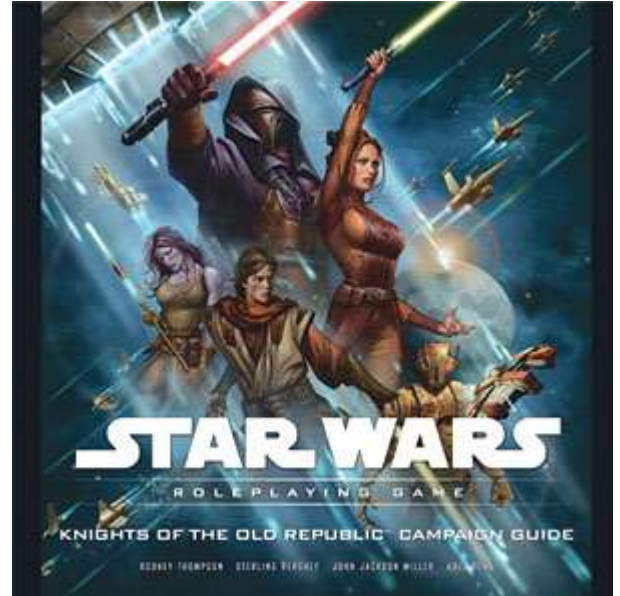


# Creatures of KOTOR 1

## Firaxa and Gizka

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a new series of articles presenting new creatures and beasts from that era to include in your **Star Wars Roleplaying Game** Saga Edition adventures.



# Firaxa

Firaxa

CL 8

Large aquatic beast 9

**Init** +5; **Senses** low light vision, scent; **Perception** +17

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**Defenses** Ref 17 (flat-footed 16), Fort 20, Will 13

**hp** 130; **Threshold** 25

**Weakness** sonic vulnerability

---

**Speed** 8 squares (swim)

**Melee** bite +10\* (1d8+17)

**Fighting Space** 3x3; **Reach** 2 squares

**Base Atk** +6; **Grp** +19

**Atk Options** blood in the water, Power Attack

---

**Abilities** Str 26, Dex 13, Con 30, Int 2, Wis 16, Cha 8

**Special Qualities** blood in the water, low-light vision, scent

**Feats** Power Attack, Skill Focus (Perception), Skill Training (Survival), Weapon Focus (bite)

**Skills** Perception +17, Stealth +0 (size), Survival +12

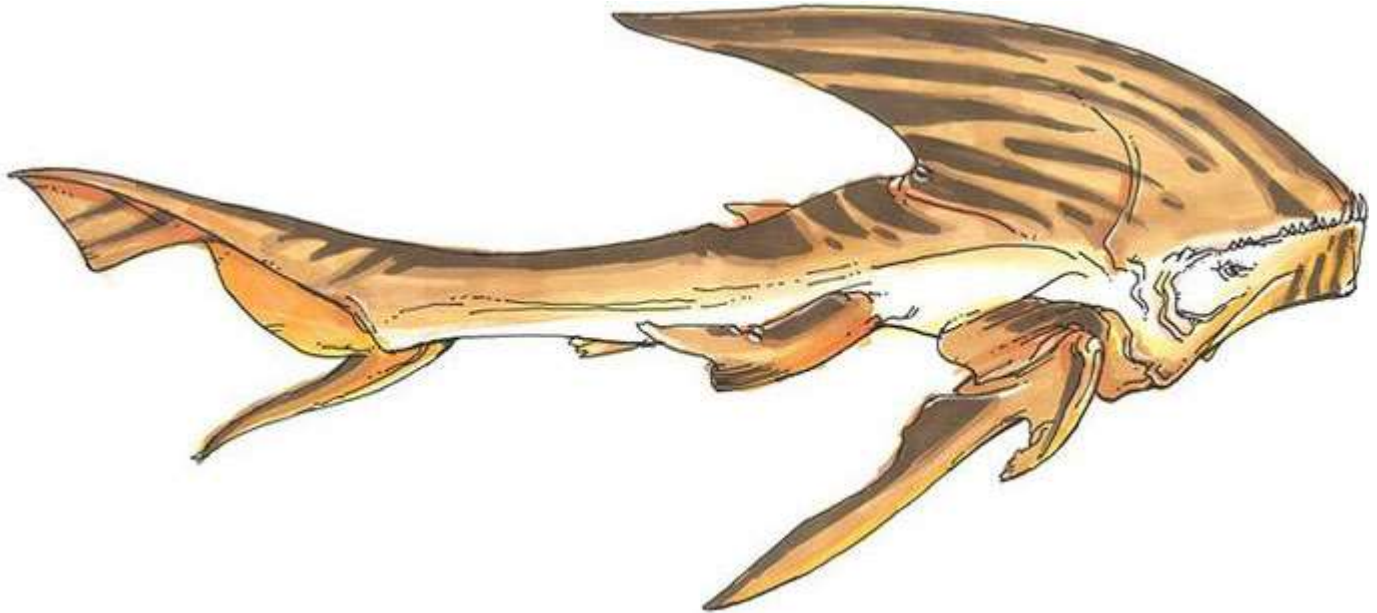
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**Blood in the Water** -- Firaxa deal +1 die of damage against targets that have taken damage since the start of the firaxa's last turn.

