

Zone Bestiary



Introduction. The Zone is filled with mutated dangers, animals, plants, bizarre and nightmarish monsters and physics-defying phenomena that stumps the smartest scholars from Elysium. Here you will find 40 creatures/dangers, heavily inspired from the Swedish-only previous editions of the game.



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Additional credits

Inspiration for this Bestiary is heavily drawn from the previous edition of *Mutant*, the Swedish-only TTRPG *Mutant: Undergångens Arvtagare*, and especially their *Zonernas Zoologi* and their authors, *Andreas Marklund*, *Mattias Lilja*, *Mattias Johnsson* and *Joakim Burman*.

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Zone Bestiary

Contents

A note on naming conventions	4	Infected Tech (N/A)	17
Encounter tables	4	Killer Bird (+0)	17
Table A - Monster Threat - Land	5	Lightning Starling (-2)	17
Table B - Monster Threat - Sea	6	Meat Rose (+0)	18
Table C - Phenomenon Threat – Land	6	Nanotechnology (-3)	18
Table D - Phenomenon Threat – Sea	6	Poison Thrushes (-1)	19
Bearded Oak (-2)	8	Puff Ball (-1)	19
Birdbeast (-1)	8	Reef Cluster (+1)	20
Blackwater (+0)	9	Silent Killer (+0)	20
Bush Sniper (+1)	9	Sky King (-1)	21
Choker (-2)	9	Soot Storm (+0)	21
Club Head (-1)	10	Stink Dog (-1)	21
Combinator (-3)	10	Swamp Thing (+0)	22
Crystal Creature (-3)	11	Troglodyte (-2)	22
Death Flies (-2)	11	Zone Wolf (-1)	25
Doom Pine (-1)	11		
Electric Choking Eel (+0)	12		
Electric Choking Eel, Emperor (-1)	12		
Elmer's Fire (-2)	13		
Fire Bull (-1)	13		
Flying Death Maw (-2)	13		
Exploder (-1)	14		
Giant Lobster (+1)	14		
Giant Pincers (+0)	14		
Gear Eaters (-1)	14		
Glass Storm (-1)	15		
Grazers (+1)	15		
Spear bull	15		
Shagged beast	16		
Pony	16		
Steel hooves	16		
Hell's Bells (-1)	16		

A note on naming conventions

Few (if any) of these creatures have extremely creative names. A post-apocalyptic society with a relatively low level of knowledge and education would not, in my opinion, come up with fancy names to describe a creature spotted in the zone. That is why we have “giant pincers”, “crystal creature” and “killing bird”. In time, as society progresses, Chroniclers may come up with more scientific names for these creatures. Maybe some will be named after the Stalker who discovered them or the Chronicler who examined a monster’s body after its death?

Another thing to bear in mind is that the isolationist nature of a Mutant Year Zero game will, inevitably, lead to different Arks calling creatures different things. So, your characters’ Ark might call the lightning phenomenon on page 13 *Elmer’s Fire* because that’s the name of the Stalker who first witnessed it. Another Ark might call it “lightning ball”, “electric creature” or “round zapper”. Whenever characters from your players’ Ark and an NPC from another Ark witness a creature together, try to have different names for this creature. This gives an extra layer of flavor and realism and really emphasizes the feel of the game.

Encounter tables

The following tables replace those in the Mutant Year Zero CoreBook and includes encounters from all official sources as well as the creatures in this product.

References

MYZ	Mutant Year Zero Core Book
MGA	Mutant Genlab Alpha
MM	Mutant Mechatron
GD	Gray Death
ZB	Zone Bestiary
ZC2	Zone Compendium 2

Zone Bestiary

Table A - Monster Threat - Land

When rolling a monster on the initial Threat roll, first roll another d6 to find the correct sub-table, and then roll a d66.

Sub-table A1 (1-3)			Sub-table A2 (4-6)		
D66	Threat	Source	D66	Threat	Source
11	Acid Grass	MYZ	11	Parasite Fungus	MYZ
12	Acid Grazers	MM	12	Poison Trushes	ZB
13	Air Jellies	MYZ	13	Pony	ZB
14	Bearded Oak	ZB	14	Psionic Butterfly	MGA
15	Birdbeast	ZB	15	Puff Ball	ZB
16	Bitterbeast	MYZ	16	Razorback	MYZ
21	Blackwater	ZB	21	Rot Ants	MYZ
22	Bush Sniper	ZB	22	Rotfish	MYZ
23	Centipede Snake	MGA	23	Scrap Crows	MYZ
24	Choker	ZB	24	Shagged Beast	ZB
25	Combinator	ZB	25	Shambletusk	MGA
26	Crystal Creature	ZB	26	Silent Killer	ZB
31	Death Flies	ZB	31	Sky King	ZB
32	Deathworm	MYZ	32	Smog Bloom	MM
33	Devourer	MYZ	33	Sniper Bug	MGA
34	Doom Pine	ZB	34	Spear Bull	ZB
35	Drone Tornado	MM	35	Steel Hooves	ZB
36	Electric Choking Eel	ZB	36	Stink Dog	ZB
41	Exploder	ZB	41	Swamp Thing	ZB
42	Fire Bull	ZB	42	Trash Bugs	MM
43	Gas Flies	MGA	43	Trash Hawk	MYZ
44	Gear Eater	ZB	44	Troglodyte	ZB
45	Giant Hornbug	MGA	45	Troutling	MGA
46	Giant Pincers	ZB	46	Waddler	MGA
51	Gnat Storm	MGA	51	Winged Moray	MGA
52	Grunter	MGA	52	World Worm	ZB
53	Hell's Bells	ZB	53	Worm Swarm	MYZ
54	Killer Bird	ZB	54	Yellow Buzzers	ZB
55	Killer Tree	MYZ	55	Zone Dogs	MYZ
56	Landshark	MGA	56	Zone Leeches	MYZ
61	Lightning Starling	ZB	61	Zone Mammoth	ZB
62	Meat Rose	ZB	62	Zone Nightmare	ZB
63	Mind Mosquitoes	MYZ	63	Zone Rats	MYZ
64	Mud Monk	MGA	64	Zone Spider	MYZ
65	Muskhorn	MGA	65	Zone Wasps	MYZ
66	Nightmare Flowers	MYZ	66	Zone Wolf	ZB

Zone Bestiary

Table B - Monster Threat - Sea

Roll on the following table if you roll a Threat and then a Monster at sea. If the sector contains an island or a coastline, you can instead roll on the above table.

