

Creatures D6 / Rolk-mangir

Name: Rolk-mangir
Homeworld: Yinchorr
Type: Pack Predator

Dexterity: 3D
Perception: 2D+1
Strength: 5D+1

Special Abilities

Stealthy: Rolk-mangir are naturally quiet and stealthy creatures, capable of moving around in near total silence. They gain a bonus +2D to their Perception for sneaking or stealth related dice rolls.

Horns: When charging to gore a target, Rolk-mangir gain +1D to their strength for their attack rolls.

Move: 14
Size: 8m long
Orneriness: 4D+2



Description: Rolk-mangir, alternately spelled Rolk-Mahgir (translated from Yinchorri as "the horned death"), were pack predators native to the deserts of Yinchorr. Massive but speedy reptiles, they were stealthy and intelligent, with strict pack hierarchies.

Stats by FreddyB, descriptive text from WookieePedia

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