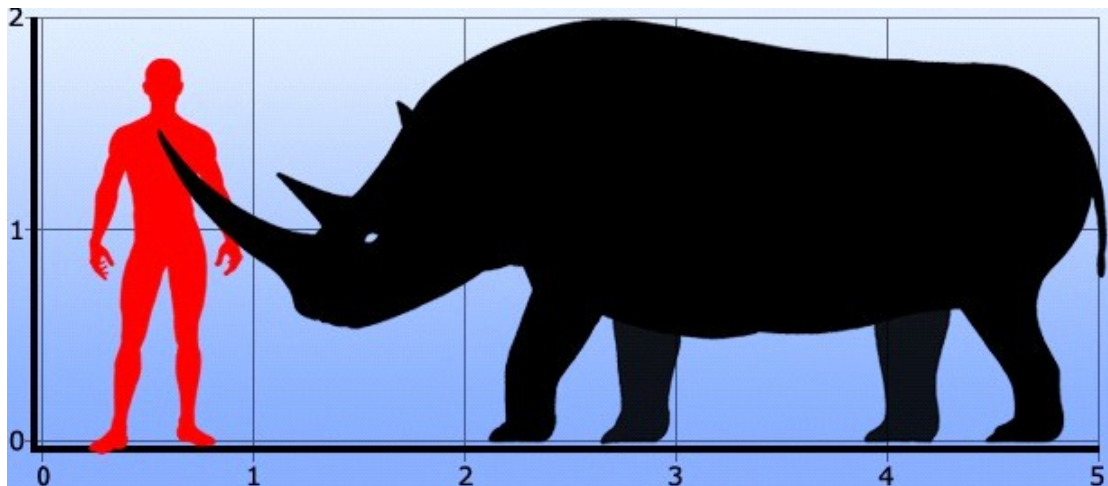


A collection of various prehistoric animals, including a large mammoth, a woolly mammoth, a bison, a rhinoceros, a hippopotamus, a deer, a rabbit, a fox, a bear, a wolf, a cat, a dog, a pig, a bird, and a small dinosaur, standing together on a white background.

**Compiled And Edited By
Shintokamikaze**

Woolly Rhino



| | Adult | Young |
|-----------------|-------------------------------------|-------|
| Skill: | 12 | 7 |
| Stamina: | 18 | 10 |
| Attacks: | Adult 3, Young 2 | |
| Weapon: | Adult Large Claw, Young Medium Claw | |
| Armour: | Medium | |