D66	Threat	Source
11-13	Inkfish	ZC2
14-16	School of fish	ZC2
21	Kraken	ZC2
22-24	Steel shark	ZC2
25-31	Strangle weed	ZC2
32-33	Rot plankton	ZC2
34	Rotzilla	ZC2
35-41	Trash hawk	MYZ
42-44	Scrap gulls (use scrap crows stats)	MYZ
45	Leviathan	ZC2
46-51	Gorge whales	ZC2
52-53	Beach fish (use Rotfish stats)	MYZ
54-55	Steel Jaws	ZC2
56-61	Torpedo Fish	ZC2
62-63	Unbearded Catfish	ZB
64-65	Giant Lobster	ZB
66	Flying Death Maw	ZB

Table C - Phenomenon Threat – Land

Roll on the following table if you roll a Threat and then a Phenomenon on land.

D66	Threat	Source
11	Acid Rain	MYZ
12	Ash Storm	MYZ
13	Dust Tornado	MYZ
14	Electric Storm	MYZ
15	Ghost Lights	MYZ
16	Inertia Field	MYZ
21	Magnetic Field	MYZ
22	Mirage	MYZ

23	Mud Puddles	MYZ
24	Night Lights	MYZ
25	Obelisk	MYZ
26	Pillars of Light	MYZ
31	Rot Hotspot	MYZ
32	Rot Wind	MYZ
33	Sinkhole	MYZ
34	Temperature drop / Heatwave	MYZ
35	Unexploded ordnance	MYZ
36	Vacuum	MYZ
41	Zone Smog	MYZ
42	Avalanche	MGA
43	Earthquake	MGA
44	Flash Flood	MGA
45	Gas cloud	MGA
46	Geyser	MGA
51	Ice storm	MGA
52	Skyquake	MGA
53	Wildfire	MGA
54	Zone morass	MM
55	Glass storm	ZB
56	Club head	ZB
61	Infected tech	ZB
62	Gutfish (infected water)	MYZ
63	Red plague	GD
64	Nanotechnology	ZB
65	Soot storm	ZB
66	Elmer's Fire	ZB

Table D - Phenomenon Threat – Sea

Roll on the following table if you roll a Threat and then a Phenomenon at sea. If the sector contains an island or a coastline, you can instead roll on the above table.

D66	Threat	Source
11-12	Reef cluster	ZB
13-14	Electric storm	MYZ
15-16	Carcass	ZC2
21-22	Giant wave	ZC2
23-24	Zone cyclone	ZC2

Zone Bestiary

25-26	Magnetic field	MYZ
31-32	Rot wind	MYZ
33-34	Night lights	MYZ
35-36	Oil spill	ZC2
41-42	Rot Hotspot	MYZ
43-44	Maelstrom	ZC2
45-46	Acid rain	MYZ
51	Gutfish	MYZ
52	Temperature drop / heatwave	MYZ
53	Pillars of Light	MYZ

54	Vacuum	MYZ
55	Zone Smog	MYZ
56	Ice storm	MGA
61	Skyquake	MGA
62	Red plague	GD
63	Soot storm	ZB
64	Glass storm	ZB
65	Infected technology	ZB
66	Hovercraft	ZC2



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PHENOMENON?

Some of the encounters on the Phenomenon table does not technically resemble the others. Viruses, nanotech, etc. They are placed here to complete the Phenomenon tables and because they really don't fit in anywhere else.

Bearded Oak (-2)

This creature, that in most aspects resembles any other tree, can grow up to 18 feet tall with a diameter of 5 feet. What makes it abnormal though, is its thick, leathery leaves, the messy branch structure and the creature's root system. The latter consists of between seven and twelve (d6+6) tentacles that allow for movement.

Even though it clearly is a living creature, it is uncertain whether this creature is intelligent. What triggers its root attacks is also not known, only that some oaks are peaceful and never assaults another creature, while others attack indiscriminately.

What is certain is that you should never camp near one. Stalkers have been known to disappear after camping too close to a bearded oak. A bloodless husk has been discovered later, the tree not to be found nearby anymore. Bearded oaks grow in small clusters of d6/2 (minimum 1) specimens.

Attributes: Strength 10, Agility 3

Armor: 4 (bark)

Skills: Fight 2, Move 2

Weapons: Branches (weapon damage 2). If a creature is caught, it must roll Force -2 to escape the branch. Otherwise, the Bearded Oak inflicts 1 Fatigue per round. When the victim is broken by Fatigue, it takes 1 Damage per round. The Bearded Oak can still attack other creatures using his other branches.



Birdbeast (-1)

These birds are the size of ponies, and live in scrublands, highlands and moors, far away from the ruined cities of the Ancients. They can be domesticated and trained as riding animals or birds of war.

Birdbeasts live in flocks of 2d6 creatures.

Attributes: Strength 4, Agility 3

Armor: 1 (natural)

Skills: Fight 2, Move 3, Scout 2

Weapons: Beak (weapon damage 2), claw (weapon damage 1). The claw attack is primarily used to attack opponents who fail to escape the conflict.

Blackwater (+0)

Describing this creature is almost harder than defeating it. Blackwater is a stinking mass of thick, fetid black water. This jelly-like creature's half-rotten Rot-infested water also contains various scrap, debris, branches and even bodies that it has picked up during its travel.

It consists of toxic waste that has fused together with organic creatures and thereby created a primitive, amoeba-like organism. Its only purpose is to eat, grow and procreate. The latter happens through division. When the blackwater has grown large enough (Strength 12), it splits into three smaller blackwaters.

