

CRITTER COMPENDIUM

Passive

Critters that make no attempt at harm under any circumstance. Usually.

Cockroach (*Periplaneta brunnea*)



"An unpleasant insect that lives in filthy places."

Location: Maintenance shafts, spawned by telescience portals

Small insects that do nothing except crawl around being cockroaches. They cannot attack, are easily killed by brute force, and serve no purpose other than to be cockroaches. Strangely enough, it is important to note that these are not specified as space cockroaches: They are completely normal cockroaches, identical to those from Earth. Just goes to show how resilient the bastards are.

Space seal pup (*Arctocephalus gazella peur spatium*)



"A seal pup, in space, aww."

Location: Pool

The actual most adorable things in existence. The only specimens that one will be able to find are in the station's pool. They never seem to age due to a quirk in their genetic code that seems to be incompatible with any other species. Anyone who attacks them is clearly an immoral monster and are to be lynched with utmost haste.

Meat cube (*Carnis cubus*)



Location: Life chem reaction, among other things

Grotesque, animate amalgamations of flesh and meat that are alive and sentient due to varying factors, such as horrendous scientific experiments, supernatural phenomena, or perhaps the will of an angry god. They have only been observed to flop around uselessly and pop into a burst of gibs upon expiration.

Lesser horned owl (*Bubo magellanicus*)



"A portable flashing.. device? Hoot."

Location: Owlery

Members of these species, with varying degrees of physical attractiveness, inhabit the station's Owlery. Some say they hold a great treasure which will allow you to join their ranks as an extremely attractive owl!

Hooty McJudgmentowl



"A grumpy looking owl."

Location: Brig Visitation Area

A lesser horned owl that sits in the brig visitation area, giving disapproving glares at anyone deemed unworthy in his all-knowing eyes and snazzy headgear. He can even see ghosts.

Crab (*Paralithodes camtschaticus*)



Location: N/A (Simulated at VR)

An earth-faring species, colloquially known as the king red crab, that has since gone extinct. Simulated copies of these crustaceans appear in the Space Station 13 VR system, but they are immaterial holograms, and consequently cannot be interacted with.

Plasma spore (*Crepitus globum*)



"A barely intelligent colony of organisms. Very volatile."

Location: Deep space

These sentient conglomerates have no notable behavior patterns other than to aimlessly float around. The creatures that make up these spores subsist entirely on plasma, which is filtered through the air as the spore floats. This plasma is metabolized in a manner that gives the spore the energy to control its local gravitational pull, letting it freely float without any apparent means of propulsion. However, the volatility and density of this energy makes the plasma spores very dangerous creatures, for any considerable amount of force will cause the plasma spore to burst, with the stored plasma igniting upon contact with the air and the energy shooting outwards milliseconds later, making a considerable explosion, which is all an incredibly fancy way of saying that it blows the fuck up if you hit it with something.

Amusing Duck



"Bump'n go action! Ages 3 and up."

Location: Courtroom

The finest of its kind, the Amusing Duck is a children's toy that does absolutely nothing but roam around making amusing duck-esque noises, occasionally dropping eggs that contain all sorts of prizes inside. The manner in which it is able to produce these eggs and why some of them have skulls in them is unknown, as analysis of the Duck's interior shows mechanics like that of any other children's toy.

Known contents:

Pack of Hetz's Cups

Cursed clown mask

Heavy horseshoe

Monocle

Cosby sweater

Skull

Fingerless gloves

Coin

Flippers

Saxophone

E-Meter

Spiderman mask

Bike horn

Pope Crunch

Vuvuzela

Neutral

Critters that do not actively hunt others, but will retaliate if provoked.

Boogiebot



"A robot that looks ready to get down at any minute."

Location: Jazz Lounge, Central Command

A now-decommissioned line of robots designed for the sole purpose of dancing, decommissioned due to how utterly useless this function is. One of the only Boogiebots known to man resides in Space Station 13, dancing its motherboard out to music no one else can hear.

Human (*Homo sapiens*)

Location: Absolutely everywhere, created by life chem reaction

A terrifying creature that destroys almost everything it comes in contact with. While they don't possess many natural weapons, they seem to use tools often, usually seen wielding a welding tool, a toolbox, or a fire extinguisher.

Humans can be created through the life chem, and they are either catatonic and inactive or mobile and aggressive. They have been reported as being able to pick up and use any tools lying around as weapons and have been described as surprisingly robust. Further research into behavioral patterns is pending.

Strange, seemingly lucid humans seem to spawn around the station sometimes. We're not sure how they got here or why they're here, but whatever they're doing probably isn't good. If you hear the sound of glass breaking, run.

Greater domestic space-bee (*Pseudoapidae nanotracaceus venerandus*)



"Genetically engineered for extreme size and indistinct segmentation and bred for docility, the greater domestic space-bee is increasingly popular among space traders and science-types."

