GURPS®

BESTIARY

Monsters, Beasts, and Companions

THIRD EDITION

BY STEFFAN O'SULLIVAN

STEVE JACKSON GAMES

PREDATORS AND PREY

No matter where or when your campaign is set – from prehistoric times to the jungles of modern Africa – ***GURPS Bestiary*** provides all the creatures of fact and fantasy you need to bring your world to life. So come on – take a walk on the wild side!

Inside this third edition, you'll find:

- Complete descriptions of more than 150 real and imaginary creatures, from Antelope to Water Buffalo, from Agropelter to Yeti.
- Expanded information for creating an animal character – how to build a racial template from bestiary stats and adapt the template to a character for your campaign.
- Guidelines for using animals in your campaign, including detailed rules for hunting and trapping, venom, animals in combat, and animal companions.
- Suggestions for inventing new creatures to keep players on their toes.
- A complete set of habitat tables, showing where each species is most often found and giving their important stats at a glance.

GURPS Basic Set**, Third Edition Revised* and ***Compendium I: Character Creation are *required* to use this book in a ***GURPS*** campaign. ***GURPS Bestiary*** can also be used as a sourcebook for any roleplaying system.

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BESTIARY

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STEVE JACKSON GAMES

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INTRODUCTION

"But, gentle reader, you must consider that, since Adam went out of Paradise, there was never any that was able perfectly to describe the universal conditions of all sorts of beasts."

– Edward Topsell, ***A History of the Four-Footed Beasts****, 1607*

A bestiary is an encyclopedia of beasts. The earliest bestiaries included not only real animals, but mythical ones as well. They also included a lot of nonsense about the behavior of real animals – such as antelopes cutting down trees with their saw-shaped horns, snakes only biting tourists (we tell that one in New Hampshire, too) and remoras bringing ships to a dead stop. ***GURPS Bestiary*** is no exception; it contains not only real animals, but also mythical creatures and a lot of nonsense.

I have translated an incredible amount of ancient lore, biological fact, and speculation into gaming terms. I have tried to remain as true to the original material as possible, though this was not always easy. Often the original sources conflicted with each other.

GURPS tries hard to be a unified system, even in areas not subject to reality checking (such as magic). So I had to bend some legends – like the gumberoo, which hurls arrows back at its attackers – to fit the game. The gumberoo still repels missiles, but the mechanism has been defined in ***GURPS*** terms – which do not totally agree with all legends.

The GM may disagree with my treatment of certain animals. If so, he may change them freely, using what I've written as rumor – rumors abound in all ages. The GM can decide for himself exactly what the creatures do.

During my extensive research for this book, I came to know and love my subjects a little better (except for certain members of the order *Diptera*). Eventually, it occurred to me that I was writing a book about animals which, among other things, attack people. The truth is that few animals are any threat at all to humans. In fact, the opposite is far more true – we are pushing more than 100 species a year into extinction, a figure that experts feel can rise as high as 100 species a *day* by the year 2000.

For this reason, I dedicate this book to all animals in all universes . . . long may we thrive! I also commit 10% of any money I make from this book to the World Wildlife Fund (1250 24th St., Washington, DC 20037), which is devoted to saving as many species as possible. It will be a sad day when there are no more tigers or leopards, yet that day is rapidly approaching unless we act now to prevent it.

– Steffan O'Sullivan

About the Authors

Steffan O'Sullivan lives in central New Hampshire. His other roleplaying books include ***GURPS Swashbucklers, GURPS Fantasy Bestiary, GURPS Bunnies & Burrows, Fudge,*** and ***Sherpa.*** He donates a portion of his royalties to organizations devoted to saving the environment, such as The Peaceable Kingdom Project (4353 East 119th Way, Thornton, CO 80233). You can read more about Steffan, and read his reviews of games, on his Web page at **www.io.com/~sos/**.

Hunter Johnson lives in Dayton, Ohio. His previous roleplaying book is ***GURPS Japan****, Second Edition*. He and his wife, Lori, have had a second son, Derek Scott Johnson, since the blurb in that book was written. You can find Hunter on the Web at **www.donet.com/~jhunterj/**.

ABOUT GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (**www.sjgames.com/pyramid**). Our online magazine includes new rules and articles for ***GURPS***. It also covers the hobby's top games – ***Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun,*** and many more – and other Steve Jackson Games releases like ***In Nomine, INWO, Car Wars, Toon, Ogre***, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. ***GURPS*** continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

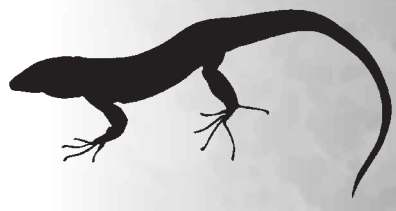
Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at **www.sjgames.com** for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on Compuserve and AOL. ***GURPS*** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of ***GURPS*** happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to **gurpsnet.sjgames.com/**.

The ***GURPS Bestiary*** Web page is at **www.sjgames.com/gurps/books/bestiary**.



I gratefully acknowledge that this book would not exist without the following people: Joyce Bruce, Dean O'Sullivan, Mrs. Donald Otto (Hi, Mom!), Dr. Larry Spencer, Ann Thurston, Glenn Van Valkenberg and the patient staff of Lamson Library, Plymouth State College, NH. – *Steffan O'Sullivan*

PAGE REFERENCES

See ***GURPS Compendium I,*** p. 181, for a list of abbreviations for ***GURPS*** titles, or for the most recent list, visit our Web site at **www.sjgames.com/gurps/abbrevs.html**.

Page references that begin with a B refer to the ***GURPS Basic Set,*** *Third Edition Revised*; e.g., p. B22 refers to page 22 of the ***Basic Set.*** CI refers to ***GURPS Compendium I***, CII to ***Compendium II***, BT to ***Blood Types***, FB to ***Fantasy Bestiary***, CM to ***Celtic Myth***, G to ***Grimoire***, J to ***Japan***, M to ***Magic***, MIT to ***Magic Items 2***, ME to ***Mecha***, P to ***Psionics***, R to ***Religion***, UN to ***Undead***, UTT to ***Ultra-Tech 2***, VO to ***Voodoo***, and WI to ***Wizards***.

ABOUT THIS BOOK

The bulk of this book is made up of creature descriptions, organized alphabetically. Certain creatures are listed separately.

This book also contains rules and guidelines for the interactions of PCs with animals – *Game Mastering Animals, Hunting and Trapping, Animal Characters,* and *Creating Animals*.

Finally, at the back of the book are an *Alphabetical Chart, Habitat Table,* and *Index*. The Alphabetical Chart lists all the creatures in the book in alphabetical order, with their statistics. The Habitat Chart lists each animal by habitat, with page numbers so they can be easily located.

TECHNICAL TERMS

Arboreal: At home in the trees, no DX penalty for tree movement or actions.

Biome: A community of plants and animals living together in a geographic region having a certain type of climate.

Carnivore: A flesh-eating animal.

Diurnal: Active by day.

Gregarious: Sociable, living in herds, groups, or flocks.

Habitat: The natural abode or locality of an animal.

Herbivore: An animal that eats plant matter.

Nocturnal: Active by night. The creature has the Night Vision advantage. This is distinct from the Nocturnal disadvantage (p. CI103) – nocturnal animals are not comatose during the daylight hours.