Attributes: Strength 4-12, Agility 2

Weapons: Absorption (weapon damage 1, and see below)

Absorption: Anyone caught in the rolling path of a blackwater is trapped and suffers 1 point of Rot per round. It can free itself (or be freed by others) by rolling Force every round. It gets more difficult the more the victim has been mashed together with the creature's substance, and the Force roll receives a -1 for every round after the first round. After four rounds, the only way of breaking a victim free is to cut it out after the blackwater is dead.

After absorbing a creature, a blackwater increases its Strength by 1.

Bush Sniper (+1)

This blind, swine-like mammal lives mostly underground, but ventures out in the zone to hunt. Even though it is blind, it can orient itself using its sonar ability. Its most distinguishing feature is its bulging cheeks, which produce and contain the paralyzing saliva it uses to bring down prey. The bush sniper hunts in packs of 2d6 creatures. The pack focuses its attacks on one single prey at a time.

Attributes: Strength 2, Agility 3

Armor: 2 (natural)

Skills: Fight 1, Move 2, Sneak 3, Shoot 2

Weapons: Bite (weapon damage 1), Spit (weapon damage 1 Fatigue)

Paralyzing saliva: When a victim is broken by fatigue, it is completely covered with a quick-drying substance that prevents movement. The crust loosens within 1d6 hours, and victims need external help to be freed. This is possible with tools or maybe a knife and a successful Force roll.

When all available prey is immobilized, the bush snipers rush forward and start eating their victim(s) alive.

Choker (-2)



This oozing cloud of unhealthy fumes is one tough opponent for an unlucky zone traveler. It is difficult to spot, as it consists solely of faint gases. With good light sources, like a lantern or a flashlight, you could make out a faint, humanoid shape made up of fumes and gases. It is easier to discover the creature by smell, a foul stench that burns in the nostrils and makes you want to vomit.

Zone Bestiary

This semi-intelligent creature nourishes itself by sucking in decomposing gases from organic beings. It will never attack a robot.

Attributes: Strength 5, Agility 5

Weapons: Choking attack (see below)

Choking attack: Roll an attack with 10 base dice. Every success inflicts 1 Fatigue. When a victim is broken by Fatigue, further trauma is Damage.

Immunity to weapons: A choker is immune to all damage but fire. If the choker is currently attacking a victim, the victim takes the same amount of damage. The victim needs to Move away from the Choker to avoid harm.

Club Head (-1)

These voracious and intensive microbes from the Old Age can kill a creature within hours. When exposed to the contagion, a potential victim must roll a successful Endure. If the victim fails, he will suffer an intense headache after 1 hour, followed by several, permanent growths on his head and in his face. This does not cause any damage, but the victim suffers a permanent -1 to any attempt to Manipulate, Intimidate or Dominate. At the same time, a fast and serious infection spreads in the victim's body, causing large wounds to open. The victim suffers 1 damage. This happens every hour until the victim is broken, at which point it dies. A Heal is necessary to stop this disease, with a -1 penalty. Attempts to cure itself suffers another -2. Anyone trying to help a patient risks infection.

As the incubation time is so short, this disease does not spread as quickly. Also, anyone who fights off the disease either before it breaks out or is saved from dying, becomes immune to it.

Combinator (-3)

These insect-like creeps are about 50 cm long and seem to consist of crystalline parts, which looks like blinking grey and red metal. A single combinator is no big threat, but where one

is spotted, more will soon come. These creatures travel around the zone searching for prey while hidden. When it finds it, it somehow calls to the rest of the swarm, which quickly joins in the attack. When a combinator dies, three other alive combinators consumes the dead combinator and merges together to become a larger combinator.

When killed, the swarm and most of the individual combinators which make up the swarm, disintegrates into unrecognizable ashes. If someone were to capture a combinator and study it closely with a magnifying glass (or even better, a microscope from the Old Age), he would discover that these are technological creatures, the remnants of a nanotechnological experiment gone awry.

Attributes: Strength 4-6 (starting Strength)

Armor: 2 (natural)

Weapons: Fangs (weapon damage 1, but this may increase)

Swarm: Can only be damaged by fire or explosions.

For every round that goes by, roll a base die. On a 1, the swarm increases in strength by 1. On a 6, the swarm increases by 2.

Increased size: If a swarm takes damage in a round, the combinators combine with the dead ones and become bigger. This increases weapon damage by 1, to a maximum of 5.

Weird Zone

Combinators can usually only be found in *The Weird Zone*, (see the special Zone Sector *The Weird Zone*), also available on drivethrurpg.net). You can of course use this creature without using that Zone Sector. If encountered elsewhere, this is an anomalous specimen whose programming has been disrupted by something.

Crystal Creature (-3)

A crystal creature is a creature made entirely of crystal. All such beings are different. Most have four legs, some have eight. Some have tails, some have two heads. The only thing they have in common are the sharp crystal claws on their paws or crystal teeth in their mouths.

A crystal creature's only purpose is to kill. Nobody knows why, or how it is created. It can sense living creatures within Long range, so hiding is futile.

Attributes: Strength 6, Agility 5

Armor: 4 (natural)

Skills: Fight 3

Weapons: Claws, fangs or tail (weapon damage 2)

Pouncing attack: A crystal creature can charge an opponent within Short range and attack with a pounce. If successful, the attack causes 1 extra damage.

Immunities: A crystal creature is immune to fire and energy weapons.

Sharp body: If a PC misses a melee attack, he takes 1 Damage as he cuts himself on the sharp, protruding crystals of the creature.

Vulnerability: Sonic attack, like mutations or ultrasonic weapons does 1 extra Damage.