Damage Modifier:Adult +2, Young +1

Habitat: Ice,Wildderness

Number Encountered:1-6

Type:Animal

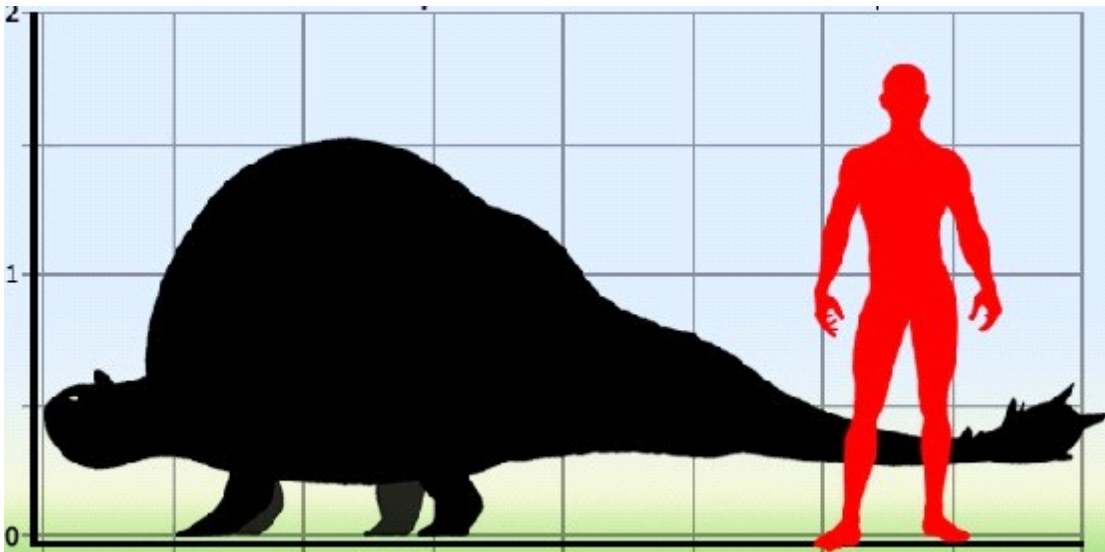
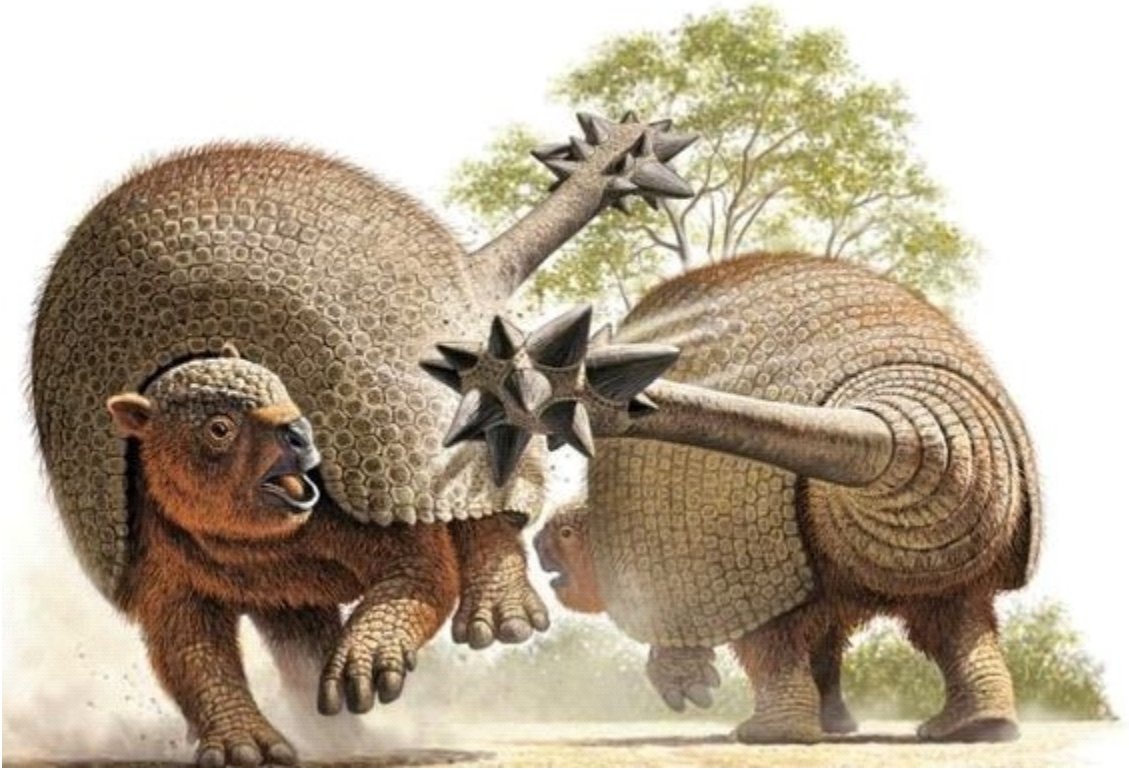
Reaction:Hostile

Intelligence:Low

Driven from the grass lands of Allansia and into the Icefingers and other wild parts, this beast is a very rare sight, if only because not many folk live to tell of their encounter with this savage brute, with a short sharp temper, the Adult Male wolly Rhino's will charge anything that stumbles on the herd in the wild, and will fight to the death to protect their young and females.

weighing in at 1,800–2,700 kg, and covered in shaggy brown hair, and with two horns on it's massive skull, the largest horn being up to 65 cm long, the Wolly Rhino is the undisputed master of the tundra.

Pestle Tail



Skill:7

Stamina:10

Attacks:1

Weapon:Spiked Tail Club (As Large Claw)