Location: Domestic space-bee eggs, alien artifacts, all across space, the stomach of anyone who's ingested the bee reagent

Bite damage: 2 brute (normal), 10 brute (large)

Stinger damage: 10 brute (large)

Stinger injection: 5u histamine + 4u sodium thiopental (small), 20 neurotoxin + 10 morphine (large)

Truly the greatest and most venerable of these critters in all the universe, as well as one of the very few good things to come out of the NT labs, the humble domestic space-bee is hatched by

the mere activation of a space-bee egg. You can even name the bee by writing its name on the egg before hatching! Domestic space-bees are, as their name implies, domestic by nature, and will not attack a single living soul unless directly provoked by a terrible, terrible person. When provoked, they will nibble and sting their attacker. Contrary to terrestrial bees, the greater domestic space-bee does not die upon issuing a sting, and can sting as many times as it wishes. Greater domestic space-bees are also fiercely protective of their owners, and will swarm anyone who directly attacks them. For unknown reasons, the DNA of all greater domestic space-bees is comprised of 1% cat DNA.

Heisenbee

"The Research Director's pet domestic space-bee. Heisenbee has been invaluable in the study of the effects of space on bee behaviors."

Location: Research Director's Office

The single space-bee on the station at the round's start, Heisenbee is the Research Director's one true companion. He has some...odd taste in food, if the contents of his kibble and birthday cupcake (which is basically the exact same as the kibble but in cupcake form) are anything to go by, but he'll protect the research department through thick and thin! Or he'll just nonchalantly buzz around the giant hole where a research department used to be. He's kind of oblivious like that. If he is provoked, he will repeatedly sting and bite his attacker, knocking them out rather quickly but not doing much actual damage.

Bombini



No description available. Furthermore, no description is fitting enough to describe Bombini.

Location: Mining Z-Level (Bombini's Ship)

This bee puts the "great" in "greater domestic space-bee", as Bombini is a distinguished member of the bee family, and separates himself from the common bee with his advanced intellect, his swanky outfit, his sweet goods, and his conversational savvy. He regularly hangs out with Snoop Dogg, Tupac, Biggie Smalls, and anyone else you care to name because he's cooler than you. As a side business, he sells off his surplus of eggs for damn good deals out in the diner asteroid fields. What a nice guy. Truly, the greatest pimp that beekind has ever known.

Heartbee (*Pseudoapidae nanotracaceus organi*)



Shitty Bill's heart is flying off. Better catch it quick!

Location: Created by initrobeedril

Giving an entirely new meaning to the term "butterflies in your chest", these creatures are human hearts that have been transformed into bees. Introduction of the growth hormones in

royal initrobeedril swells the resulting creature to great sizes. It is unknown to what extent these creatures function like bees. Either way, look at them! They're so cute!

THE OVERBEE (*Pseudoapidae nanotracaceus rex*)



"Not to be confused with that other stinging over-insect."

Location: Bee Station (Central Chamber)

Lives in the Bee Station, and has bitchin' flashing eyes. Seems to be really nice. Will spit out a golden key upon being fed a lead key, suggesting transmutative powers or a really weird digestive system. If left undisturbed, it will buzz around the Bee Station lounge watching TV and hanging out with its Bee Babes. If disturbed, it'll give you a death stare that stuns you for a really long time and zaps you to a random point on the station z-level...typically in the middle of space.

B-33 "BeeBuddy" (*Pseudoapidae nanotracaceus machina*)



"It appears to be a hybrid of a domestic space-bee and a PR-6 Robuddy. How is that even possible?"

Location: Bee Station, Cubic bee eggs

Somehow, through some crazy genetics shit, a hybrid of the greater domestic space-bee and the PR-6 Robuddy exists. We don't know how those two things are capable of reproducing with one another, and to be perfectly honest, we really don't want to know. Tests still need to be run to determine which characteristics of both species these "BeeBuddies" possess.

Moon bee (*Pseudoapidae nanotracaceus lunam*)



"A moon bee. It's like a regular space bee, but it has a peculiar gleam in its eyes..."

Location: Solarium (Egg found at Bee Station)

In terms of behavior, it seems identical to that of any greater domestic space-bee, but it has various extraordinary attributes: The egg required to hatch it is unique and can only be found at the Bee Station under a broken grille, and its honey contains a potent poison called aconitum that cannot be acquired through any other means, and it can only be hatched at Solarium. Most curious of all, however, is that there seems to be a connection between it and the Solarium automaton, based on their interactions. Future research into this subspecies is pending.

Sun bee (*Pseudoapidae nanotracaceus solarium*)



"A sun bee. It's like a regular space bee, but it has a look of fiery passion. Passion for doing bee stuff."

Location: Solarium (Egg found at Bee Station) (Post-Solarium Disaster), writing "sun larva" on a moon bee egg

This odd counterpart to the moon bee can only be found after an extreme disaster. It replaces the moon bee's egg, and seems to have strange effects on the raging automaton in a disaster round. It seems to have eaten something coppery recently, and it loves being hugged. A sun bee can also be made by writing "sun larva" on a moon bee egg using the pen of one's choice.

Космос Пчела (Kosmos pchela)



"This...isn't a bee. A fake bee. Counterfeit bee."

Location: Mining Z-Level (Soviet Derelict)

A manufactured, fake excuse of a bee. Hovers around being a horrible facsimile and spouting communist propaganda. It's also capable of opening the briefcase from Meat Station and revealing its nature as a cheget, which is further evidence towards its terrible, terrible nature.

Zombee



"This one seems kinda sick, poor thing."

Location: [CLASSIFIED]

A greater domestic space-bee infected with the *Vivens mortua* parasite. While it experiences the same sluggish movement and deteriorated mental functions as others infected by the parasite, it lacks the aggression that normally characterizes those infected. It is speculated that the characteristic niceness of the domestic space-bee is too powerful for the parasite to override.