Death Flies (-2)



These flies, which can swarm up to a thousand individuals, are a real pain in the ass for psi mutants. The parasitic bug needs

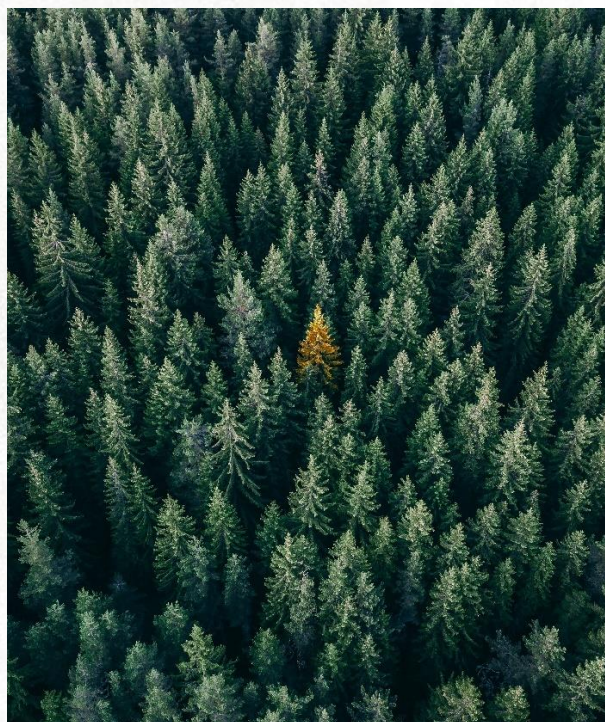
psychic energy to reproduce, and they are drawn to mutants with psi powers. Not only is it harder to use psionic mutant powers, it also increases the chance of backlash.

1-10 flies require +1 MP, 11-100 flies require +2 MP and 101 to 1000 flies require +3 MP. This also increases the chance of backlash.

Attributes: Strength 1-3

Swarm: Can only be damaged by fire or explosions.

Doom Pine (-1)



These anti-social plant creatures grow in compact clusters that without warning spreads within a forest. The doom pine is a heavy-minded and misanthropic existence that despises all contact with the outside world. It wants to be alone with its thoughts, and emits a wistful, psi emotion that affects those nearby. The affected are struck with despair and want nothing more than to abort the expedition. Too long exposure will lead to serious insanity.

There are normally 200-300 doom pines in one location.

Attributes: Strength 16

Armor: 6 (natural)

Skills: Scout 3 (ground vibrations)

Despair: Every hour someone is within Long range, he must succeed in an Empathy check. Failure means that he is stricken with guilt, feelings of anxiety or negative thoughts imparted by the whispering tree crowns. The victim feels strongly about returning the way he came, and only force will prevent him from doing so.

2d6 hours after leaving the last of the doom pines, the victim's mind is restored to normal.

If the Empathy check succeeds, the PC only needs to check for Empathy every 24 hours while in the presence of the pines. However, a failure at this point reduces the PCs Empathy by 1. If Empathy is reduced to 0, the victim becomes completely catatonic and needs to be removed from the doom pines presence in order to recover.

Electric Choking Eel (+0)

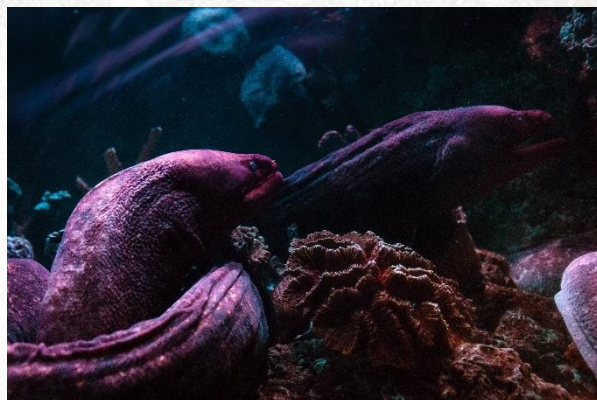
These long and slender fish can grow to a length of nearly 5 feet. The eel is a merciless predator fish that primarily hunts in marshlands but can actually survive for an extended period of time above water. This swarm of hungry fish tries to disable a victim using their electric shocks, before eating it.

Attributes: Strength 3-8, Agility 5 (3 above water)

Weapons: Electric shock (weapon damage 2 Fatigue)

Swarm: Can only be damaged by fire or explosions.

You are food: A swarm starts nibbling on a disabled victim as soon as it is down. It suffers 1Ddamage pr. 3 strength of the swarm. If the swarm doesn't have the strength to inflict 1 point of damage, it takes several rounds to inflict damage. The swarm may divide itself and continue attacking other victims while the rest eats the first.



Electric Choking Eel, Emperor (-1)

Some stalkers braving the wet dangers of the marshlands have reported seeing lone electric eels measuring twice or even thrice the size of a normal eel. They always hunt alone, not part of a swarm.

Attributes: Strength 6, Agility 5

Armor: 3

Skills: Fight 3, Move 5 (3 above water)

Weapons: Bite (weapon damage 1), Electric shock (weapon damage 2 Fatigue)

Drown: In the turn after a successful Fight attack, the Emperor Electric Choking Eel can pull its prey down under water to drown it. The victim will suffer one point of damage per turn and must make a Force roll to break free.

Elmer's Fire (-2)

These large, spherical and almost translucent phenomena are the bane of robots and high-tech equipment. As they travel aimlessly throughout the Zone in its pursuit of advanced technology to destroy, they do not spare the flesh of a mutant.

Elmer's Fire are lost remains from an advanced Elysian anti-robot defense system from the Enclave Wars. They are concentrated fields of electro-magnetic energy equipped with artificial intelligence. They primarily attack robots, but can also target energy weapons and other high-tech equipment such as e-tools, computers etc. They attack by enveloping the victim (or piece of technology). They are not very precise, so in order to attack a laser rifle wielded by a human, Elmer's Fire burns the skin of the human as well.

They do not attack creatures that do not have high-tech equipment on them. Robots with the EMP Protection module can defend themselves easier against Elmer's Fire.

Attributes: Strength 5, Agility 3

Weapons: EMP blast (Short range, weapon damage 2). The EMP blast can also be used to target weapons or other high-tech equipment with gear bonus. Armor does not count against this attack.

Immunities: Elmer's Fire can only be injured by Sonar attacks, as from an Ultrasonic Carbine or someone with the Sonar mutation.

