

STAR TREK MENAGERIE

A Collection of Animals, Aliens, and Creatures for *Star Trek: The Role Playing Game*

Welcome to *STAR TREK* Menagerie. As the name implies (and as in the episode of the same name), this is a continuing forum of alien animals and races for *STAR TREK: The Role Playing Game*. I will be open to suggestions and submissions, as the *STAR TREK* universe is a very large and varied one. Any suggestions should be sent to *STAR TREK* Menagerie, Stardate Magazine, at the address given.

In *STAR TREK III: The Search For Spock*, we see an animal at Captain Kruge's side roughly analogous to the Terran dog (but somehow a bit more reptilian....!). This is the creature we fondly refer to as the Jadashha (which roughly translates from the Klingonaase to something like "vicious toothed one"). The Jadashha is a small, tough, mean, and fiercely loyal pet, highly valued by any Klingon lucky enough to own one. They are not native to Klinzhai, but are imported from a small "protectorate" of the Klingon Empire.

These creatures have a standard, carbon based physiology. Their life cycle is fairly complex, resembling the terrestrial insect more than anything else. Rather than lay eggs (as would be expected), the Jadashha incubates the fertile eggs within her body for a period of three months. At that time, she gives birth to four or five larvae that have hatched inside her body. These larvae then cling to her underbelly for 10 months, leaving her only to feast on anything she has killed. Although one would not expect it of her, the female Jadashha is fiercely protective of her offspring and will not tolerate anything touching them (or herself) during this time period.

During this time, the larvae will approximately double in size. They will then drop off their mother, and she will help them build a "cocoon" of mud around each. These cocoons are about 1-1/2 feet in diameter, and generally look like smooth, slightly oblong balls of dirt. Once this task is done, the female Jadashha will abandon her offspring, to search for a male, and begin the cycle all over (the world

these animals live on has an orbit of roughly 13 solar months).

After about 2 months in the cocoon, a small "adult" will emerge. This adult, though small in comparison to his species, is fully mature, and ready to attack his world with a vengeance (one reason they are so highly prized by Klingons). He will immediately begin eating, and will soon grow to his full size (about 3 feet long). The Jadashha is a pure carnivore, and is a fierce, though solitary, hunter. One will not hesitate to attack a creature up to twice his own size.

The Jadashha will not breed at all in captivity, or for that matter on any planet other than their own (though the Klingons have tried for a great number of years). The only way to possess one is to collect the cocoons from the jungles in which they live, and allow the emerging adult to see its new master immediately. These creatures will then accept the being as one of its own, and will not attack that sort of being. (Biologists believe that this behavior keeps these creatures from resorting to cannibalism, as the first creatures they would usually see in the wild would be their brothers and sisters. This may also be part of the breeding problem, as domestic Jadashha will not hesitate to attack each other, whereas a "wild" Jadashha will usually not attack another of its species.) A domestic Jadashha will not attack a human (or Klingon), except at the command of its master. They are, however deadly to other pets its master is foolish enough to bring home.

The statistics for the Jadashha are as follows:

Jadashha / Small, reptilian carnivore
STR 45 END 65 DEX 105
MENTATION CLASS : High
ACTION POINTS : 19
DAMAGE PER ATTACK : 1D10 + 2
ARMOR : -2 pts