Armour:Heavy

Damage Modifier:+1 Damage Roll

Habitat: Swamps,Forests,Wilderness

Number Encountered:1-6

Type:Animal

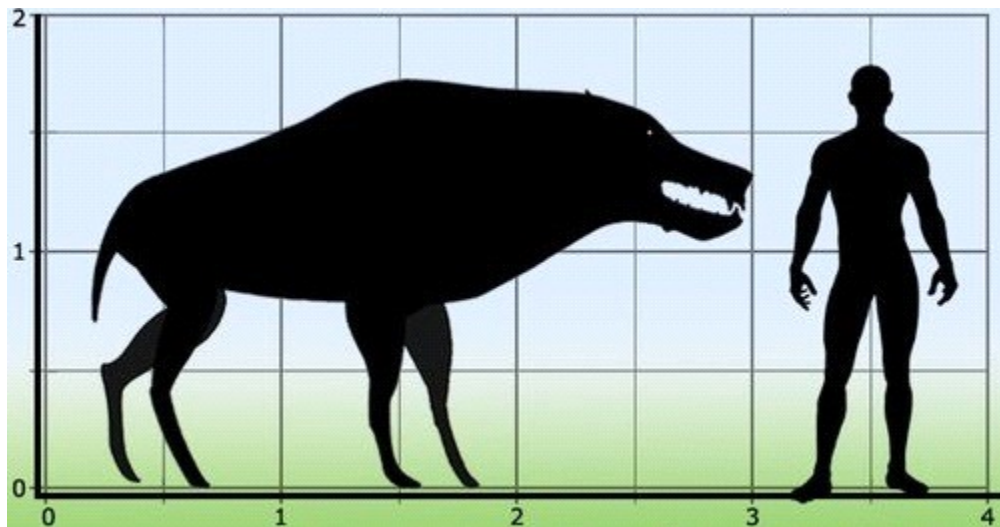
Reaction:Neutral-Unfriendly

Intelligence:Low

This slow moving herbivore is not only covered by a large, domed, armored shell, but it possesses a clubbed spiked tail. The males swing these dangerous implements at each other when competing for the attention of females. Pestle Tail's only attack when provoked or startled. After losing half of it's Stamina points it will roll up into it's protected shell, and blows will now only do it half damage. Similar to an armadillo in appearance, the size of the Pestle Tail is 4 meters long and 2 meters high.

But it's size will not hinder it's capability for battle, due to its thick outer shell and spiked club tail.

Entelodont (Hellhog)



Skill:11

Stamina:14

Attacks:2

Weapon:Large Bite

Armour:Light

Damage Modifier:+1 Damage Roll

Habitat:Forest,Hills,Wilderness

Number Encountered:1-4

Type:Animal

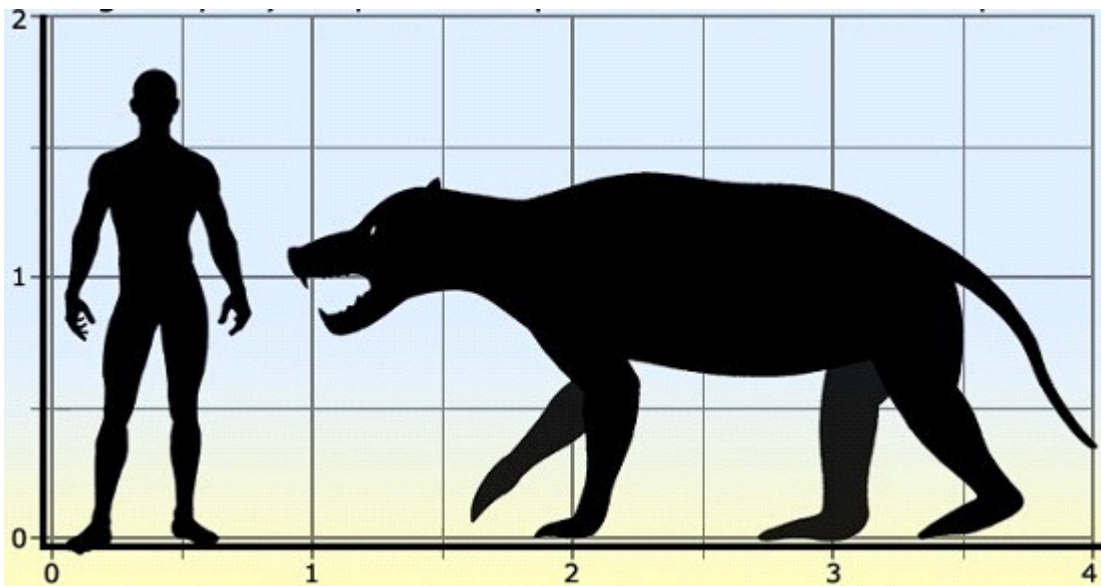
Reaction:Unfriendly

Intelligence:Low

Many strange animals roam the forests and plains of Titan, and the Entelodont is no exception, sometimes known as Hellhog in parts of Allansia, although many people have described entelodonts as being ugly looking animals, one thing that cannot be denied is that they were built for power. Their box like bodies and robust heavy skulls are surrounded by solid muscle, perfect for ramming their prey, and for their size they are probably one of the heaviest types of mammal on the landscape. Most importantly this makes the largest entelodonts a match for most other type of herbivore and predator they were likely to come into contact with.