Omnivore: An animal that eats both plant matter and animal flesh.

Solitary: Living or being alone.

ANIMAL STATISTICS

ST, DX, IQ, HT. HT will often have two numbers separated by a slash (e.g., 15/35). The first number is the actual HT score; the second number is hit points (see p. CII152). ST and hit points are usually given as a range. DX, IQ, and HT are given as single numbers; they may vary by a point or so in either direction for any species. If the listing indicates an attribute as <1, this means that that attribute is negligible and does not affect game mechanics.

Move/Dodge. Some creatures will have more than one Move – flying and on the ground, for example. The listed Move in this case is for the most common situation, e.g., flying for birds. Move for other situations is given in the text. Dodge (an animal's only active defense) is 1/2 DX or 1/2 Move, whichever is better, up to a maximum of 10.

PD/DR. PD and DR, if any, from the creature's hide or armor. Usually won't vary much within a particular species.

Damage. Listed damage is that for the creature's most common form of attack; damage for other forms of attack is given in the description. Listed damage is for an average member of the species; stronger animals may do more. Abbreviations: imp = impaling, cut = cutting, cr = crushing.

Reach. Most creatures attack by "close combat" – a grapple or slam, followed by an attempt to crush the foe or rip it to pieces. C = close combat; 1, 2, etc. = reach in hexes; R = ranged attack (see description for details).

Size. The animal's size in hexes. Small creatures take up less than a hex; several can fit in one hex. Large animals occupy 2 or more hexes; see p. B141.

Weight (or Wt.). The creature's weight, usually a range, in pounds or tons.

Origin. The origin of the creature (given only for mythical and prehistoric beasts):

Ice = Ice Age; known to early man.

Pre = Prehistoric

ML = Mythical and Legendary – from classical mythology, primitive beliefs, lumberjack tall-tales, medieval bestiaries.

? = There is some evidence for the existence of these creatures, but no conclusive proof has been established.

Habitat. Where the creature is commonly found; the primary habitat is listed first. Habitats are abbreviated as follows:

A = Arctic

D = Desert – any dry area, including scrub woodlands

F = Forest – any temperate forest

FW = Fresh-Water Aquatic

J = Jungle – any tropical forest

M = Mountain

P = Plains – any grasslands, including prairie (largely flat land), steppes (rolling hills), and savannas (dotted with trees)

S = Swamp

Sub = Subterranean

SW = Salt-Water Aquatic

An asterisk (*) means that the ability or attack is special in some way – see the text for details.

A "–" means that the heading does not apply.

A "#" sign means that there are exceptions to the number given – see the text for details.

Alligator

ST: 18-24 **Move/Dodge:** 7/6# **Size:** 4-6
DX: 12 **PD/DR:** 3/4# **Wt.:** 700-1,500 lbs.
IQ: 3 **Damage:** 1d+1 cut **Habitats:** FW, S
HT: 12/20-26 **Reach:** C#

Alligators are large reptiles native to the southeastern United States and to the Yangtze River basin of China. They average 12-14 feet in length, sometimes reaching as long as 18 feet, and are quite sluggish, spending most of their time basking on riverbanks. Unlike crocodiles, alligators are shy of humans – they will flee on sight. If cornered, though, they are vicious fighters.

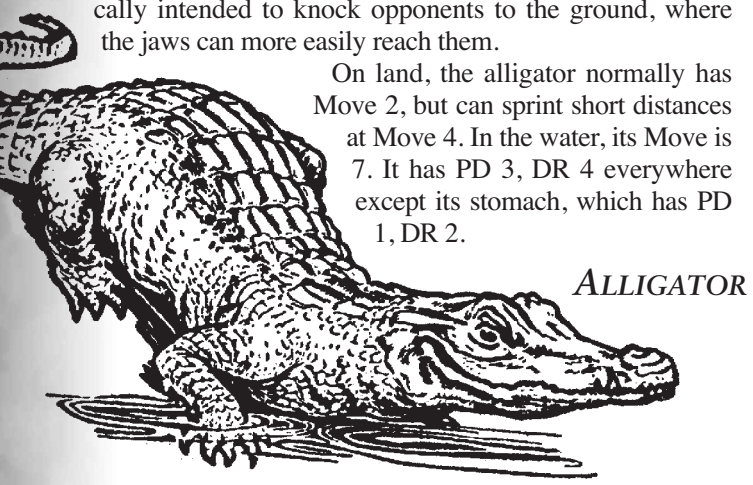
Adults feed mainly on fish, but also catch small animals that come down to the water to drink. Large alligators may sometimes pull deer or cows into the water.

The alligator attacks by grabbing and holding with its teeth. It then attempts to drown its victim by pulling it under the water. To pry an alligator's jaws open, the victim must win a regular Contest of ST.

To hold them shut, on the other hand, one must win a Contest of ST versus only 1/4 the alligator's ST – the muscles that open the jaws are much weaker than the ones that close them!

If forced to fight on land, alligators attack by biting and by whipping with their tails. They can use both attacks each turn. The tail-whip has reach 1, for 2d damage; otherwise, it is identical to that of the *Apatosaurus* (see p. 47). It is specifically intended to knock opponents to the ground, where the jaws can more easily reach them.

On land, the alligator normally has Move 2, but can sprint short distances at Move 4. In the water, its Move is 7. It has PD 3, DR 4 everywhere except its stomach, which has PD 1, DR 2.



Alligator

Antelope

ST: 15-20 **Move/Dodge:** 18/9 **Size:** 2
DX: 15 **PD/DR:** 0/0 **Weight:** 250-350 lbs.
IQ: 4 **Damage:** 1d+1 imp# **Habitats:** P, J, D, M, F, S
HT: 14-17 **Reach:** C

Antelopes are ungulates (hoofed animals) vaguely resembling deer, cattle, and mountain goats. The category is a loose one, including widely differing species such as bongos, bushbucks, dik-diks, duikers, gazelles, gnus, impalas, kudus, sables, springboks, etc. Most species are African, although some are native to Asia.

In most species of antelope, both males and females have horns. These horns vary from species to species – some are long, some short, some straight, some curved, some twisted.

Antelopes also vary greatly in size. The statistics given are for a middle-sized antelope. For a very large antelope, see eland (p. 13); the smallest antelopes are rabbit-sized!

Antelopes are diurnal grazing animals. Most species live in large herds of 100 or more animals; others are found in groups of 6-20. They are quite edible, though the meat is drier and coarser than that of deer. They are timid; a herd will flee if approached, with the males staying between the predator and the rest of the herd. If cornered, an antelope will turn and face its attacker, striking with horns and hooves.

Antelopes do either impaling or crushing damage, depending on the type of horns. Hooves do 1d-1 crushing damage, either kicking or trampling.

Armadillo

ST: 3 **Move/Dodge:** 8/6 **Size:** <1
DX: 9 **PD/DR:** 2/1 **Weight:** 8-18 lbs.
IQ: 3 **Damage:** 1d-4 cut **Habitats:** D, F, P, S
HT: 14/4 **Reach:** C

Armadillos are mammals that range throughout the Americas. The stats above are for the nine-banded armadillo, the only species found in North America.