**Scent** -- Firaxa ignore concealment and cover when making Perception checks to notice opponents within 20 squares, and they take no penalty from poor visibility when tracking.

**Sonic Vulnerability** -- Weapons that deal sonic damage deal +1 die of damage against a firaxa.

\* Includes 5 points of Power Attack



The firaxa, also known as the firaxan shark, is native to the ocean world of Mana'an. This fierce predator is extremely territorial and attacks almost any creature, vehicle, or piece of equipment that violates its space. Firaxa are thought to be the spawn of an enormous individual known as the Progenitor, who prowled the waters in an area known as the Hrakert Rift. This Progenitor had some control over her children, who would come from many miles around if called. Scholars also believe that the firaxa are distantly related to Mana'an's native species, the Selkath. This connection may explain why the Selkath are the only creatures that firaxa do not attack on sight.

## **Firaxa Encounters**

Firaxa are found only on the water planet of Manaan, but they can be encountered almost anywhere beneath its waves. The creatures are drawn to, and aggravated by, activity caused by surface dwellers, such as construction, exploration, or mining. Firaxa ignore Selkath, and thus most forays away from the safety of the floating cities are led by a Selkath guide who knows their ways and can divert the creatures from attacking. Firaxa swarm in particularly large numbers in the Hrakert Rift, where the Progenitor is thought to lair. Anyone moving into this dangerous area should bring along seriously heavy firepower (in addition to thick pressure suits) if they want to survive.

# Gizka

Gizka

CL 1

Tiny beast 1

**Init** +2; **Senses** Perception +7

---

**Defenses** Ref 16 (flat-footed 14), Fort 12, Will 13

**hp** 5; **Threshold** 12

**Immune** mild, moderate, and severe radiation

---

**Speed** 4 squares

**Melee** bite –2 (1d3–2)

**Base Atk** +0; **Grp** –8

**Atk Options** gnaw

**Special Actions** squeeze

---

**Abilities** Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8

**Feats** Improved Defenses

**Skills** Perception +7, Stealth +12 (size)

---

**Gnaw** -- Gizka ignore the DR of unattended, immobile items when making a bite attack.

**Squeeze** -- A gizka can move through spaces as if it were Diminutive size.

**Gizka Pack**

CL 3

Small beast pack 1

**Init** +2; **Senses** Perception +7

---

**Defenses** Ref 15 (flat-footed 13), Fort 12, Will 13

**hp** 10; **Threshold** 12

**Immune** mild, moderate, and severe radiation

---

**Speed** 4 squares

**Melee** bite –2 (1d4–2)

**Base Atk** +0; **Grp** –3

**Atk Options** gnaw

**Special Actions** squeeze

---

**Abilities** Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8

**Special Qualities** pack traits

**Feats** Improved Defenses

**Skills** Perception +7, Stealth +7 (size)

---

**Gnaw** -- Gizka packs ignore the DR of unattended, immobile items when making a bite attack.

**Pack Traits** -- The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack.

**Squeeze** -- A gizka pack can move through spaces as if it were Tiny size.

Gizka are reptilian creatures found throughout the galaxy. They are so widespread, in fact, that it's rare to find a planet that doesn't have at least one colony of the creatures. Small, weak, and almost comically innocent looking, gizkas' most notable ability is that of fecundity. They breed at alarming rates and can easily overwhelm an area's natural ecosystem or a ship's food stores in a matter of weeks or months.