Rock worm (*Lumbricus lithostris*)



"Tough lithovoric worms."

Location: Meteors

These worms are a frequent nuisance to space miners, as their diet consists solely of shiny metals and rocks; the shinier and more rare they are, the tastier they are to a rock worm. Strangely enough, some rock worms appear to have a form of sapience, and are frequently seen throughout space trade markets, peddling their wares in exchange for rocks.

Space-mouse (*Mus spatium*)



"A mouse. In space."

Location: Maintenance shafts

Bite damage: 1 brute

Tiny little rodents that scamper around and eat any food they see on sight. Easily deterred by mousetraps. Tend to be very aggressive. May have rabies. If you see any frothing at the mouth, covered in battle scars, or trying to eat itself, either bring it to the attention of the proper station personnel or deal with it yourself. Hopefully the former, to keep the Janitor from making the floors a slippy slidey water world.

Remy



"A Rat. In space... wait, is it wearing a chefs hat?"

Location: Kitchen

Bite damage: 1 brute

The sole friend of the Chef. Does no actual cooking.

Space pig (*Sus spatium*)



"A pig. In space."

Location: Spawned by telescience portal

Bite damage: 1 brute

A source of delicious bacon. They tends to collect in great heaps if your Telescience managers are being idiots, which is unfortunately common.

Space goose (*Branta canadensis spatium*)



No description available.

Location: Life chem reaction

Geese in space. More specifically, a species of goose specifically made for life in space. They are inexplicably able to open airlocks, and will relentlessly chase down and beat any motherfucker that provokes them. There's a theory that these honking death machines were being mass-produced by the Syndicate for utilization in combat, but Syndicate officials claim to know nothing about the true origins of the space goose, leaving the matter as a mystery.

Space walrus (*Odobenus rosmarus spatium*)



"A walrus, in space."

Location: Pool

Lunge damage: 6 brute

Tusk damage: 10 brute

One of these tusked tubs of lard lazes about in the pool and does nothing other than leisurely wander around...unless you punch it, in which case it will run up to you, lunge at you to knock you down, and gore you with its tusks before resuming its lazing. Other than that interesting little oddity, the space walrus does absolutely nothing useful aside from serving as a wall of flab. Honestly, I have no idea why we keep one of these things on the station.

Space spider (*Araneae spatium*)



"A big ol' spider, from space. In space. A space spider."

Location: Results from high enough concentrations of the spider reagent

Spider friends! They come in varying sizes and levels of lethality.

George



"Good dog."

Location: Jazz lounge

Bite damage: 2 brute

The canine patron of the station's jazz lounge. Prized for his obedience and beautiful singing voice. Murdering him will result in immediate suspension and being forced into prolonged vacuum exposure therapy.

Corgi



"Good dog."

Location: Unknown

Any relation to animals found on other NanoTrasen stations is completely coincidental.

Pug



"Good dog."

Location: Unknown

Aww, look at its smushy little face!

Jungle owlet (*Glaucidium radiatum*)



"Did you know? By 2063, it is expected that there will be more owls on Earth than human beings."

Location: Owlery

Swoop damage: 1 brute

Peck damage: 2 brute

A member of this species of owl is kept in the Owlery, and his name is Hooty McOwlface. He is the curator of the Owlery, a prestigious title passed down through generations. If the wearer of an owl suit and owl mask commits suicide, they somehow explode, resulting in an owl of an identical physical appearance materializing at the epicenter.

Bat (*Chiroptera spatium*)



"skreeee!"

Location: Biodome caves

Cute little bats that flap around and mind their own business unless attacked.

Dr. Acula



"If you ask nicely he might even write you a preskreeption!"

Location: Medical Director's Office

Bite damage: 1 brute

Purported as a trained medical professional, Dr. Acula is an expert in all sorts of emergency doctoring after years as a combat medic. He's notorious for winging a lot of his procedures, and his venomous attitude in past years hasn't done him any favors. But make no mistake: He'll gladly sink his teeth into any surgical challenge, large or small! In reality, Dr. Acula is just a bat that the Medical Director found, dressed in a cute costume, and keeps in his office. He is adorable, though.

Space cat (*Felis spatium*)



"A cat. In space."

Location: Diner, abandoned crates

Cats that roam around in space, somehow able to breathe by merely keeping an upside-down glass bowl over their heads.

Jones



"Jones the cat."

Location: Captain's Office

Bite damage: 2 brute

The Captain's pride and joy, aside from the amount of alcohol they can down in the span of five minutes. How he is able to breathe in the glass sphere over his head without running out of air and suffocating is a mystery to all. Jones is noted to react curiously to electromagnetic interference, for unknown reasons.

"Voidling" (*Occulus vitis*)



"You have never seen something like this before."

Location: The Void, Hemera, Post-Solarium Disaster

Floating eyeballs with thin, tentacle-esque appendages who passively float around the Void. They do not appear to have any special characteristics or abilities aside from being floating eyeballs.

"Minibot"



"It looks like some sort of floating repair bot or something?"

Location: Lava Moon (Robot Ruins), Post-Solarium Disaster, Simulated at Critter Gauntlet

Similar in origin to the Shockbots, these miniature robots do nothing but float around making occasional noises...unless, of course, they are attacked, causing them to become aggressive and shock the user with electric blasts identical to those of the Shockbot.