Armadillos grow from 9 to 17 inches long with an additional 14- to 16-inch tail. Their backs are covered in thin, bony, pink or brown shells. They are timid creatures that flee to their burrows if threatened or retreat as far into the shell as possible (despite common belief, they cannot curl into a ball). If trouble persists, the armadillo can attack with its claws. When startled, armadillos leap into the air; this accounts for the large number of armadillos killed by vehicles. They are sometimes hunted for food.

Armadillos are prolific diggers and keep several burrows. They prefer areas with soft soil and ready access to water, but tend to avoid marshy areas. Their diet consists mainly of insects and grubs that they dig out with their strong claws and lap up with their long tongues. They may also eat eggs or vegetables, but the threat they pose to farmers is overshadowed by the service they provide by eating insect pests. Southern legend calls armadillos "grave diggers" due to the belief that they dig up graves and feast upon the corpses. They do eat some carrion, but more for the insects and maggots than for the flesh itself. They are largely nocturnal but may be diurnal in colder periods.

It is now known that armadillos carry leprosy, but there are no known cases of a leprous armadillo infecting a human.

According to Mayan legend, armadillos were created by the sun god Hachakyum to teach two deities a lesson. When the two unruly gods sat on a bench, Hachakyum changed them into two armadillos that immediately jumped in fright and landed on their backs. The armadillo did, in fact, originate in South America. Only since the middle of the 19th century has the nine-banded armadillo pushed into North America; the species now ranges from North Carolina to New Mexico. Colder climates keep it from penetrating much farther north.

QUETZALCOATLUS

ST: 7-9 **Move/Dodge:** 12/7# **Size:** 15#
DX: 14 **PD/DR:** 0/0 **Weight:** 50-190 lbs.
IQ: 3 **Damage:** 1d cut **Habitats:** P, F, S
HT: 11-13 **Reach:** C, 1 **Origin:** Pre

Quetzalcoatlus is the largest flying creature ever discovered. It has a wingspan of 40-50 feet. It is ungainly on the ground – Move 1, Dodge 5, Size 1.

Unlike most pterosaurs, *Quetzalcoatlus* lives hundreds of miles from the seacoast. It is probably a scavenger, using its long, narrow, toothless beak and long, flexible neck to reach into bodies. It might also eat small prey that could be killed with a single crunch.

SABERTOOTH (SMILODON)

ST: 26-32 **Move/Dodge:** 8/6 **Size:** 2
DX: 12 **PD/DR:** 1/1 **Wt:** 400-600 lbs.
IQ: 4 **Damage:** 2d+1 imp **Habitats:** P, F, D
HT: 14/20-24 **Reach:** C **Origin:** Ice

The sabertoothed tiger, known scientifically as *Smilodon,* did not really resemble a tiger in anything but size. Its skeleton more closely resembles that of a lion, but the stabbing cats diverged from the biting cats so long ago that sabertooths are not closely related to any modern animal.

Sabertooths knew early humans, who hunted them. They probably returned the favor – some human skulls have been found with sabertooth-sized holes in them! It is believed that the sabertooth hunted the great mammals; its teeth were adapted for slicing through the thick skin to the jugular.

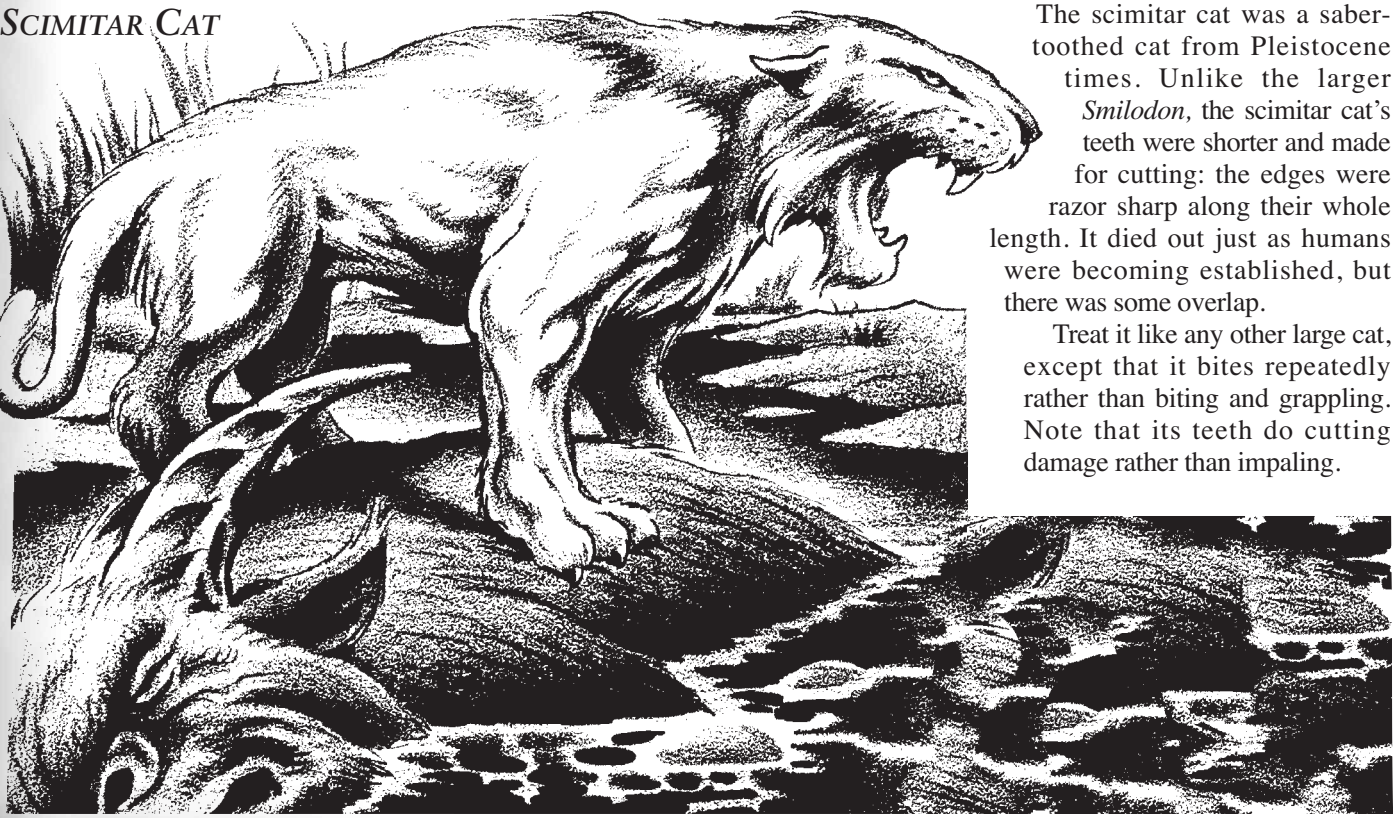
They are more solitary than lions, and will bite repeatedly rather than biting and holding. Treat them as lions (p. 20) in all respects not covered here.

Their teeth (which sometimes measured 11 inches long) are serrated, so they do extra damage for their ST – 2d+1 impaling in close combat. Like picks, they can get stuck (p. B96).