While they prefer grains and leaves, gizka can eat nearly anything, including wiring, insulation, and other components commonly found on starships -- another reason why they are so despised. Gizka are immune to radiation, and beyond opening a starship up to open vacuum, an infestation can be dealt with only by poison. The creatures can squeeze into impossibly small openings, allowing them to create warrens inside bulkheads or access tunnels. Gizka meat is nutritious and has a "universal flavor," meaning that almost any creature can stomach it. However, every attempt at domesticating the beast has lead to disaster, since they always find ways to escape or chew on vital electronic parts while looking for food.



### Gizka Encounters

Gizka can be found almost anywhere, and usually are. They are almost completely harmless in combat but incredibly destructive to ships, food stocks, and property. Most encounters with gizka involve the wholesale eradication of a colony or discovering the source of mysterious power outages or missing food. Gizka work well as distractions, causing the heroes consternation when they discover that their transportation is out of commission or that their trail rations have been eaten while they're out in some forsaken wilderness.

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Feel free to post your thoughts or questions about this article in [this message board thread](#).

## About the Author

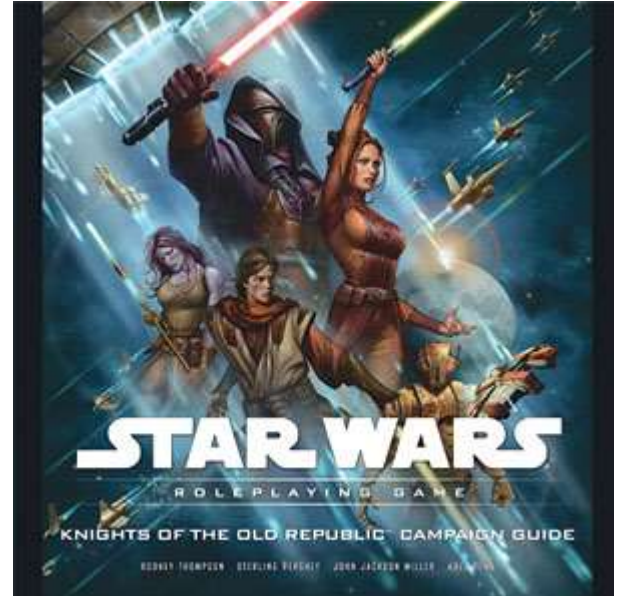
Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

# Creatures of KOTOR 2

## Horned Kath Hound and Iriaz

*Eric Cagle*

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a new series of articles presenting new creatures and beasts from that era to include in your **Star Wars Roleplaying Game** Saga Edition adventures.



# Horned Kath Hound

Horned Kath Hound

CL 6

Medium beast 7

**Init** +3; **Senses** Perception +2

---

**Defenses** Ref 15 (flat-footed 15), Fort 14, Will 10  
**hp** 52; **Threshold** 14

---

**Speed** 6 squares

**Melee** gore +6\* (1d6 + 10) and  
2 claws +6\* (1d4 + 10)

**Base Atk** +5; **Grp** +9

**Atk Options** Bantha Rush, Power Attack

---

**Abilities** Str 19, Dex 10, Con 16, Int 2, Wis 9, Cha 8

**Feats** Bantha Rush, Improved Defenses, Power Attack

**Skills** Jump +12

\* Includes 3 points of Power Attack

Horned kath hounds are more dangerous and aggressive versions of the mundane kath hound (*Knights of the Old Republic*, p. 223) found on the planet Dantooine. Horned kath hounds attack with a combination of their horns and sharp claws, reserving their bite for chewing up prey. Horned kath hounds usually travel in their own packs, but some serve as the alpha for a group of regular kath hounds, cowing them into submission. Kath hounds are not subtle hunters and prefer bowling over prey with a mighty charge before goring and clawing their victim to death. They are notoriously tough creatures with thick hides that can deflect all but the best placed attacks.