Magma crab (*Carabus petrum*)



"A strange beast resembling a crab boulder. Not to be confused with a rock lobster."

Location: Lava moon

Denizens of what is referred to as the “lava moon” that do not move or take action towards most stimuli. Research had been remarkably inconclusive as to the behavioral patterns of these species, with a hypothesis being proposed that they weren’t even creatures at all, and were instead conspicuously-shaped rocks. That is, until one scientist, in a fit of anger, kicked a magma crab in the face during on-station testing, and was promptly pinched directly in the ankle. After the scientist in question hid behind a bush to escape the creature, the magma crab returned to its previous state of immobility.

Clownspider (*Araneae ridiculam*)



“Holy shit, that’s fucking creepy.”

Location: **[CLASSIFIED]**

A horrifying creature bearing resemblance to a clown head attached to a pair of clown shoes. No researchers have lived to give detailed reports on this creature. Avoid at all costs.

Space parrots (in progress, need to find all of the parrots)

- Space grey “A spacefaring species of *psittacus erithacus*.”
- Space eclectus “A spacefaring species of *eclectus roratus*.”
- Space caique (black) “A spacefaring species of *pionites melanocephalus*.”
- Space caique (white) “A spacefaring species of *pionites leucogaster*.”
- Space cockatiel “A spacefaring species of *nymphicus hollandicus*.”
- Space budgerigar “A spacefaring species of *melopsittacus undulatus*.”

Aggressive

Critters that will attack any other being they see.

Angry bat (*Chiroptera spatium iratus*)



"It doesn't look too happy!"

Location: Biome caves, summoned by vampires

The much less friendly cousin to the common bat, angry bats will chase down anything they feel like attacking that day and relentlessly nibble at them with their tiny, yet surprisingly painful fangs. They are easily distinguished from their more docile winged brethren by their ominous red eyes.

Martian (*Advena occisionis*)



"Genocidal monsters from Mars."

Location: Martian Station, the Void, spawned from telescience portal (Simulated at Critter Gauntlet)

Very mean and very angry natives of the Red Planet, Martians come in three distinct flavors: Soldiers who fire guns at you, Warriors who try to strangle you with their vine-like limbs, and Mutants who make your head explode with their psychic powers. They have been noted as specializing in organic technologies, as almost all of their equipment seems to be derived from such substances.

Fermid (*Formicidae ferrum*)



"Extremely hostile asteroid-dwelling bugs. Best to avoid them wherever possible."

Location: Fermid Hive (A particular, large asteroid in the mining Z-Level)

A highly dangerous species of ant that is known for its aggression and its thick, steel-like exoskeleton. Originally thought to be a naturally-created creature, analysis of the fermid's genetic and biological makeup revealed the presence of trace amounts of fermium, a manmade element typically only seen in the aftermath of a nuclear explosion. Furthermore, fermids make their home within asteroids, subsisting on the radiation exuded by particular minerals. This suggests that fermids were created as a result of deep-space testing of nuclear weapons, with regular space-dwelling ants somehow absorbing the radiation and developing a biological dependence on it. Instead of a complex digestive track, there is instead a single chamber inside the thorax of the fermid that stores radioactive metals and internally converts the energy thereof.

This “stomach” is lined with a strange substance that prevents the radiation from affecting other parts of the body.

Killer tomato (*Holus malum*)



“Today, Space Station 13 - tomorrow, THE WORLD!”

Location: Spawned by telescience portal, Tomato mutation, Critter Gauntlet [Simulated]

Sentient and intelligent tomatoes that seem to have plans of galactic domination. The authenticity and motive of these plans are completely unknown, as is the origin of their sentience. In any case, they die pretty quick, so no need to worry about our tomato overlords. Yet. Incidentally, they make great ketchup.

Space bear (*Ursus spatium*)



“WOORGHHH”

Location: Biodome cave, fortified research crates, spawned by telescience portal

Easily recognized by its distinctive roar and wildly flailing arms, space bears will maul any living being that enters its sights, immediately stunning the victim before tearing away at it. If not rescued, the recipient of a space bear mauling will die within minutes. There have been rumors of space bear arms being genetically compatible with humans in a way that would support surgical replacement, but this has been untested.

Space yeti (*Homo mons*)



“Well-known as the single most aggressive, dangerous and hungry thing in the universe.”

Location: Spawned by telescience portal

Often grouped with the space bear, the space yeti has similar behavioral patterns of wanting everything dead. However, unlike the space bear, who kills because it's angry, the space yeti kills because it's hungry, and will gladly gobble spaceman after spaceman whole, never seeming to satiate whatever hunger it feels.

Spacerachnid (*Araneae spatium malus*)



“A rather large spider.”

Location: Biodome (Alchemy Pit), Critter Gauntlet [Simulated]

Incredibly large genetic cousins of the common space-dwelling spider, the spacerachnid is

easily distinguished by its green markings and its predatory behavioral patterns. Its bite is incredibly lethal, injecting a dangerous venom that violently ruptures when in high enough quantities, causing the victim to explode into gibbs. These creatures are best approached from a distance, as the spacerachnid's large girth prevents them from moving very quickly.