SCIMITAR CAT (HOMOTHERIUM)

ST: 22-28 **Move/Dodge:** 9/6 **Size:** 2-3
DX: 13 **PD/DR:** 2/2 **Wt:** 300-700 lbs.
IQ: 4 **Damage:** 1d+2 cut **Habitats:** M, P, F
HT: 15/20-24 **Reach:** C **Origin:** Ice

SCIMITAR CAT



The scimitar cat was a sabertoothed cat from Pleistocene times. Unlike the larger *Smilodon,* the scimitar cat's teeth were shorter and made for cutting: the edges were razor sharp along their whole length. It died out just as humans were becoming established, but there was some overlap.

Treat it like any other large cat, except that it bites repeatedly rather than biting and grappling. Note that its teeth do cutting damage rather than impaling.

Often, animals are portrayed in campaigns as being either mortal dangers or food. Unfortunately, this excludes a whole group of animals that can add an extra dimension to the campaign. For what is the adventurer without his trusty steed, or the mage without his familiar? There are many possibilities for treating animals as characters – as unique and interesting encounters, as opponents, or even as player characters for those wanting a new roleplaying challenge.

There are two main reasons for creating an animal character: to flesh out an important animal companion or to make a sentient beast for use as a PC or NPC. The GM can create racial templates from the animal stats given in this book by applying the rules in this chapter. It is important to remember that these are not anthropomorphic animals ("furries") – they are more or less ordinary animals, perhaps with enhanced intelligence or genetically engineered modifications.

Being an Animal

Animals in ***GURPS*** are those species with either a racial IQ of 7 or less, or with the Presentient disadvantage (most animal species will have both). *Because* they are animals, these characters are treated a bit differently than other races.

Taboo Traits and Features

Taboo traits are trivial restrictions or limitations that make sense for a given animal but which don't affect the template cost – e.g., "Cannot throw" for a species with No Manipulators or "Cannot swim" for many primates. *Features* are 0-point "special effects" that do not impose any restrictions but which change the way certain rules or traits work – e.g. "Can only learn languages through mimicry" for a raven or parrot. The GM is encouraged to invent other 0-point traits (e.g., "Communicates through its skin color" for a squid), but is cautioned against adding too many to a single template.

It would be impossible to itemize all possible 0-point traits, so most should be left implicit to save space. For example, aquatic animals do not walk about on dry land, so the Tanglefoot spell will not affect them; this need not be mentioned explicitly. As a rule, if it would make sense for an animal to be affected differently (than a human) by a relatively specialized or obscure effect, the GM should just rule that this is the case and move on.

Some 0-point traits merit additional discussion:

Affected by Animal Spells. This is worth no points. While humans are not affected by these spells, and while the effects of these spells can often be severe, animals are immune to many other spells that affect humans (such as any that require an "intelligent" subject). This is considered a fair trade.

Affected by Animal Skills. Similar to spells, animal skills have an affect on animals but are useless on humans. These skills may be used to generate a positive reaction from an animal. Animal Handling is always useful, but other skills may be used in certain circumstances, e.g., Falconry for a large bird of prey or Snake Charming for a python. Likewise, skills such as Diplomacy, Enthrallment, Fast-Talk, Hypnotism, Interrogation, and Sex Appeal have no effect on animal characters.

Animal Mages

Animal mages are possible, even if they do not buy off Mute. They have ways to manipulate mana other than invocations and hand movements. However, it is recommended that the GM assess Unusual Background charges against magic-using characters of very high-strength races. This is simply necessary for balance, as very strong characters have more fatigue than average, and consequently can cast many more spells than a normal human mage could before tiring. For races with a base ST of 15 or more, an Unusual Background of 10 points is suggested, and another 10 points for each additional 5 points of base ST.

Beasts of Burden

Most adventurers will not want to bring a herd of animals with them, with the possible exceptions of horses and beasts of burden. Cowboys on a round-up brought an average of six horses per man – they changed mounts every few hours. This allowed the horses time to forage and to rest, saving grain expense and preventing injury from overwork. Pioneers headed across the Western plains would bring along three teams of oxen per wagon, if they could afford them. Nomads often drove herds of goats or sheep with them as they traveled.

If adventurers want to do this, fine – but they will either need to hire a full-time caretaker (the cowboys' method) or spend a lot of time caring for the animals themselves. A horse requires an hour of care each day if ridden; only 15 minutes if not ridden. A horse that has not been ridden for a month will become ornery if someone tries to saddle it up again – give it an Obedience modifier of -3, and require Riding rolls twice as often, until ridden for 3 days.

Oxen, camels, and other beasts of burden require 15 minutes care each per day. All herd animals will need to forage most of the day, though they can do this while traveling if the vegetation is appropriate. Any herd of herbivores will attract carnivores; the PCs will need to be on their guard, especially at night.