Fire Bull (-1)

These creatures are the size of a domestic pig, but with curved horns like a goat. It has a strange diet consisting of wood and wooden products. The creature's poisonous substances in its stomach, combined with this diet, gives it a unique ability to spew flames. While the fire bull is herbivorous, it can be dangerous if disturbed. It is quite easily domesticated though and can be used as a guard animal or to help light fires. Just keep them away from wooden buildings. They can be found in small flocks of d6+1 animals.

Attributes: Strength 3, Agility 3

Armor: 3 (natural)

Skills: Fight 2, Move 2

Weapons: Gore (weapon damage 1)

Flame Breather: The Fire Bull's fire breathing ability is similar to the Flame Breather mutation. It cannot misfire but uses MPs from the GM's pool.



Flying Death Maw (-2)

This huge and extremely flat fish has a maw with sharp teeth and an uncanny ability to attack by "flying". The extreme aerodynamic shape of the fish can give it an enormous speed underwater, allowing it to jump out of the water to attack prey on boats. There, it locks its jaws on a part of the victim's body before the fish tries to wriggle the poor fellow out into the water.

Attributes: Strength 4, Agility 4

Armor: 3 (natural)

Skills: Fight 2, Move 2 (5 underwater), Sneak 3

Weapons: Bite (weapon damage 1)

Flying attack: Using its well-developed sonar, a flying death maw is able to detect prey standing on boats, piers, etc. It speeds up and jumps out of the water. If it misses its Fight, it overshoots and lands in the water on the other side. If it hits, it inflicts Bite damage and latches on to a victim. In the next

round, the flying death maw tries to wriggle towards the water and bring the prey down into the water. The flying death maw rolls Move vs Move or Force (victim's choice). In the water, a victim suffers 1 Damage per round and must now roll against the full Move score of the fish.

Flying death maws often travels in schools of 5-10 fish. More than one empty scrap sloop has been found adrift at sea, all its crew suspiciously missing.

Exploder (-1)

The exploder may or may not be related to the zone mammoth. It looks similar (although half its height) but exhibits more aggressive tendencies. This despite it being an herbivore. It almost seems like its purpose in life is to hurt other creatures.

The exploder is producing proportionally more gas than its bigger relative and has between 3 and 14 vents to exhaust its gas, which it does five-six times a minute.

Attributes: Strength 4, Agility 4

Skills: Scout 4

Weapons: Gore (weapon damage 1)

Explosion: Whenever an exploder takes 2 or more damage on a single hit, roll d6. On a 1-2, it explodes with a Blast Power of 5.

Giant Lobster (+1)

These giant, sea-dwelling creatures prefer to live on the bottom of seas, lakes and rivers, eating trash and refuse that falls to the bottom. When hungry, they can come closer to the surface to try their luck against animals and intelligent creatures crossing rivers by foot or traversing lakes with boats. These creatures can be spotted in groups of d6.

Attributes: Strength 7, Agility 2

Armor: 6 (natural)

Skills: Fight 4, Scout 3, Sneak 3

Weapons: Pincers (weapon damage 2)

Giant Pincers (+0)

These crab-like creature measure between 5 and 6 feet tall. They live in swamps, near rivers and wetlands and underground where there is wet or damp (e.g. sewers). Giant pincers follow the oldest female in the flock, and where that female deems as a good place to lay eggs, the pincers defends fiercely.

Attributes: Strength 4, Agility 2

Armor: 3 (natural)

Skills: Fight 2, Scout 2, Sneak 3

Weapons: Pincers (weapon damage 1 + poison)

Poison: The victim takes 1 Fatigue, and must roll for Endurance each round (not an action) to avoid losing 1 Fatigue.



Gear Eaters (-1)

Zone Bestiary

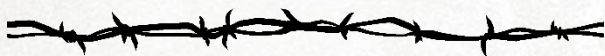
These small creatures look like a cross between a rat and a reptile. It is a very peaceful animal who never attacks mutants, but is still considered a nuisance, a pest and a real dangerous hazard. These strange rats eat non-organic material and pose a threat to gear and artefacts alike. Their favourite food, however, is gunpowder. Throughout their lifetime they have digested so much gunpowder that they can explode if they become stressed.

Attributes: Strength 6-8, Agility 5

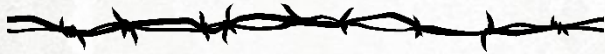
Weapons: Bite (target's the victim's clothes and gear, see below).

Swarm: Can only be damaged by fire or explosions. But probably shouldn't.

Gear eating: A swarm starts nibbling on a victim's gear. Any damage it inflicts targets gear carried by it. Any gear who is reduced to zero gear bonus is destroyed, beyond the ability of the best gearhead. Consult the following table in order to see what gear they target.



- | | |
|-----|---------------------|
| 1-2 | Bullets |
| 3 | Clothing and armour |
| 4 | Weapons |
| 5 | Other gear |
| 6 | Artefacts |



Explosive: A swarm of gear eaters may explode if stressed or attacked. If the swarm attacks and rolls more 1's than 6's, it explodes with a Blast Level of 3+number of Strength left in the swarm. The same happens if the swarm of gear eaters is attacked and the attacker takes trauma due to pushing. Individual gear eaters, if captured, may be used as a hand grenade. However, caution is advised. A failed attack with a thrown gear eater causes a gear eater to explode prematurely, with a Blast Rating of 4 and damage 2.

Glass Storm (-1)

Glass storms are an aggressive natural phenomenon that some Chroniclers claim are connected to electric and magnetic fluctuations in the Zone. Chroniclers and stalkers also disagree on whether or not this is a zone monster, or a phenomenon. The reason for it not being automatically categorized as a phenomenon, is that it tends to move swiftly towards living beings when formed. For those unfortunate enough to witness a glass storm, it looks like a tornado that has caught hundreds or thousands of glass shards on its path.

There is only one strategy when encountering a glass storm – flee. Due to the Glass Storm's speed and velocity, any Move attempts suffer a -1 modifier in addition to modifiers for range.