Syndicate agent



Location: Spawned by telescience portal

Revolver-toting members of the Syndicate organization who will shoot any crew members on sight. They do not seem too keen on speech, and will refuse to talk under any circumstances. They also have microbomb implants that will explode upon death, so it's usually a better idea to space the operative. Or just lock them in a locker forever. Or take out their implant, put an Electropack on them, and keep them as pets. Whatever suits you. Curiously enough, these agents don't seem to be intelligent and they are only questionably sentient, suggesting that these "agents" are mass-produced in some manner.

SC-Model (Phaser) Drone



"An armed and automated Syndicate scout drone."

Location: Mining Z-Level, (Simulated at Critter Gauntlet and Pod Colosseum)

Mechanical, ex-Syndicate drones armed with a military-grade phaser. Surprisingly harmless in a pod, but more than a match for unwitting explorers. If you go fast enough by it, you might escape it; always worth trying if you're not looking for a fight.

CR-Model (Cutter) Drone



"A Syndicate scrap cutter drone, designed for automated salvage operations."

Location: Mining Z-Level, Post-Solarium Disaster, Pod Colosseum [Simulated]

Armed with a sawblade useful for cutting through both metal and limbs, these drones are dangerous unless you're well equipped, and it's NEVER safe to go toe to toe with one outside your pod. The cutter drone can be easily recognized by the incredibly ominous sound its blades make when slicing through things.

PC-Model (Plasma Cutter) Drone



"Classic PC series mining drones, now primarily used to cut people in half instead of asteroids."

Location: [CLASSIFIED] (Simulated at Pod Colosseum)

Used by the Syndicate for excavation operations that require more than the humble cutter drone, the plasma cutter drones can melt through anything at an alarming rate with its condensed plasma shots. Unfortunately, “anything” is not exclusive to asteroids. Both pods and people alike are liable to be set on fire after receiving shots from this drone, so exercise caution and keep your distance.

LZ-Model (Laser) Drone



“An alarmingly well-equipped but relatively fragile drone.”

Location: [CLASSIFIED] (Simulated at Pod Colosseum)

A modification on the scout drone, the laser drones sacrifice endurance for firepower, shooting laser blasts instead of the small phaser shots its lesser cousin packs. Fortunately, their fragile nature makes them highly susceptible to attack.

HK-Model (Hunter-Killer) Drone



“A heavily-armed Syndicate hunter-killer drone.”

Location: Mining Z-Level, Pod Colosseum [Simulated]

Mechanical, ex-Syndicate drones that are able to fire a disruptor blast, which wreaks havoc on pod defense and navigational systems in addition to dealing damage, weakening the target for subsequent destruction. Even the heaviest weapon systems should bring along a decoy pod or helper to destroy this thing.

BR-Model (Breach) Drone



“One of the BR-series breach drones employed by Nanotransen in space extraction and destruction missions.”

Location: [CLASSIFIED] (Simulated at Pod Colosseum)

Based on stolen drone schematics, the breach drone is Nanotrasen’s personal type of remote-controlled robot, armed with assault lasers that can cripple enemy forces in just a few shots.

AR-Model (Assault) Drone



[description]

Location: [CLASSIFIED] (Simulated at Pod Colosseum)

Drones armed with ballistic systems (basically really big shotguns) who specialize in close-quarters combat with offending pods, dealing heavy damage at short range. Even more powerful than their Hunter-Killer cousins, keeping at range is a must when taking on these foes.

CA-Model (Caustic) Drone



[description]

Location: **[CLASSIFIED]** (Simulated at Pod Colosseum)

These drones utilized experimental acidic weaponry, shooting highly corrosive fluids at pods to tear away at their armor and leave them susceptible to further attack. However, the Syndicate appears to have discontinued this line of drone due to the highly unstable nature of its ammunition.

X-Model Drone



"An experimental and extremely dangerous Syndicate railgun drone."

Location: Mining Z-Level (X-Drone's Lair)

The result of a long series of Syndicate experiments in perfection of drone-mounted weaponry, the X-Drone is able to fire bursts of hyper-focused heat that cause severe damage to any lifeforms hit. Only one X-Drone has been observed by NanoTrasen personnel, wandering the wreckage of what was presumably a target for the prototype. Upon destruction, the X-Drone drops a wad of one million credits. The reason for this is unknown.

Ω -Model Battledrone



"An enormous automated Syndicate battledrone, likely responsible for the loss of several NT facilities in this sector."

Location: **[CLASSIFIED]** (Simulated at Pod Colosseum)

The most dangerous of all the Syndicate drones, (at least, the ones the Syndicate approved production of; see the entry on the Y-Model Drone below) armed with energy cannons powerful enough to take out lesser pods in one blast and entire stations with enough concentrated fire. These drones are rarely encountered, but when the Syndicate sends one of these things out, it's usually because they want something or someone very, VERY dead.

Glitch Drone



"A highly dÃ,:;g\$ru\$ \$ynÃ§i#a{e \$'+~`?? ???? ? ???? ??"

Location: [CLASSIFIED]

A machine that seems to defy all known laws of science, its physical shape has been reported in being in a curious state, producing "glitches" in its form due to rapidly switching between dimensions. The projectiles it fires induce this effect in anything hit, switching specific attributes of the target with attributes from other objects across time and space. It also exhibits a curious field of energy that heavily corrupts digital transmissions that refer to the drone by its actual name, as well as other selected transmissions. No official documentation on this drone has been found in Syndicate records or otherwise.