ALPHABETICAL CHART

Creature	*ST*	*DX*	*IQ*	*HT*	*Mv/Dodge*	*PD/DR*	*Damage*	*Reach*	*Size*	*Page*
Agropelter	6-8	14	5	14/7-9	10/7	0/0	1d-4 cr#	R, C	1	58
Alligator	18-24	12	3	12/20-26	7/6#	3/4#	1d+1 cut	C#	4-6	6
Allosaurus	75-100	14	3	14/40-50	11/7	2/2	4d imp#	C, 1	12+	46
Andrewsarchus	45-55	11	3	13/48-60	7/5	2/2	2d+2 imp	C, 1	6+	46
Ankylosaurus	40-50	11	3	15/40-45	6/0	4/6	3d cr	1, 2	20+	46
Ant, Giant	6-12	12	2	10-15	6/6	2/2	1d-2 cr#	C	2	65
Antelope	15-20	15	4	14-17	18/9	0/0	1d+1 imp#	C	2	6
Apatosaurus	300+	9	3	17/100	5/0	2/3	4d cr	1-8	30-40+	47
Archaeopteryx	1-3	12	3	12/1-2	10/6#	0/0	1d-5 cut	C	<1	47
Armadillo	3	9	3	14/4	8/6	2/1	1d-4 cut	C	<1	6
Aurochs	48-60	9	4	13-16	8/4	1/1	1d+2 imp#	C	3	47
Baboon	9-11	14	6	16/8-10	12/7	0/0	1d-2 cut	C	1	7
Badger	5-7	13	4	16/8-10	6/6	1/1	1d-3 cut	C	<1	7
Bandicoot	3-4	16	3	14/3-5	15/7	0/0	1d-4 cut	C	<1	7
Barracuda, Great	16-20	15	3	12/16-20	12/7	1/1	1d cut	C	3	8
Bat	1-2	13	4	13/2	12/6	0/0	1d-5 cut	C	<1	8
Bear, Black	14-17	13	5	14/14-18	7/6	1/2	1d cr#	C	2#	8
Bear, Brown	15-19	13	5	14/16-20	7/6	1/2	1d cr#	C	2#	8
Bear, Grizzly	22-28	13	5	14/18-22	8/6	1/2	1d+2 cr#	C, 1	2#	8
Bear, Kodiak	27-33	13	5	15/20-24	7/6	1/2	2d-2 cr#	C, 1	3#	8
Bear, Sun	12-15	13	5	11-14	7/6	1/2	1d-1 cr#	C, 1	2#	8
Beaver	1-2	12	4	12/3-4	6/7	1/1	1d-2 cr	C	<1	9
Bison	48-70	10	4	15/20-25	13/6	1/2	1d imp#	C	3-4	9
Brontothere	250+	10	3	17/55-70	9/5	2/3	3d cr#	C	15	48
Camel	40-60	9	4	12-15	6/4	1/1	1d+1 cr#	C	3	38
Cape Hunting Dog	4-6	13	5	10-12	10/6	1/1	1d-3 cut	C	1	10
Caribou	20-25	15	4	14/13-16	12/7	1/2	1d+1 imp#	C	3	10
Cat	2-4	14	5#	13/2-3	15/7	0/0	1d-4 cut	C	<1	39
Cattle	40-80	8-9	4	14-17	8/4	0/0	1d+1 imp#	C	3	39
Cave Bear	27-33	12	5	14/24-30	7/6	1/2	2d-2 cr#	C, 1	3#	48
Cave Lion	34-42	12	4	15/24-30	9/6	2/2	2d cut	C	2-4	48
Centipede, Giant	40-50	14	2	15/25-35	6/5	1/2	*	C	5-8	66
Ceratosaurus	50-65	14	3	13/32-40	10/7	2/2	3d-1 imp#	C, 1	9+	48
Cheetah	16-20	14	4	13-16	30/10	0/0	1d cut	C	2	10
Chicken	1-2	13	4	12/1-2	7/6#	0/0	1d-5 imp	C	<1	40
Chimpanzee	14-18	14	6	12-14	7/7	0/0	1d-1 cut	C	1	10
Coyote	4-6	14	6	14/8-10	9/7	1/1	1d-3 cut	C	1	11
Crocodile	20-28	14	3	13/24-30	8/7#	3/4#	1d+2 cut	C#	5-7	11
Crocodile, Giant	48-58	13	3	14/40-50	8/6#	3/4#	3d+2 cut	C, 1#	14-17	48
Deer	5-14	15	4	13/6-8	9/7	0/0	1d imp#	C	2	11
Deinonychus	14-17	16	3-4	13/12-14	13/8	1/1	1d+2 imp#	C, 1, 2#	2-3	49
Dhole	4-6	13	5	15/7-10	8/6	1/1	1d-3 cut	C	1	66
Diatryma	30-38	14	3	16/24-30	14/7	1/1	2d+1 imp#	C, 1	1	49
Didi	16-20	14	6	13/14-18	8/7	1/1	1d cut#	C, 1	1	58
Dilophosaurus	50-65	14	3	14/40-50	12/7	2/2	2d+2 imp#	C, 1#	9+	49
Dimetrodon	16-20	10	3	16/16-20	7/5	1/2	1d+1 cut	C	4	49
Dingo	7-9	13	5	10-12	10/6	1/1	1d-3 cut	C	1	11
Dinohyus	40-50	12	3	15/44-55	8/6	2/3	2d+1 cut#	C	4	50
Dire Wolf	13-16	12	4	13-17	7/6	1/1	1d cut	C	1	50
Dodo	6	12	3	14/7	4-7/5#	0/0	–	C	<1	12
Doedicurus	25-35	9#	3	17/25-30	3/4	4/7	2d-2 imp	1	11	50
Dog	1-12	11-12	5	12-15/4-12	4-12/6	0/0#	*	C	<1 to 2	39
Dolphin	16-20	12	8	12-14	12/7	0/0	1d cr#	C	2-3	12
Donkey	20-30	10	4	10-13	10/6	1/1	1d-1 cr#	C, 1	2	39
Dragonfly, Giant										
Adult	16-20	15	2	12-14	20/10	1/2	1d cut	C	2	66
Larva	12-16	16	2	10-14	6/8	1/2	1d imp	C, 1	2	66
Duck	1-2	14	4	14/1-2	8-14/7#	0/0	1d-5 cr	C	<1	40
Eagle	4-5	12	4	13/4-5	12/9#	0/0	1d cut	C	<1	12

Creature	*ST*	*DX*	*IQ*	*HT*	*Mv/Dodge*	*PD/DR*	*Damage*	*Reach*	*Size*	*Page*
Eland	32-40	14	4	13-16	16/8	0/0	1d+2 imp#	C	3-4	13
Elasmotherium	300+	9	4	17/60-75	10/5	3/4	3d+2 cr	C, 1, 2	13	50
Electric Eel	5-7	9	3	12/6-8	7/4	0/0	1d#	C, 1	2-3	13
Electric Ray	4-6	12	3	12-16	8/6	0/0	*	C, 1-3	1-2	13
Elephant	250-300	12	6	17/40-50	8/0#	3/4	3d cr#	C, 1, 2	10+	13
Emu	10-12	12	3	15/8-9	15/6	0/0	1d+2 cut	C	1	14
Falcon	1-3	15	4	12/3-5	13/10	0/0	1d-2 cut	C	<1	14
Ferret	1	15	5	12/3-4	9/7	0/0	1d-4 cr	C	<1	14
Flamingo	3-4	14	3-4	12/3-4	10/7#	0/0	1d-5 cr	C	1	14
Flying Snake	<1	15	3	12/3	10/7	0/0	1d-5 cr	C	2	14
Flying Turtle	1	15	4	11/4	20/10	3/4	1d-2 imp#	C	<1	67
Fox	3-4	14	5	12/5-7	10/7	1/1	1d-4 cut	C	1	15
Frog	1	12	3	11/1-2	2/6	0/0	*	C	<1	15
Gibbon	2-4	15	6	13/2-4	7/8#	0/1	1d-4 cut	C	1	15
Gila Monster	2#	13	3	13/3	1/6	2/1	*	C	<1	16
Giraffe	50-60	11	4	12-15/30-40	8/7	1/1	2d cr#	1, 2#	4	16
Glashan	12-14	12	7	13-16	7/6	1/0	*	C	1	58
Goat	8-12	13	4	15/6-10	9/6	1/0	*	C	1	40
Goose	1-3	14	4	14/3-5	8/7#	0/0	1d-4 cr	C	<1	40
Gorilla	20-24	13	6	14/16-20	7/6	1/1	1d cut#	C, 1	1	16
Gumberoo	38-46	13	4	16/24-30	8/6	4/7#	2d+2 cut#	C	2	59
Hadrosaur	30-50	14	3	15/25-35	11/7	1/1	2d cr	–	16-20+	51
Hippopotamus	100-125	8	4	16/32-40	4/4	2/3	5d cr	C	10	17
Horse, Cavalry	32-40	11-12	4	11-13/25-30	16/8	0/0	1d+2 cr#	C, 1	3	40
Horse, Draft	50-70	9-10	4	12-13/25-30	12/6	0/0	1d+2 cr#	C, 1	3	40
Horse, Heavy War	40-50	9-12	4	11-13/25-30	14/7	0/0	1d+2 cr#	C, 1	3	40
Horse, Pony	24-30	10	4	10-13/15-20	13/6	0/0	1d-2 cr#	C, 1	2	40
Horse, Race	26-32	9-12	4	8-10/20-25	18/9	0/0	1d cr#	C, 1	3	41
Horse, Saddle	28-35	9-12	4	8-12/20-25	16/6	0/0	1d cr#	C, 1	3	41
Hyaenodon	18-22	12	3	13-16	7/6	1/1	1d+1 cut	C	2	51
Hyena, Brown	8-12	14	5	12/9-13	14/7	1/1	1d-1 cut	C	1	17
Hyena, Spotted	14-18	12	4	12/14-18	18/8	1/1	1d+1 cut	C	2	17
Hyena, Striped	10-14	13	4	12/11-15	14/7	1/1	1d cut	C	1-2	17
Iguanodon	30-50	14	3	15/30-40	10/7	1/2	2d+1 imp#	C, 1	17-22	51
Irish Elk	24-30	12	4	14/13-16	10/6	1/1	1d+2 imp#	C	3	52
Jackal	2-5	14	5	12/5-7	9/7	0/0	1d-3 cut	C	1	18
Jackalope	1-2	14	3	15/2-4#	14/7	0/0	1d-5 imp	C	<1	59
Jaguar	23-28	14	4	15/15-20	10/7	1/1	1d+2 cut	C	2	18
Jellyfish	<1	9	2	15/2-8	3/0	0/0	*	C	<1 to3	18
Kangaroo	10-12	15	4	13-16	15/7	1/1	1d+1 cut	C	2	18
Kangaroo, Carnivorous	10-12	15	4	13-16	15/7	1/1	1d+1 cut#	C	2	52
Koala	5	12	4	9/6	5/5	0/0	1d-4 cut	C	<1	19
Komodo Dragon	16-20	14	3	16/16-20	9/7	1/2	1d cut	C	4	19
Leech	<1	<1	2	15/1	0/0	0/0	*	C	<1	19
Leopard	20-25	14	5	15/14-17	9/7	1/1	1d+1 cut	C	2	20
Lion	24-30	13	4	15/16-20	10/6	1/1	2d-2 cut	C	2	20
Llama	16-20	11	4	12-15	13/6	2/1	–	–	2	41
Lynx	4-6	15	4	14/7-9	10/7	0/0	1d-3 cut	C	1	20
Mammoth	300-350	12	4-5	17/40-50	8/0	1/2	3d cr#	C, 1, 2	13+	52
Mantis, Giant	30-36	15	2	15/16-20	5/7	3/3	2d-1 cut#	C, 1	3	67
Marmoset	1	16	6	13/1-3	9/8	0/0	1d-4 cut	C	<1	20
Mastodon	175-200	12	4	17/30-40	8/0	2/2	3d cr#	C, 1, 2	10	52
Meerkat	2	14	5	14/2	10/7	0/0	1d-5 cut	C	<1	21
Megatherium	80-100	9	3	16/50-60	3/4	1/1#	3d cut	C, 1, 2	13	53
Mngwa	21-27	14	5	15/16-20	10/7	1/1	1d+2 cut	C	2	60
Mokole-Mbembe	200-250	11	3	16/38-46	5/5	2/2	2d cr#	C, 1#	10	60
Mongoose	1	16	4	15/3-5	10/8	0/0	1d-4 cr	C	<1	21
Monitor Lizard	3-9	13	3	12-14	7/6	1/2	1d-3 cut	C	2-3	21
Monkey, New World	2	15	6	13/2-3	8/7	0/0	1d-5 cr	C	<1	21
Monkey, Old World	3	15	6	13/3-5	8/7	0/0	1d-4 cr	C	<1 to 1	22