If caught by a Glass Storm, the victim is tossed around by the winds and sliced by the glass shards. Roll two attacks for the Glass Storm, with the number of Base Dice dependent on the size of the storm (6-12 dice). The first attack (glass shards) inflicts damage, with an initial damage of 2 with additional successes increasing the damage. The second attack (buffeting winds) inflicts fatigue but is otherwise similar to the attack from the shards. Armor counts as normal.

Grazers (+1)

These are generally less lethal animals, hunted by mutants for their meat and fur. Some of these may become livestock in the Dawn World. These grazers are in addition to the ones mentioned in the Mutant Year Zero CoreBook and in Genlab Alpha.

Spear bull

The spear bull is about 3 feet high with brown-speckled, slick fur. The meat is quite chewy, but the females yield delicious milk. The spear bull sheds its horns every fall, and the horn may be used as a scrap knife, a drinking horn or a foghorn. Maybe there are also rumours that the horns may be grounded up to create a fertility potion that will give a mutant the ability to sire children?

Attributes: Strength 3, Agility 3

Weapons: Gore (weapon damage 2)

Shagged beast

The shagged beast is an over 6 feet tall grazer with long, shaggy fur. Sometimes even their snouts are hidden by the long mane that covers its head. The animal is rather stupid and docile. If domesticated, it will yield plenty of milk that can be used to drink or as a base for cheese. The wool can be cut and used to create warm clothing.

Attributes: Strength 5, Agility 2

Weapons: Gore (weapon damage 2)



Pony

This four-legged creature is a much safer choice for a riding beast than the bitterbeast and is much easier to tame. It comes in a variety of colours but is quite short and sturdy. The largest mutants may touch the ground when they ride it, but the animal's endurance is great.



Attributes: Strength 4, Agility 3

Armor: 2 (natural)

Skills: Endure 3

Weapons: Bite or hooves (weapon damage 1)

Steel hooves

This fearsome beast might be related to the pony, but is much larger, fiercer and difficult to tame. Their hooves, while not actually clad in steel, are dangerous weapons, and when the animal rears on its hind legs and attacks, it can kill a mutant outright with its feet. Unlike the pony, a steel hoof is always brown-black in color, and instead of fur, it has armor plates. Its mouth is lined with sharp teeth and powerful incisors that can rip a mutant apart.

Attributes: Strength 6, Agility 4

Armor: 7 (natural)

Skills: Fight 3, Endure 3

Weapons: Bite or hooves (weapon damage 2)

Hell's Bells (-1)

This plant creature is as devious and murderous as it is beautiful and seductive. It has a deep green color, can measure over 6 feet tall and grows in clusters of d6 specimens. The stem ends in a pretty flowerhead of blue and purple, shaped like a bell. On the inside though, the bell is covered by teeth and small tentacle mouths.

The plant eats everything that lives and breathes and lures its victims to its grasp by playing hypnotic music, almost like orchestral bells. The victim simply walks over to the plant and puts its head into the monster's mouth.

Attributes: Strength 3

Skills: Manipulate 5

Weapons: Grab (no damage, but the victim must roll Force -1 to break free), Maw (weapon damage 1, automatic hit on a grabbed victim, but roll an attack for extra damage)

Alluring music: Everyone within Long range of a Hell's Bells must succeed in a Sense Emotion against the creature's Manipulate. Failure means it moves towards the plant. Any

attempt to hinder the hypnotized victim is met with violence from the victim. When at Arm's Length of the plant, the victim puts it head in its maw. Jury-rigged ear protections can give a Gear bonus, and you can also hold your arms/fingers over your ears for a +2 modification.

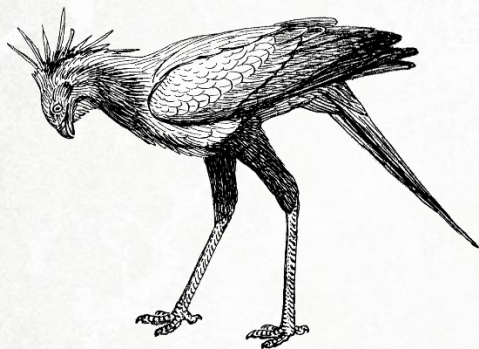
Infected Tech (N/A)

Some of the artifacts and technical scrap that exists in the Zone still have some traces of machine fever. If a robot handles this piece of technology, it can be infected by Machine Fever. See Mechatron p. 92.

Killer Bird (+0)

The killer bird is a rather large, flightless bird measuring between 6 and 9 feet tall. It is known for its magnificent feathers that blink in nuances of black and white. The bird has wings of sorts, but moves by using its long, powerful legs that ends in fearsome claws. A long and naked neck ends in a rather small head dominated by a big beak that may tear a mutant apart.

Killer birds hunt on open scrublands or in dead woods, but the flock always have a subterranean lair where they sometimes drag unfortunate stalkers to in order to "soften" the meat before consumption. There are stories about stalkers waking up in a killer bird lair and escaping with artefacts and gear from other zone travellers.



A flock of killer birds are veritable killing machines. Not especially large (d6+3 individuals), but extremely well-coordinated. This is due to a collective intelligence that

controls their actions and makes it extremely difficult for an unfortunate victim to escape.

Attributes: Strength 4, Agility 4

Armor: 2 (natural)

Skills: Fight 3

Weapons: Bite (weapon damage 1), talons (weapon damage 2)

Coordinated attack: Thanks to their collective intelligence, the more they are, the more difficult it is to defend against them. The birds usually gang up on a single prey, even if he has allies. They stay true to their target, not changing targets even if they are injured by someone else. For every 3 members of the flock attacking, they get a +1 modifier to their attacks.

Second attack (talon): If a killer bird scores 3 or more successes on its attack roll with a bite, it may use two stunts to get a second attack with its talon. This is usually spent in order to fend off another attacker, but it can use it on the original victim as well.

Lightning Starling (-2)

This seemingly mundane bird is an auspicious bird that is often connected with bad weather. Storm clouds, rain and thunder always seem to follow this strange creature. More than once, lightning has struck a creature that has come too close to the lightning starling.

Attributes: Strength 1, Agility 3

Skills: Move 4

Weapons: None, but see below.