Entelodonts are dedicated predators of other animals. they lurk around dense growths of vegetation and/or watering holes where they ambush unwary herbivores. They either use their bulk to knock their target off their feet or close their massive jaws around a critical area like the neck.

Wolfbear



Skill:10

Stamina:12

Attacks:1

Weapon:Large Bite/Claw

Armour:Light

Damage Modifier:+1 Damage Roll

Habitat:Wilderness

Number Encountered:1-3

Type:Animal

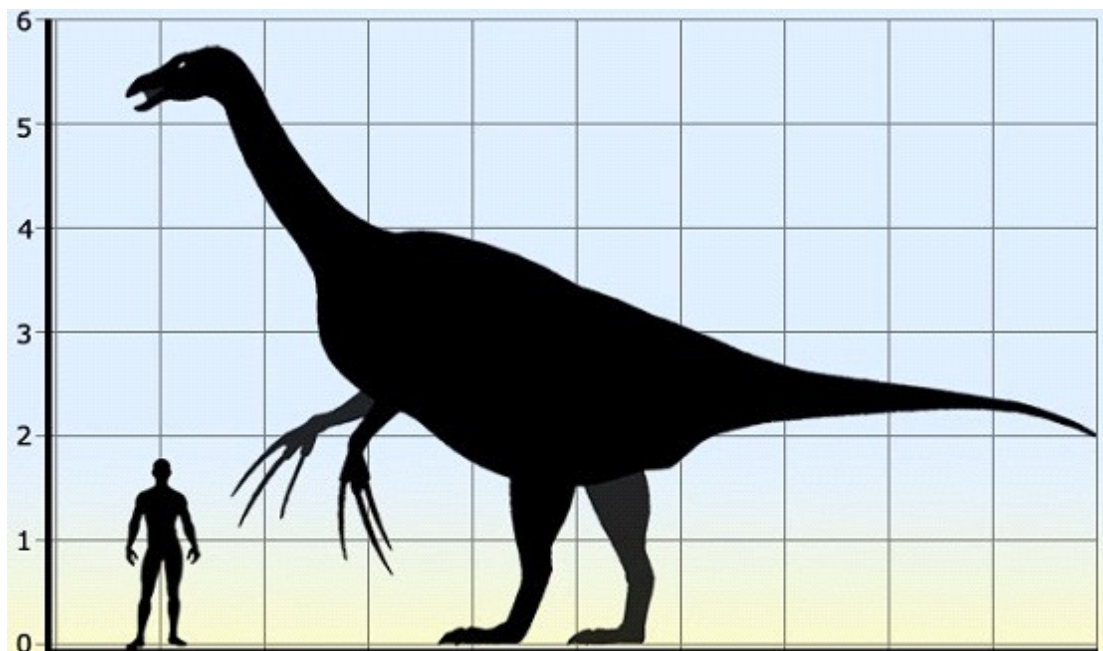
Reaction:Unfriendly

Intelligence:Low

Related to both the bear and the Wolf family and much larger than Titans other wolves, with claws bigger than a grizzly bear, and with stronger legs to run and reach high speeds. This carnivorous pack hunter roams the wild parts of Titan looking for it's next meal. Unlike their Wolf cousins Wolfbear's do not fear fire, but seem to be attracted to it, and have been known to stalk small groups of travelers and attack them as they make camp for the night.

Reaperbird





Skill:11

Stamina:24

Attacks:3

Weapon:Very Large Claw

Armour:Light

Damage:Modifier:+2 Damage Roll

Habitat:Wilderness

Number:Encountered:1-2

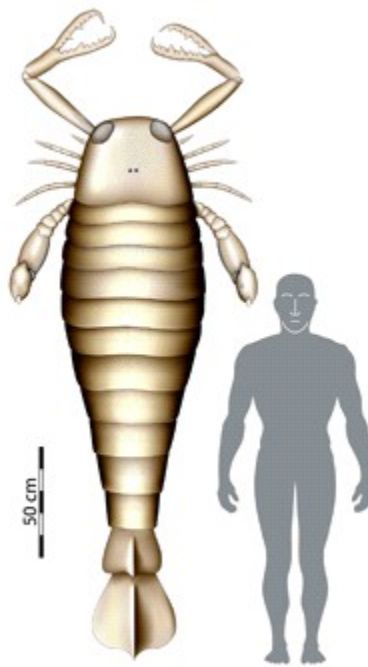
Type:Bird

Reaction:Neutral-Unfriendly

Intelligence:Low

This 33 foot long, five ton, bipedal behemoth is only found in the most remote parts of Titan, this huge slow moving bird is in fact a herbivore, and gets its name from its three foot long scythe like claws that it uses to strip trees bare, Reaperbirds will only attack if provoked or startled.