Creature	*ST*	*DX*	*IQ*	*HT*	*Mv/Dodge*	*PD/DR*	*Damage*	*Reach*	*Size*	*Page*
Moose	40-50	13	4	15/16-20	12/6	1/2	1d+2 cr#	C	3	22
Moray Eel	1-20	12	3	12-16	5/6	0/0	*	C	<1 to 3	22
Mule	30-40	10	4	12-14	8/5	0/0	1d cr#	C, 1	2	41
Nandi Bear	32-40	14	5	15/24-30	8/7	2/2	2d cut	C, 1	2#	60
Ocelot	2-6	14	4	14/8-10	10/7	1/1	1d-3 cut	C	1	22
Octofly	8-10	13	4	12/16-20	5/6	2/3	*	C	2	67
Octopus, Giant	6-16	14	4	12/12-32	9/7	1/1	1d+2 cut#	C, 1, 2	1-7	61
Orangutan	16-20	13-14	6	14/14-16	4/6#	0/1	1d cut#	C, 1	1	23
Orca	40-70	13	8	15/20-30	15/7	0/1	2d+2 cut	C	19-28	23
Ostrich	20-24	15	3	15/14-18	15/7	0/0	1d+1 imp	C, 1	1	23
Otter	3-4	14	4	11/5-6	6/7	0/0	1d-3 cut#	C	1	23
Owl	2	14	4	12/5-7	17/10	0/0	1d-3 cut	C	1	24
Panda, Giant	14-16	13	5	14/14-16	7/6	1/2	1d-1 cr#	C, 1	2#	24
Pangolin	3-7	12	3	12/3-5	3/6	2/3	1d-4 cut	C, 1	1	24
Parrot	1-3	14	5#	13/1-3	3-8/9#	0/0	1d-5 cr	C	<1	24
Peccary	7-9	14	6	10-12	8/7	1/1	1d-3 cut	C	1	25
Penguin	1-2	10	3	11/3-4	5/6	1/1	1d-4 imp	C	<1	25
Pig	10-20	11	6	15/10-13	7/5	1/1	1d-1 cr#	–	1-2	41
Piranha	1-2	13	3	13/3	7/6	0/0	1d-5 cut	C	<1	26
Platypus	1-2	13	3	14/3-5	6/4#	0/0	1d-4 cut	C	<1	26
Plesiosaur	10-30	14	3	14/10-25	7/7#	1/1	1d+1 imp#	#	2-16	53
Poisonous Fish	0-2	12	2	15/2-8	7-20/6-10	0/0	*	C	<1	27
Polar Bear	27-33	13	5	15/18-24	7/6#	1/2	2d-2 cr#	C, 1	3#	27
Porcupine	2-3	10	3	13/3-5	2/5	3/2	*	C	<1	27
Pterodactylus	4-6	13	3	14/4-6	12/6#	0/0	1d-1 cut	C	1-3	53
Puffin	1	10	3	14/7-9	10/7	0/0	1d-4 cut	C	<1	28
Puma	8-22	14	5	15/13-19	10/7	1/1	1d cut	C	2	28
Quetzalcoatlus	7-9	14	3	11-13	12/7#	0/0	1d cut	C, 1	15#	54
Rabbit	1-2	14	3	14/2-4	14/7	0/0	1d-5 cut	C	<1	28
Raccoon	3-5	14	6	14/5-8	6/7	1/1	1d-4 cut	C	<1	28
Raccoon Dog	3	11	5	13/3	6/6	1/1	1d-3 cut	C	<1	29
Rat, Giant	6-12	13	4	17/8-10	7/6	1/1	1d-2 cut	C	1	68
Rhinoceros	125-150	9	4	17/40-50	14/7	2/3	2d+1 cr#	C	10	29
Sabertooth	26-32	12	4	14/20-24	8/6	1/1	2d+1 imp	C	2	54
Sasquatch	13-19	12	5-10?	12/12-20	6/6	1/1	*	C	1	61
Scimitar Cat	22-28	13	4	15/20-24	9/6	2/2	1d+2 cut	C	2-3	54
Scorpion, Giant	12-14	15	2	13-16	8/7	3/4	*	C, 1	2	68
Sea Lion	12-15	12	6	14/12-16	14#/7	0/1	1d-2 cut	C	2-3	25
Sea Turtle	4-40	12#	3	12/4-40	12/6#	2/4	1d-4 to 2d cut	C	1-3	30
Seal	6-30	12	5	14/8-40	6#/6	0-1/0-2	1d-3 cut	C	1-3	25
Shagamaw	12-15	15	4	10-12	11/7	0/0	–	–	1	62
Shark, Great White	40-50	12	3	12/35-45	9/6	1/1	2d+1 cut	C	5-10	30
Shark, Med. (FW)	24-30	13	3	12/20-25	9/6	1/1	2d-2 cut	C	3-5	30
Sheep	6-18	13	4	15/6-8	8/6	2/1	1d-3 cr	C	1	42
Skunk	3-4	14	4	12/3-5	3/5	0/0	*	R, C	<1	31
Sloth	8-9	11	5	13/10	9/7	1/1	1d+1 cut	C	1	31
Snake, Constrictor	12-24	13	3	15/15-30	2-4/6	0/0	*	C	5-11	32
Snake, Poisonous	2-15	13	3	15/2-20	2-4/6	0/0	*	C	<1 to 4	32
Snolligoster	14-18	13	3	13/14-18	4/6#	2/2	1d+2 imp#	C	3	62
Spider	<1	13	2	13/1	2/2	0/0	*	C	<1	33
Spider, Giant	12-40	15	2	14/10-35	4-12/7	2/2	*	C	1-7	68
Squid	2#	14	4	14/3	25/10	0/0	*	*	<1#	33
Squid, Giant	20-100#	13	4#	15/50-200	15/7	0/0	1d-3 cut#	C, 1-20	40-250	33
Stegosaurus	50-75	9	3	15/50-65	4/4	2/4	4d imp#	1, 2	12+	55
Stingray	3-10	13	3	14/4-20	3/6	0/0	*	C, 1	1-19	34
Strong Toad	2	8	3	12/3	1/4	3/8#	*	R	<1	63
Swamp Ghost	16-20	14	5	12-15	10/7#	1/1	1d cut	C	2	69
Tapir	20-28	10	4	12/20-25	5/5	1/1	1d-1 cr	C	2	34
Tarantula	1	12	2	13/1	3/7	0/0	*	C	<1	34
Tasmanian Devil	4-6	13	4	15/8-10	4/6	0/0	1d-2 cut	C	1	35
Tazelwurm	<1	13	3	14/3-5	18/9#	0/0	*	C	<1	63
Terror Cat	10-16	12	3-4	15/16-20	6/6	1/2	1d+2 imp	C	1-2	55
Tiger	35-40	14	4	15/20-25	10/7	1/1	2d cut	C	2	35