IRIDIUM Y-Model Drone



"One of the prototype battledrones from the Syndicate's PROJECT IRIDIUM, utilizing adapted artifact technologies."

Location: Mining Z-Level (Spawned near the Relay Dish, simulated at Pod Colosseum)

The result of a long series of Syndicate experiments in perfection of drone-mounted weaponry after the ORIGINAL experiments in perfection of drone-mounted weaponry were done. A small group of Syndicate inventors thought that they could do even better than the already deadly as hell X-Model Drone, and so they created this behemoth under the nose of their employers using a strange alien metal that they were able to acquire through unknown sources. It shoots lightning bolts and deadly spheres of energy and is incredibly bad news overall.

Old medibot



"You don't recognize this model."

Location: Mars, Mining Z-Level (Medical Ship), Post-Solarium Disaster

Old-fashioned and incredibly terrifying medibots that function similarly to SS13 medibots after having been emagged. However, these medibots are different in two ways: They have slightly different chemical reservoirs, and they are immune to damage from laser fire: They must instead be stunned with lasers and beat with a blunt object.

Old security robot



"A 2030's-era security robot. Uh oh."

Location: Mars, Biodome (Drone Factory), Post-Solarium Disaster

Hailing from before the days of even Mr. Beepsky, these security robots are much less concerned with due process and instead busy themselves with pumping lead into your face. The bullets they fire hurt quite a lot and can cause considerable blood loss to an unarmored target, but they go down to a single laser shot, so they're little trouble to the prepared adventurer. Interestingly, they don't seem to be of Nanotrasen manufacturing, and seem to have some sort of grudge against Nanotrasen.

Space wasp (*Vespuila spatium*)



"A wasp in space."

Location: Biodome, Random swarms

Not to at any point ever be confused with the amazing and (mostly) harmless space-bee, the space wasp is the scourge of any and all space stations, rushing and repeatedly stinging anyone in the vicinity, injecting them with histamine. They die of one hit to just about anything, but given that they come in swarms, an infestation might prove deadly.

Zombie



"BraaAAinnsSSs..."

Location: Biodome, Admin Disaster

The end result of human beings infected with the parasite known as *Vivens mortua*, which degrades the victim's external tissue and the frontal lobe, resulting in a loss of higher thinking and devolution to a more animalistic state of being, only concerned with the acquisition of more cranial matter, due to the brain being the main source of food for the parasite. Upon seeing another human, a zombie will rush to the target, push them down, and swiftly gnaw at their brain. Upon sufficient tearing of cranial tissues, the parasite will be able to transfer to the victim, resulting in immediate zombification. These creatures are dangerous and should never be faced in melee combat due to the speed at which they are able to turn their opponents.

"Skinner"



"What the hell is that?"

Location: Biodome (Alchemy Pit, Ancient Armor Storage)

While the origin and purpose of these creatures are unknown, their behavioral patterns have been extensively researched. Upon detecting a living organism, a Skinner will move towards the target and begin probing and measuring the proportions of the limbs, torso, head, and other parts of the body. After sufficient measurements, the creature then performs inhumanly fast and precise movements with its blades, resulting in the skin of the target being perfectly sliced off, with all internal organs structurally intact. However, due to exposure to the elements and massive amounts of blood loss, this results in immediate death for the victim.

A new hypothesis postulates that, due to Skinners heavily resembling the given description of The Feaster from Afar, a known persona of Hastur, better known as The King in Yellow, these Skinners might merely be projections of his influence, but projections that interact with the physical plane.

Skeleton



"Clak clak, motherfucker."

Location: Biodome (Alchemy Pit, Graveyard), summoned by Wizards and Wraiths

Damage: 8+ brute (Escalates as pummeling continues)

Remains of the dead that have been animated through various, seemingly supernatural means. This process is completely separate from the *Vivens mortua* parasite in that it has no biological basis and is not contagious. Skeletons are also not quite as dangerous as zombies, with their only observed method of attack being a merciless, unarmed beatdown. However, it's difficult to escape a pummeling once it begins, and being pummeled by multiple skeletons at once can be surprisingly fatal.

Golem



"An elemental entity composed of Bo Jack Daniel's, conjured by a wizard."

Location: Summoned by Wizards

Animate conglomerates of chemical materials, brought into existence by members of the Space Wizard Foundation. These golems can be made out of any chemical imaginable, and will hunt down any non-wizard in its sights and start punching them a lot. Most notably, however, is the golem's ability to disperse into a cloud of smoke upon death, functionally identical to the smoke cloud produced by smoke powder. This smoke transfers the reagents of the golem to anyone in the area, so wearing protective gear when fighting golems is recommended.

Spirit

No description available.

Location: The Void, Biodome (Alchemy Circle)

It's official: Ghosts are real. These very angry spirits of the departed have a penchant for not liking the living, and will relentlessly tackle any humans into submission. Energy blasts will pass right through a spirit, so physical attacks are necessary to disperse them. Closer analysis indicates that a spirit maintains a corporeal form due to being comprised of ectoplasm, which drops upon its destruction. How ectoplasm interacts with the energy of the recently dead to create a spirit is unknown.