Jaekelo (Water Scorpion)



Skill:7

Stamina:8

Attacks:1

Weapon:Medium Claw/Bite

Armour:Medium

Damage:Modifier:None

Habitat:Rivers,Lakes

Number:Encountered:1-4

Type:Antropoide

Reaction:Hostile

Intelligence:Low

You find yourself sitting at the edge of a lake. It's a beautiful day, the sky is a clearer blue than you've ever seen it. Even the air feels cleaner, easier to breathe. You decide to wade into the lake, the cool water feels good against your skin. As you wade deeper, you stub your toe on something that feels like a long rock or log. You find a branch at one end, tapering off into a crescent shape and lined with spikes.

Suddenly the log moves, and it becomes painfully clear that the crescent shaped part is a claw. It grabs your leg, pulling you under, as another claw grabs your arm. You've just encountered a Jaekelo, and your chances of surviving are pretty slim.

Jaekelo's live in freshwater lakes and rivers and never venture into the ocean, although called a Water

Scorpion in many parts of Titan the Jaekelo does not have a stinger, instead it will try to grab it's prey and drag them under the water.

If the first combat round is lost, the Jaekelo will clamp it's claws onto it's victim and attempt to pull them under, a strength check must be passed to break free, and avoid drowning (See Advanced Fighting Fantasy P50)

Great Sloth



Skill:11

Stamina:22

Attacks:3

Weapon:Very Large Claw

Armour:Chainmail Hauberk

Damage Modifier:+1 Damage Roll

Habitat: Caves,Forests,Wilderness

Number Encountered:1-2

Type:Animal

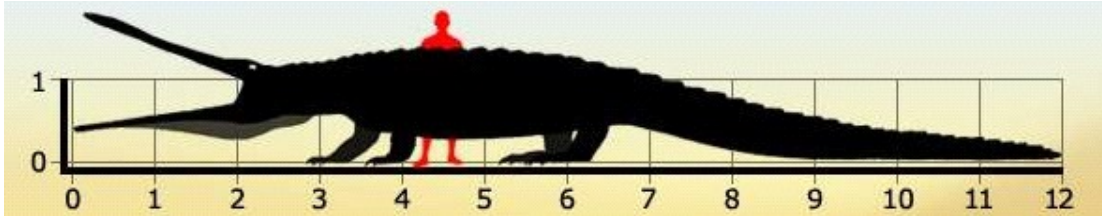
Reaction:Neutral-Unfriendly

Intelligence:Low

Deep in the darkest forests of Titan lives the Great Sloth, it is said to weigh about as much as an adult Mammoth, with huge claws, long dark hair, walking on its hind legs very much like a bear it stands approximately twenty feet tall or a bit over 6 metres.

They possess large, sharp and very dangerous claws that are actually mainly used for stripping leaves and bark from trees. their diet consisted of leaves, grasses, insects, tubers, shoots, fruits and sometimes even carrion. Buried in the skin of the Greath Sloth are a series of small bony discs, these little knobs are mostly clustered around the back, shoulders, and neck and act like a protective chainmail.

Terrordile



Skill: 11 On Land, 13 In Water

Stamina:26

Attacks:3

Weapon:Very Large Bite

Armour:Medium

Damage Modifier:+1 Damage Roll

Habitat: Swamps

Number Encountered:1

Type:Reptile

Reaction:Hostile

Intelligence:Low

In the heart of Titans Swamps lurks the Terrordile, fully grown individuals are estimated to reached up to 11–12 M in total length, and 8 tonnes in weight. Terrordiles are ambush predators, waiting for fish or land animals to come close, then rushing out to attack. Terrordiles mostly eat fish, amphibians, crustaceans, molluscs, birds, reptiles, and mammals, and they occasionally cannibalize smaller crocodiles.