## Horned Kath Hound Encounters

Horned kath hounds appear anywhere on Dantooine where large amounts of prey -- typically iriaz (see below) -- can be found. When hunting, they lurk on the fringes of large herds of prey. Otherwise, they stick to the ravines and low rolling hills of the planet, digging dens to raise their pups. Horned kath hounds are also favored as cruel guard animals or pets by criminals or other individuals who admire the vicious nature of these beasts.





# Iriaz

Iriaz

CL 3

Medium beast 4

**Init** +5; **Senses** Perception +9

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**Defenses** Ref 14 (flat-footed 11), Fort 11, Will 12  
**hp** 22; **Threshold** 11

---

**Speed** 8 squares

**Melee** gore +5 (1d6+4) or

gore +7 (1d6+6) with Powerful Charge

**Base Atk** +3; **Grp** +6

**Atk Options** Powerful Charge

**Special Actions** sprint

---

**Abilities** Str 14, Dex 16, Con 12, Int 2, Wis 15, Cha 8

**Feats** Powerful Charge, Skill Training (Perception)

**Skills** Jump +9, Perception +9

---

**Sprint** -- Once per encounter, as a free action an iriaz can double its speed for 1 round. The iriaz moves –1 step along the condition track at the end of the turn on which it uses this ability.

Iriaz are noble-looking herbivores found on Dantooine. They live in massive herds, grazing on grasses, berries, and shoots from the occasional low-slung tree that dots the open prairies of the planet. Although relatively docile, iriaz can be dangerous when spooked or threatened, charging with their huge, majestic horns. Hunters often travel to Dantooine for the sole purpose of hunting iriaz, which has taken a toll on their numbers. Iriaz pelts and horns fetch a fine price on the market.

The creatures are capable of sprinting at tremendous speed for a short period of time, although this leaves them winded, so they reserve it only for fleeing or when males try to thwart predators that get too close to the herd.

## Iriaz Encounters

Iriaz are most common on the plains of Dantooine, where enormous herds crisscross the grasses in search of water. A single iriaz isn't much of a threat, but they are rarely encountered alone -- lone Iriaz are usually sick, old, or injured, though the occasional rogue male can also be found. Ironically, the biggest danger isn't necessarily the iriaz themselves, but the predators that stalk them, including kath hounds and horned kath hounds (see above). Another threat is hunters, who might mistake the heroes for iriaz or who are indiscriminate with their shots. Iriaz also function well as any generic wild herd animal.





## Creatures of KOTOR Archives

### [1: Firaxa and Gizka](#)

Feel free to post your thoughts or questions about this article in [this message board thread](#).

## About the Author

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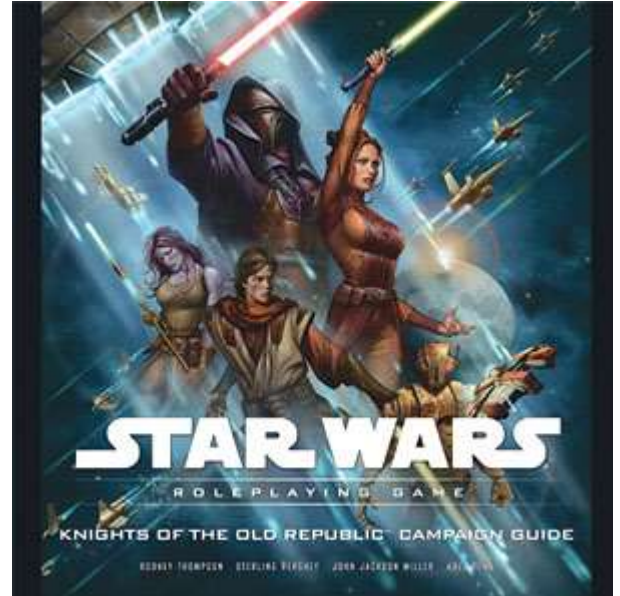
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# Creatures of KOTOR 3

## Viper Kinrath and Mykal

*Eric Cagle*

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a series of articles presenting new creatures and beasts from that era to include in your **Star Wars Roleplaying Game** Saga Edition adventures.



