

Creatures D6 / Mygora (Giant Trash Hording

Name: Mygora
Skin color: Blue-gree
Eye color: Brown
Distinctions: Clubbed tail, Scrap body armor
Point of origin: Bracca
Habitat: Junkyards
Scale: Walker

Dexterity: 2D
Perception: 2D
Strength: 4D

Special Abilities

Scrap body armor: Mygora construct a hard shell from the trash in the heaps they live within, which they use to protects them from damage (+1D to resist damage).

Bite: Mygora can use their large teeth to deliver a bite which does Str+1D damage when used in combat.

Clubbed tail: Have a large tail that they use to smash at targets, which does Str+2D damage when used in combat.

Glue: The back of a Mygora is covered with a sticky glue which they use to attach trash to their backs as their Scrap body armor, requiring a Strength (moderate) test to break free from.

Large: Mygora are large creatures which are counted as Walker Scale, making them large and clumsy in combat, but tough and damaging.

Move: 7
Orneriness: 5D



Description: A mygora was a large type of creature that could be found on the planet Bracca. The creature had four brown eyes, were a blue-green color, and had a clubbed tail they used to attack enemies. They created a sticky substance around their body to bind pieces of scrap metal to them, creating artificial body armor around the creature. Once a mygora had a piece of scrap as armor, they would never let it go. Sometime between 232 BBY and 230 BBY, mechanic Nash Durango traveled to Bracca with Jedi younglings Kai Brightstar, Lys Solay, and Nubs to find her mom, Kryys Durango, a vio-harp for her birthday; the vio-harp was her mom's favorite instrument. When Nash found the harp, she accidentally dropped it onto a sleeping mygora. Attempting to save the vio-harp, Nash jumped onto the creature's back but unintentionally woke up the mygora instead. The creature quickly attacked her because of their defensive nature. Because of that, Nash had to leave the vio-harp behind.