Electric: The lightning starling can summon lightning from the skies, in all effects similar to the Electric mutant power, but with no chance of a misfire. Use MPs from the GM pool.



Meat Rose (+0)

A meat rose is a hybrid of a plant and the flesh of an unlucky creature infused with the rose's devious seeds. The most common host body is that of a grazer or maybe a bitter beast, but a meat rose attacks anything that moves.

A fully developed meat rose is a quirky and repulsive little bush with a circumference of about 6 feet. The base structure is a host body, most often an animal or an intelligent creature that has been frozen in a twisted position. A meat rose lurks in woods, moors and scrublands, hiding in-between more normal plants and growths.

Attributes: Strength 4

Armor: 2 (natural)

Skills: Fight 2

Weapons: Branches (grabs the victim and holds it in place for a seed injection. Extra successes will inflict penalties on the victim's Force roll. A victim can roll for Force every round), Seed Injection (weapon damage 1, extra successes inflict penalties to the Endure and Healing rolls).

Seed injection: If the meat rose's seed is injected into the victim's body, he must roll an Endure roll. If he succeeds, he becomes feverish for the next d6/2 days (-2 on all rolls), but then recovers.

If he fails, the seed starts to take effect. Every 24 hours the victim takes 1 trauma in every ability. Soon, spots of green-black bark start covering the body, and then small branches start to sprout. If the victim is broken, it crawls towards the nearest plot of land, dies and starts developing roots.

A creature infected by the meat rose cannot heal trauma by normal means. The only way of saving a creature is by the use of advanced medical technology, like a REGEN artefact.

Nanotechnology (-3)

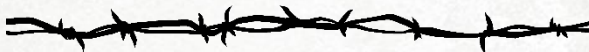
When the Enclave Wars raged at its worst, scientists belonging to all three Titan Powers were dabbling in the experimental field of nanotechnology. Some succeeded better than others, but when the Fall came and these researchers died, the nanotechnology was left behind. As time went by and buildings deteriorated or fell apart, some of this nanotechnology was released into the Zone. These miniature robots can have many different purposes and programming (see table below).

It is extremely hard to detect nanotechnology with the equipment available to normal mutant PCs. This can violate the principle that a successful Find the Path allows for the group to avoid the danger. If you are uncomfortable with this, allow the Stalker to see disturbing signs, to hear a low hum or to feel a throbbing sensation in the air as they are approaching the nanotech.

Roll a d6 for the purpose of the nanotech. It is up to the GM if the nanotechnology affects one or more of the PCs, and if so, if the effects are different from PC to PC. The effects take place instantaneously.



1. Healing. The nanotechnology functions as the REGEN artefact once.
2. Enhancement. The nanotechnology increases Strength and Agility to 5. This lasts for d6 days.
3. Mutation. The nanotechnology duplicates the effect of a random mutation or animal power. This lasts for d6 days.
4. Virus. The nanotechnology infects the PC with a virus resembling Machine Fever (see Mutant Mechatron p. 92). This virus affects both robots and non-robots.
5. Inhibition. The nanotechnology reduces Strength and Agility to 1. This lasts for d6 days.
6. Schizophrenia. The nanotech attacks the brain and changes the victim's personality. Either take control of that character* or work with the player to change personality for a while. Lasts d6 days.



* This is not fun for the player. In games with varying attendance, you could have the nanotech take control over the character at a session where the player is not present. Talk with the player about this first, of course.

Poison Thrushes (-1)

These birds live in flocks near rivers and lakes. A single poison thrush is neither dangerous nor spectacular, but as a flock they are capable of quite brutal attacks on both beasts, mutants and humans.

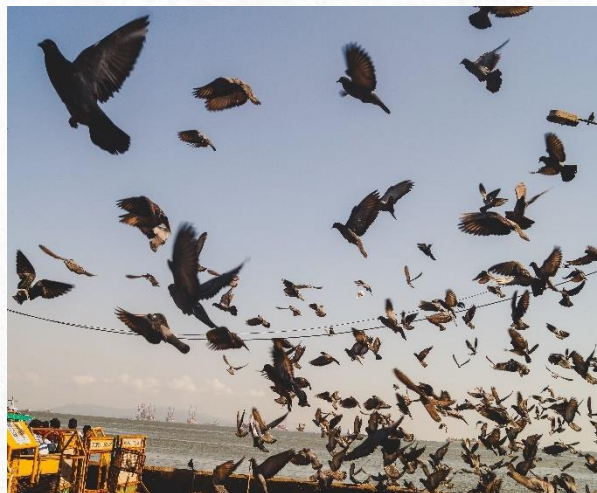
Attributes: Strength 5-8, Agility 5

Skills: Move 3

Weapons: Bite (weapon damage 1 + poison)

Swarm: Can only be damaged by fire or explosions.

Poison: Every attack from a flock of poison thrushes inflicts 1 Fatigue on the target in addition to 1 Damage. Extra successes only increase one of the trauma types.



Puff Ball (-1)

These mushroom-looking miscreants thrive in swamps, marshes and other wetlands. The field of mushrooms consists of frayed, meaty leaves in greyish nuances which covers the ground. Here and there, oval seed pods as large as a human head grows. The puff ball's root system reaches far beyond the field itself. The root system is sensitive and picks up movement as vibrations in the ground. When this happens, the seed pods are released.

There are three different types of seed pods. One is explosive, one is toxic and the third contains a sticky substance. The seed pods are light, and bounce and float around in the area until they hit a living creature. They then erupt, releasing their contents. The combination of poison, explosions and sticky substance is enough to take care of unwary travelers who ended up in the puff ball field. After they are dead, the root system can calmly suck in the nourishment from the bodies.

A normal-sized field of puff-balls consists of d6+6 sticky balls, d6+6 poison balls and d6+3 explosive balls. For every normal-sized creature entering the field, 2 random balls are released. Larger creatures (or vehicles) release 4 balls, while small creatures release 1 ball.