“The Meat” (*Gehenna aliquium*)



“jesus fuck”

Location: Meat Station (Technically, it IS Meat Station) (Simulated at Critter Gauntlet)

A monstrous, eldritch, and seemingly sentient conjoining of disparate pieces: A floor tile that grows teeth, walls and floors made out of an unidentified meat-like substance, piles of viscera with eyes, great mandibles, rooms filled with highly caustic acids, a vaguely lung-like glob that wheezes the same death wish over and over, animate chunks of flesh...and at the core, a massive horror that likely serves as the heart of what is collectively referred to as “the Meat”.

Ice spider (*Araneae spatium glaciem*)



“Aww!”

Location: Ice moon, result from ingestion of spider eggs

A strange, hostile, unicellular mass that seems to have gained limited sentience. The youngest and smallest have been carbon dated to about one century ago. Who knows what could be down in the caves of Ice Moon if that's the smallest?

Macho spider (*Araneae spatium glaciem machonus*)



“aaaaaaaaAAAAAAA”

Location: [CLASSIFIED]

A bewildering mixture of an ice spider queen and a macho man, which will relentlessly pursue

anything in sight and begin tearing it to pieces, all while shouting various stream-of-conscious ramblings, similarly to normal macho men.

Wendigo (*Homo glaciem*)



"Oh god."

Location: Ice moon

Enigmatic denizens of the ice moon, these creatures are able to render themselves almost entirely invisible until they leap out to attack. They have multiple similarities to the Wendigoes of old Native American myth, suggesting that they are explorers that have succumbed to the inhospitable environments of the moon and developed a fondness for human flesh.

Transposed particle field



"A cloud of particles transposed by some manner of dangerous science, echoing some mannerisms of their previous configuration. In layman's terms, a goddamned science ghost."

Location: The Void, Biosuit shambler

Technically not a living being, yet still somehow rendered animate, this puzzling scientific oddity has only one thing that is known to any scientist: It is lethal as shit. A transposed particle field will hunt down any living beings it finds and will try to reach for them. If successful contact is made, the victim will become transposed between dimensions. Obviously, this is very lethal, and results in immediate disintegration of the target. Electricity has been shown to disrupt the particles in the field, and is the only thing that will prompt a dispersal.

Transposed scientist



"A fellow who seems to have been shunted between dimensions. Not a good state to be in."

Location: The Void, Post-Solarium Disaster

Inter-dimensional travel is a minefield of dangers to one's structural integrity, and these scientists are living proof of it. In a constant state of being in between dimensions, they seem to be seeking out assistance with their predicament, reaching out towards anyone they think might be able to help...only to realize that physical contact with someone who is in between multiple dimensions is actually a really bad idea. Sufficient physical damage to the body of a transposed scientist will make them disappear, presumably removing their body from this dimension and into the other one.

Biosuit shambler



"This does not reassure one about biosuit reliability."

Location: Mining Z-Level (Hemera)

Mysterious denizens of the ruins at Hemera, biosuit shamblers seem to be little more than biosuits possessed by transposed particle fields, which are released upon destruction of the shambler. However, they are not immune to most assault like the transposed particle field is, and are as a result easily susceptible to phaser fire.

"Shockbot"



"It looks rather mean."

Location: Lava Moon (Robot Ruins), Post-Solarium Disaster

Robotic entities that seem to serve as sentries of some sort, delivering dangerous electric shocks to any intruders it detects nearby. These shocks can go through walls and stun the target for a rather extensive length of time, making these machines lethal without proper preparation. If shot at, they will almost always dodge the projectile thanks to hyper-advanced tracking mechanisms, so taking a fire extinguisher to one is just about the only way to kill it properly.

"Death Wheel"



No description available.

Location: Lava Moon (Robot Ruins)

A strange, apparently antediluvian mechanism that seems to control the Robot Ruins security force. It emits a constant field of radiation through the area, spawns numerous hostile robots, and shoots lightning at random points across the room, making it a very dangerous piece of machinery. Upon destruction of its core, it will rupture and create a portal back to the beginning of the lava moon. It also appears to be embedded with telecrystals...

Mutant



"Science has gone TOO far this time."

Location: Genetic instability

A tangled mess of human parts, typically the result of overzealous geneticists believing that they can turn themselves into demigods through science. These abominations are completely unidentifiable from their previous identities, and the accompanying mental regression results in aggressive behavior towards just about everything.

Man-eating plant (*Dionaea muscipula*)



"It looks hungry..."

Location: Spawned from telescience portal, syndicate plant seeds

Similar to the venus flytrap in appearance and behavior, the man-eating plant is a heavily augmented and dangerous subspecies of the plant, possessing great size, a set of sharp fangs, and the ability to move itself around. Instead of insects, the man-eating plant has a distinct taste for human flesh, and will relentlessly chase after any prey that enters its sights. Rumors say of one specific member of this species that is sentient and possesses an amazing singing voice, but these are unconfirmed and have been dismissed.

Bloodling (*Sanguis volubilis*)



"A force of pure sorrow and evil."

Location: Post-Solarium Disaster, arcane summonings

A mysterious entity that is usually found after the activation of the Solarium, bloodlings are explicitly supernatural entities that are suspected to exist in some sort of alternate dimension. They are invisible to human eyes, making thermal imaging the only means of viewing these creatures, who will relentlessly attack any humans they encounter. A recent report describes a presumably successful attempt at summoning these creatures, but all that was found at the site was a glass cage containing multiple pairs of bloodstained d20 dice. The bodies of the would-be summoners and the bloodlings have yet to be found.