Creature	*ST*	*DX*	*IQ*	*HT*	*Mv/Dodge*	*PD/DR*	*Damage*	*Reach*	*Size*	*Page*
Tortoise, Giant	10-30	7	3	11/10-20	*/–	2/5#	1d-2 cut	C	1-2	36
Triceratops	200+	12	3	17/50-75	10/6	2/2#	5d imp#	C	15+	55
Tripodero	10-12	14	4	11-13	12/7	1/1	1d+1 cr#	R, C	3#	64
Tyrannosaurus	100-150	14	3	15/50-80	17/7	2/3	5d+2 imp	C, 1, 2	13+	56
Velociraptor	7-9	15	3-4	12/5-6	15/7	0/1	1d-1 imp	C, 1	1-2	56
Venus Flytrap, Giant	18	14	1	10/20	0/0	0/4	*	C, 1-3	1	69
Vulture	3-5	13	4	13/4-6	7/7#	0/0	1d-4 cut	C	1	36
Walrus	15-50	10	5	14/15-25	6#/5	1/2	1d+1 imp	C	3	25
Water Buffalo	55-70	9	4	13-16	7/4	1/1	1d+2 imp#	C	3	42
Whale	50-150	13	8	14/20-70	10/7	4/6-13	*	C, 1-7	3-35	37
Whirling Whimpus	15-18	14	3	12-15	*	7/1#	3d cr	C, 1	1	64
Wild Boar	20-24	14	6	15/20-25	8/7	1/2	1d+1 cut#	C	2	37
Wisent	48-70	10	4	15/20-25	13/6	1/2	1d imp#	C	3-4	57
Wolf	8-10	14	5	11-13	9/7	1/1	1d-2 cut	C	1	38
Wolverine	10-12	12	5	10-12	8/6	1/2	1d-2 cut	C	1	38
Wolverine, Pleistocene	13-16	12	5	12-14	8/6	2/2	1d-1 cut	C	1	57
Woolly Rhinoceros	120-150	11	4	17/40-48	13/6	3/3	2d+1 cr#	C, 1	10	57
Yeti	18	12	8	10/20	7/7	2/3	3d cr	C	1	65

HABITAT CHART

This list groups the animals in this book by their habitats and indicates the page each creature can be found on.

Aquatic, Fresh-Water

6 Alligator
9 Beaver
11 Crocodile
48 Crocodile, Giant
12 Dolphin
66 Dragonfly, Giant (Larva)
40 Duck
13 Electric Eel
14 Flamingo
40 Goose
17 Hippopotamus
19 Leech
60 Mokole-Mbembe
21 Monitor Lizard
23 Otter
26 Piranha
26 Platypus
25 Seal
30 Shark, Fresh-Water
32 Snake, Constrictor
32 Snake, Poisonous
62 Snolligoster
37 Whale

Aquatic, Salt-Water

8 Barracuda, Great
11 Crocodile
12 Dolphin
13 Electric Ray
27 Fish, Poisonous
14 Flamingo
18 Jellyfish
22 Moray Eel
61 Octopus, Giant
23 Orca
23 Otter
25 Penguin
53 Plesiosaur
27 Polar Bear
25 Sea Lion
30 Sea Turtle
25 Seal
30 Shark, Great White
30 Shark, Medium
32 Snake, Poisonous
33 Squid
33 Squid, Giant
34 Stingray
25 Walrus
37 Whale

Arctic

10 Caribou
50 Dire Wolf
14 Falcon
52 Mammoth
25 Penguin
27 Polar Bear
28 Puffin
28 Rabbit
25 Walrus
38 Wolf
38 Wolverine
57 Wolverine, Pleistocene
57 Woolly Rhinoceros
65 Yeti

Forest

58 Agropelter
46 Allosaurus
46 Andrewsarchus
46 Ankylosaurus
65 Ant, Giant
6 Antelope
47 Apatosaurus
47 Archaeopteryx
6 Armadillo
47 Aurochs
7 Baboon
7 Badger
7 Bandicoot
8 Bat
8 Bear, Black
8 Bear, Brown
8 Bear, Grizzly
8 Bear, Kodiak
8 Bear, Sun

Forest (cont'd)