# Viper Kinrath

## Viper Kinrath

CL 7

Large beast 8

Init +7; **Senses** blind; Perception +10

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**Defenses** Ref 17 (flat-footed 14), Fort 16, Will 11  
**hp** 84; **Threshold** 21

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**Speed** 6 squares

**Melee** slam +10 (1d6+8)

**Ranged** sting +10 (1d6+8 plus poison)

**Fighting Space** 2x2; **Reach** 1 square (2 squares, sting)

**Base Atk** +6; **Grp** +15

**Atk Options** Combat Reflexes, Point Blank Shot, poison

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**Abilities** Str 18, Dex 16, Con 22, Int 1, Wis 13, Cha 6

**Feats** Combat Reflexes, Point Blank Shot, Weapon Focus (sting)

**Skills** Perception +10

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**Blind** -- Viper kinrath are blind and take no penalties due to concealment and total concealment due to darkness. They use a variety of other senses to identify their enemies.

**Poison** -- If a viper kinrath deals damage with its sting attack to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the target's Fortitude Defense, the target takes 2d6 points of damage and moves –1 step along the condition track. If the attack fails, the target takes half damage and doesn't move on the condition track. Kinrath poison attacks each round until cured with a DC 18 Treat Injury check.

Kinrath and its deadlier variety, the viper kinrath shown here, are commonly found on Dantooine and Kashyyyk but have been spotted on other, more distant planets in smaller numbers. This bizarre insectile creature has four long legs sprouting from a central body. Another long appendage sprouts from the "face" of the viper kinrath, which ends in a sharp, poison-filled stinger. (Regular kinrath are functionally the same, but replace their stinger attack with another slam attack and no poison.)

Their miniscule eyes are vestigial, and the creature uses a combination of heat sensing and smell to navigate and locate prey. Every kinrath produces a unique, pungent odor from large sweat glands that allows them to locate each other. Savvy hunters learn to coat themselves with the sweat from these glands in order to move in close to viper kinraths and take them unawares.

Jedi and other Force-users have learned that kinrath eggs contain red crystals that can be used as the power source for lightsabers. Indeed, many Padawans are sent to hunt for these eggs as part of their final test to create their own lightsaber.

## Viper Kinrath Encounters

Kinrath are found throughout Dantooine and Kashyyyk, although they typically stick close to large clumps of vegetation where their natural coloration helps them blend into their surroundings. Unlucky heroes may stumble into a kinrath hive and confront the hive queen, protected by dozens of regular and viper kinrath. As mentioned above, young Jedi might have to hunt kinrath to gather eggs and the crystals inside to manufacture their lightsaber.



# Mykal

**Mykal**

**CL 4**

Medium airborne beast 5

**Init** +10 (can reroll and keep second result); **Senses** low-light vision; Perception +3

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**Defenses** Ref 16 (flat-footed 13), Fort 13, Will 11  
**hp** 37; **Threshold** 18

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**Speed** 8 squares (fly)

**Melee** bite +6 (1d6+3)

**Base Atk** +3; **Grp** +6

**Atk Options** confusing swoop, Running Attack

---

**Abilities** Str 13, Dex 17, Con 16, Int 2, Wis 12, Cha 10

**Special Qualities** confusing swoop

**Feats** Running Attack, Weapon Finesse (bite)

**Skills** Initiative +10

---

**Confusing Swoop** -- When a mykal damages a target with a charge attack, that target cannot make attacks of opportunity against the mykal until the end of its next turn.

Mykal are aerial predators found in the huge, sprawling forests of Kashyyyk. They build large nests and attack almost anything that they spot. Some mykal grow to enormous size and are found only in the deepest, most ancient portions of the wilderness. Mykal eggs are nutritious and tasty, and they're considered a delicacy by most sentients. However, acquiring them is quite a challenge, considering that mykal nests are found hundreds of meters above the forest floor.

Mykal are an important part of the ecosystem and are responsible for keeping the numbers of kinrath (see above) in check. However, the Wookiees of Kashyyyk have long considered mykal pests and shoot them on sight.

## Mykal Encounters

Mykal can be found almost anywhere on Kashyyyk, but they're most common in the middle to upper canopies, which is where most Wookiees build their treehouse cities. The creatures rarely venture to the forest floor, where the prey is too large and aggressive for most mykal to handle. Heroes could be sent to eliminate mykal that lair too closely to a Wookiee settlement or to raid mykal nests in search of their eggs.



## Creatures of KOTOR Archives

[1: Firaxa and gizka](#)

[2: Horned kath hound and iriaz](#)

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