

## 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.



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