Darkness



"Oh god."

Location: Ice moon (Hellpit), Post-Solarium Disaster

Mysterious entities that speak exclusively in Ancient Sumerian, they seem to resemble humans,

but are covered in a thick fog and have the ability to turn themselves mostly invisible for short periods of time. They are also incredibly dangerous if prolonged physical contact is established. An extensive theory has been established on the origin and nature of these creatures, which is easily long enough to fill out a book five times longer than this one on its own. This theory states that these entities may or may not be members of a super-ancient cult dedicated to worship of an eldritch god and may or may not be related to those aliens from that one Indiana Jones movie everyone hates.

Syndicate Killbot



“A security robot. Something seems a bit off.”

Location: The Void

Extremely hostile, glitched out drones of suspected Syndicate origin. Armed with a machine gun and plenty of ammunition, you don't want to face them head on.

Syndicate Guardbot



“A machine. Of some sort. It looks mad.”

Location: Mining Z-Level (Drone Corpse)

A small automaton deployed by the Syndicate to protect the Z-Drone that floats amidst space. While the Z-Drone itself remains inactive, these guardbots still patrol inside of its hollow shell, following its previous patrolling protocols. Upon detecting any intruders, the guardbots will unleash a debilitating electric shock, dealing heavy damage and incapacitating the target. Caution is advised.

Mannequin



“Have you ever seen the movie “Tourist Trap?” No? Okay, no reason, just asking.”

Location: Museum of Lunar History

A series of mannequins used by the Lunar Museum of History in their exhibits, it has been reported that a few specimens are not only animate, but aggressive. However, their only known form of “attack” is to merely stare at the target. Further research is pending.

Mimic (*Receptaculum adulterinum*)



“Oh shit, that's no toolbox at all!”

Location: Spawned from telescience portal (Simulated at Critter Gauntlet)

A malicious toolbox of some sort, with little additional information being available. A few specimens have been stated to be “artistic” or “worship-worthy”. Psychological exams for affected crew pending.

Lion (*species name pending*)



“Oh christ”

Location: Spawned from telescience portal

Why do lions breathe in space?

“Murderghost”



“?????”

Location: Ainley Staff Retreat Center (Chemlab, Facility Records, Reactor Core, Break Room)

A strange, anomalous entity observed solely within specific rooms of the Ainley Staff Retreat Center, this ghostly apparition will materialize upon a living subject, human or silicon, entering one of the specified rooms. It will then chase after the intruder and proceed to put its arm through them, upon which the victim will immediately disintegrate. Analysis shows a momentary burst of panic in the milliseconds prior to disintegration. After chasing and successfully eliminating a target, the apparition will not manifest in that room for a few minutes.

Space shark (*Isurus oxyrinchus spatium*)



“This is the third most terrifying thing you've ever laid eyes on.”

Location: [CLASSIFIED]

One of the most puzzling and dangerous biological enigmas throughout all of space, not only can the space shark survive in a vacuum, it floats and “swims” through the air, apparently not needing to breathe. Attempts to conduct research on this front has been avoided by most of the scientific community, as the space shark will relentlessly hunt down any living creature it sees and start tearing away at it, causing the victim to be reduced to bloody giblets in short time.

Living energy field (*Navitas senex*)



No description available.

Location: [CLASSIFIED]

Very, very little is known about this entity. Only two details about it have been reported: It is incredibly bad news to anything and anyone in its immediate vicinity, and it seems to have the ability to "speak" in a dialect identified as the fictional language of R'lyehian. However, there is no recorded documentation on this creature, nor on its speech. Most researchers have dismissed this phenomenon as a hoax, but some still furiously search for this creature.

THE GOOSE



"How did this manage to pass Nanotrasen's safety regulations?"

Location: [CLASSIFIED]

A purported new version of the Amusing Duck, the Goose is a dangerous machine that will launch easter eggs towards any living being it sees. While this is not lethal on its own and mainly serves as a minor danger at best, a report has been sent detailing the results of the Goose being tampered with by electromagnetic interference. The report seems to imply that the person reporting was the only one alive on the station at the time, makes repeated and frantic mentions about "THE EGGS", and is sharply cut off mid-sentence.

Devil wendigo (*Homo glaciem diabolus*)



"oh god it's covered in blood"

Location: [CLASSIFIED]

A much stronger variant of the wendigo king, sporting a coat that has been colored red due to, upon further examination, being permanently infused with blood. Its capabilities are assumed to be similar to that of a wendigo, but observations of this creature are incredibly scarce.

Shadow bear



"WOORGHHH"

Location: [CLASSIFIED]

Only spoken of by NT employees who reported its presence while "going through the dungeon", officials have yet to find any possible remnant of the dungeon in question or the presence of a "shadow bear". The employees in question are currently pending psychological evaluation.

Banshark (*Isurus oxyrinchus adminum*)

NO PICTURE AVAILABLE

"This is the most terrifying thing you've ever laid eyes on."

Location: [CLASSIFIED]

Run.

Love bear (*Ursus spatium amor*)



"I love you!"

Location: **[CLASSIFIED]**

It does not love you. It wants to eat you.