9 Beaver
66 Centipede, Giant
48 Ceratosaurus
11 Coyote
11 Deer
49 Deinonychus
49 Dilophosaurus
50 Dinohyus
50 Dire Wolf
50 Doedicurus
12 Eagle
14 Falcon
14 Ferret
15 Fox
15 Frog
58 Glashan
59 Gumberoo
51 Hadrosaur
51 Hyaenodon
17 Hyena, Spotted
17 Hyena, Striped
51 Iguanodon
18 Jackal
18 Kangaroo
52 Kangaroo, Carnivorous
19 Koala
20 Leopard
20 Lynx
52 Mammoth
67 Mantis, Giant
52 Mastodon
53 Megatherium
21 Mongoose
22 Moose
22 Ocelot
24 Owl

Forest (cont'd)

24 Panda, Giant
25 Peccary
26 Platypus
27 Porcupine
53 Pterodactylus
28 Puma
54 Quetzalcoatlus
28 Rabbit
28 Raccoon
29 Raccoon Dog
68 Rat, Giant
54 Sabertooth
54 Scimitar Cat
68 Scorpion, Giant
62 Shagamaw
31 Skunk
31 Sloth
32 Snake, Poisonous
33 Spider
68 Spider, Giant
55 Stegosaurus
34 Tarantula
35 Tasmanian Devil
35 Tiger
64 Tripodero
67 Turtle, Flying
56 Tyrannosaurus
56 Velociraptor
64 Whirling Whimpus
37 Wild Boar
57 Wisent
38 Wolf
38 Wolverine
57 Wolverine, Pleistocene

Jungle

46 Andrewsarchus
65 Ant, Giant
6 Antelope
7 Baboon
8 Bat
8 Bear, Sun
66 Centipede, Giant
10 Chimpanzee
11 Deer
66 Dhole
58 Didi
13 Elephant
15 Frog
15 Gibbon
16 Gorilla
17 Hyena, Spotted
17 Hyena, Striped
18 Jackal
18 Jaguar
19 Komodo Dragon
20 Leopard
20 Lion
67 Mantis, Giant
20 Marmoset
60 Mngwa
21 Mongoose
21 Monitor Lizard
21 Monkey, New World
22 Monkey, Old World
60 Nandi Bear
22 Ocelot
67 Octofly
23 Orangutan
24 Pangolin
24 Parrot
25 Peccary
28 Puma
31 Sloth
32 Snake, Constrictor
14 Snake, Flying
32 Snake, Poisonous
33 Spider
68 Spider, Giant
34 Tapir
34 Tarantula
35 Tiger

Mountain

46 Ankylosaurus
6 Antelope
7 Bandicoot
8 Bear, Black
8 Bear, Brown
8 Bear, Grizzly
8 Bear, Kodiak
10 Cape Hunting Dog
48 Cave Bear
48 Cave Lion
11 Coyote
11 Deer
50 Dire Wolf
12 Eagle
14 Falcon
14 Flamingo
15 Fox
15 Frog
15 Gibbon
58 Glashan
40 Goat
16 Gorilla
18 Jaguar
18 Kangaroo
52 Kangaroo, Carnivorous
20 Leopard
20 Lion
41 Llama
22 Moose
23 Orangutan
24 Owl
53 Pterodactylus
28 Puma
61 Sasquatch
54 Scimitar Cat
32 Snake, Poisonous
33 Spider
34 Tarantula
35 Tasmanian Devil
63 Tazelwurm
35 Tiger
36 Vulture
38 Wolf
38 Wolverine
57 Wolverine, Pleistocene
65 Yeti

Subterranean

8 Bat
66 Centipede, Giant
15 Frog
68 Rat, Giant
68 Scorpion, Giant
33 Spider
68 Spider, Giant

Plains

46 Allosaurus
46 Andrewsarchus
65 Ant, Giant
6 Antelope
47 Apatosaurus
47 Archaeopteryx
6 Armadillo
47 Aurochs

Plains (cont'd)

7 Baboon
7 Bandicoot
9 Bison
48 Brontothere
38 Camel
10 Cape Hunting Dog
10 Caribou
48 Cave Bear
48 Cave Lion
48 Ceratosaurus
10 Cheetah
11 Coyote
11 Deer
49 Deinonychus
66 Dhole
49 Diatryma
49 Dilophosaurus
49 Dimetrodon
11 Dingo
50 Dinohyus
50 Dire Wolf
12 Dodo
50 Doedicurus
39 Donkey
13 Eland
50 Elasmotherium
13 Elephant
14 Emu
14 Falcon
14 Ferret
15 Fox
15 Frog
16 Giraffe
40 Goat
51 Hadrosaur
40 Horse, Pony
41 Horse, Saddle
51 Hyaenodon
17 Hyena, Brown
17 Hyena, Spotted
17 Hyena, Striped
51 Iguanodon
52 Irish Elk
18 Jackal
59 Jackalope
18 Jaguar
18 Kangaroo
52 Kangaroo, Carnivorous
20 Leopard
20 Lion
52 Mammoth
21 Meerkat
53 Megatherium
21 Mongoose
22 Moose
67 Octofly
23 Ostrich
24 Owl
24 Parrot
53 Pterodactylus
28 Puma

Plains (cont'd)

54 Quetzalcoatlus
28 Rabbit
28 Raccoon
68 Rat, Giant
29 Rhinoceros
54 Sabertooth
54 Scimitar Cat
31 Skunk
32 Snake, Constrictor
32 Snake, Poisonous
33 Spider
55 Stegosaurus
34 Tarantula
55 Terror Cat
36 Tortoise, Giant
55 Triceratops
67 Turtle, Flying
56 Tyrannosaurus
56 Velociraptor
36 Vulture
57 Wisent
38 Wolf
57 Woolly Rhinoceros

Swamp

6 Alligator
46 Ankylosaurus
6 Antelope
6 Armadillo
8 Bat
8 Bear, Brown
66 Centipede, Giant
11 Coyote
11 Crocodile
49 Dimetrodon
66 Dragonfly, Giant
66 Dragonfly, Giant (Larva)
14 Flamingo
15 Frog
51 Iguanodon
52 Irish Elk
19 Leech
67 Mantis, Giant
60 Mokole-Mbembe
21 Monitor Lizard
22 Moose
60 Nandi Bear
22 Ocelot
67 Octofly
28 Puma
54 Quetzalcoatlus

Swamp (cont'd)

68 Rat, Giant
32 Snake, Constrictor
32 Snake, Poisonous
62 Snolligoster
33 Spider
68 Spider, Giant
55 Stegosaurus
69 Swamp Ghost
69 Venus Flytrap, Giant

Desert

6 Antelope
6 Armadillo
7 Bandicoot
38 Camel
10 Cheetah
11 Coyote
49 Dimetrodon
15 Fox
15 Frog
16 Gila Monster
17 Hyena, Brown
17 Hyena, Spotted
17 Hyena, Striped
51 Iguanodon
18 Jackal
18 Jaguar
18 Kangaroo
52 Kangaroo, Carnivorous
20 Leopard
20 Lion
21 Meerkat
53 Megatherium
21 Mongoose
21 Monitor Lizard
22 Ocelot
67 Octofly
23 Ostrich
24 Owl
25 Peccary
28 Puma
54 Sabertooth
68 Scorpion, Giant
31 Skunk
32 Snake, Poisonous
33 Spider
34 Tarantula
64 Tripodero
67 Turtle, Flying
36 Vulture

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