Creatures D6 / Miridon



Name: Miridon
Designation: Non-sentient
Homeworld: Tarnoonga
Habitat: Undersea mountain tops

Dexterity: 3D
Perception: 2D
Strength: 4D

Special Abilities

Teeth: The Miridon's massive maw does Str+2D Damage in combat.

Massive Size: Miridon are huge creatures, classified as Speeder Scale (so receiving a bonus 2D to deal and resist damage, but a 2D penalty to dodging and hit targets).

Move: 24 (Swimming)
Size: 20m long

Description: The miridon sea monster was a large, green reptilian beast native to the oceans of Tarnoonga. It would frequently nest and swim about the various undersea mountain tops that broke the ocean's surface.

In 15 BBY, the pirate known as, Captain Gir Kybo Ren-Cha, used one of the mountain peaks as a base of operations. One of his favorite hobbies included forcing prisoners to walk the planks of his Desert skiffs and watching them drop down into the sea–a snack for the miridon. Kybo believed that he had domesticated the creature and that it would actually respond to his commands, but this was merely a delusion of grandeur on Kybo's part.

On one such occasion, Kybo's men cast Jann Tosh and the droids, C-3PO and R2-D2 into the ocean depths in the hopes of watching them get devoured by the miridon. Thanks to R2's dome propeller extension however, they were able to avoid being eaten, and successfully trapped the animal inside the remains of a sunken freighter.

The miridon eventually escaped from this trap and returned to Captain Kybo's pirate cove in search of more morsels of food–the two-legged kind.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.