 2 adjacent targets of Size 0 or less may ignore 2 points of Multi-Action penalties each turn.

EYE POD

This annoying plant can be found growing in dense woods and underbrush. They get their name from a distinctive center hole flanked by two large blue leaves that usually lay out flat in an oval pattern. The

Eye Pod waits for small creatures (or large insects) to drink from its central hole and then springs the two leaves shut, trapping the target.

If a larger creature gets too close to the Eye Pod, it can emit a shrill, painful sound by pumping air from an internal bladder through small vents in its base. This causes all creatures within 5" to make a Fear check using the **Terror** rules. The sound can be heard for up to a mile away.

The Eye Pod leaves have a **Hardness** of 4. It takes one day to refill its air bladder after it is used.

Disturbing and Eye Pod or two while trying to sneak up on someone could be disastrous!

KUDZU²

Ignoring the lessons of history, someone decided that the plant called Kudzu would be great for terraforming large open areas on sub-optimal planets. Kudzu² is a mutated form of this strong, fast growing, flowering vine. It is edible but very bland and unappealing.

Kudzu² vines have a **Hardness** of 8. An attack that exceeds that amount of damage will clear a path through it approximately 1" high, 1" wide, and 1" long. The Kudzu² will grow enough to cover such a path in just 4 hours.

Kudzu² does not attack in any conventional way but it seems to be attracted (like some insects) to the gases created when creatures exhale. If a still, sleeping, or disabled creature is within 2" of a Kudzu² mass the vines will use a combination of movement and growth to envelop the creature. After one hour the target is Entangled; after two hours they are Bound. Escape actions are made at -2.

The vines do no additional damage to trapped victims, they just hold them until thirst or hunger takes its toll and then gather nutrients from the decomposing mass. Not a pretty way to go.

KUDZU KLOWN

These small scavengers look almost feline. They get their name from their odd orange with white striped coloring, combined with the fact that they live safely inside Kudzu² patches somewhat like a clown fish lives inside anemones on Earth. Any creature traveling near or through a Kudzu² patch is vulnerable to attack by these pests.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 2

Special Abilities:

- **Claw:** Str
- **Size -3**
- **Environmental Resistance:** Kudzu² does not react to, or attack, Kudzu Klowns.
- **Leaper:** The Kudzu KlowN can jump twice as far as normal. In addition, it adds +4 to damage when leaping as part of a Wild Attack instead of the usual +2.

SAWBILL

Sawbills are bad tempered, predatory birds with large, serrated beaks. The largest specimens found have a wing span of about three feet. They prefer to operate as scavengers but will attack to defend their nesting area. They tend to live high up on cliff walls in extended family groups of 30 to 40 members.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d10, Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4
- **Buffet:** A Sawbill can make an Athletics Test against a target's Agility to make the target Distracted.
- **Size -1**
- **Flight:** Pace 12

SHOCK MONKEY

These small, fuzzy tree dwelling creatures don't normally "attack" anyone. Instead they do damage accidentally by just touching creatures and objects. Something in their makeup causes them to absorb and discharge electrical energy through leathery patches on their hands.

Shock Monkeys are very curious and love to examine creatures and objects. If a one of them touches an object with a battery (like scientific field equipment or any energy weapon) it drains all power from the object.

With a simple medical procedure (a successful Healing or Science check) the energy pads can be disabled. Once this is done, a Shock Monkey can be domesticated very easily and kept as a pet. Some spacers consider it bad luck to sell the little creatures but pet stores will pay \$50 each for them.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Notice d6

Pace: 5; **Parry:** 2; **Toughness:** 2

Special Abilities:

- **Drain:** A Shock Monkey drains the energy from any battery powered item smaller than a basic car that it touches. By doing this, it becomes **Charged**.
- **Charged:** The next 3 creatures or items that the Shock Monkey touches are shocked. (For creatures, See Electricity under Hazards). Items with electrical circuits take 2d6 electrical damage.
- **Size -3**

Written By: Mitch A. Williams

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