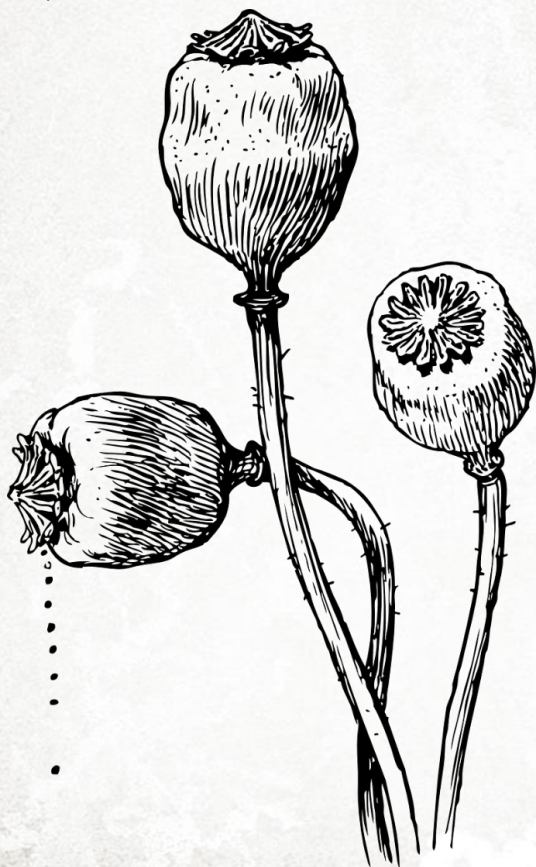
Creatures must succeed in a Move roll to avoid the balls, with a -1 modifier pr. 5 balls.

A creature may escape the entire puff ball field after getting 3 successes on Move (either in one round, or cumulative).

Poisonous puff balls inflicts 1 fatigue. *Sticky puff balls* immobilizes the victim, who must succeed in a Force roll to escape (-1 pr extra sticky puff ball that hits it). *Explosive puff balls* inflicts 2 damage, but is quite ineffective against armor. All armor counts as double.

Attributes: Strength 6-10

Immunities: Only fire or explosions may harm a field of Puff Balls. It is immune to its own explosions. Individual puff balls are destroyed by taking one point of damage, but attacks against them are at a -1 due to the small size. In addition, destroying a puff ball that is at Arm's Length to another creature (or oneself), exposes that creature to the effects of the puff ball.



Reef Cluster (+1)

Underwater reefs can be difficult to spot for navigators on the sea.

Effect: Roll 5-12 Base Dice (depending on the number, size and sharpness of the reefs in the area). Base damage is 2. The navigator of the vessel rolls Move, with each success eliminating one point of damage. Roll for Armor afterwards.

If the total damage has not been reduced to 0 after the navigator's move roll, the vessel is stuck. The ship might still be seaworthy, it might not be that damaged (depending on the Armor roll), but it is stuck.

To free it, a number of people equal to half the vessels Resilience need to get out into the water and succeed with a Force roll with a penalty equal to the damage of the vessel.

Silent Killer (+0)



Fortunately for the Zone's inhabitants, this dangerous predator prefers to stay far away from the ruined cities of the past. This cat-like creature has fur that can change colour, and two long and sharp canine teeth. The Silent Killer hunts alone.

Attributes: Strength 4, Agility 5

Armor: 2 (natural)

Skills: Fight 4, Scout 6, Sneak 5

Weapons: Bite (weapon damage 2), Claws (weapon damage 2)

Pounce: When ambushing, a Silent Killer may attack twice, once with its bite and once with its claw.

Difficult to spot: Even if a Stalker succeeds in Find the Path, he may not be able to actually see the Silent Killer. For that, a successful Scout vs Sneak is necessary. However, a successful Find the Path will let the Stalker find tracks and clues that indicate that a predator is nearby and may avoid.

Sky King (-1)

This enormous bumblebee is almost 9 feet in diameter and is as feared as its honey is desired. Despite this, the Sky King lives a harmonious and peaceful existence centered around gathering, storing and eating honey. But when cornered, it becomes a dangerous foe.

The Sky King lives underground, in caves or in ruined buildings within the city limits. It needs access to the surface though, and a bold stalker may find tracks leading to a treasured nest of honey.

The Sky King is heavy and clumsy, but its massive body is difficult to avoid in combat. Its wings also create a disturbing buzz. The Sky King lives alone.

Attributes: Strength 6, Agility 2

Armor: 2 (natural)

Skills: Fight 2, Scout 4

Weapons: Bite (weapon damage 1), Stinger (weapon damage 1 + poison)

Poison: The stinger inflicts an extra 1 point of Fatigue. The victim suffers an additional point of Fatigue damage until healed or broken.

Wings: The Sky King tries to warn away enemies by using its buzzing wings to scare them away. This attack inflicts 1 point of Doubt to anyone within Short range.

Ram: By flying straight into a group of enemies, a Sky King can ram d6 enemies within Short range in a single round. Damage is 1, and extra damage is divided between the victims.

Soot Storm (+0)



The scorched and ruined buildings of the Zone have left tons of soot behind. Now and then, the capricious zone winds pick up the soot and send it whirling through the zone. For careless zone travelers, a soot storm not only limits sight, it can cause suffocation as well.

Effect: Everyone caught in a Soot Storm must succeed in an Endurance roll or suffer one point of Fatigue damage. Gear such as Rot Mask, Gas Mask or Protection Suit helps. Roll Endurance every round until the PC succeeds. As long as he doesn't perform other actions but movement, he can avoid more fatigue.

Vision is limited to Near range, the PCs cannot see (or Shoot at) anything farther away. The Soot Storm stays close to the ground and dissipates after D6 hours.

Stink Dog (-1)

These creatures look like smaller zone dogs, with the exception that they usually have brownish fur. Still, many mistake these creatures for zone dogs. In addition to its hideous breath, the stink dogs claws also make it a competent tree climber. Hiding in trees doesn't help against these critters. They hunt in packs of 2d6+6 specimens.



Attributes: Strength 3, Agility 6

Armor: 2 (natural)

Skills: Fight 2, Move 3

Weapons: Claws (weapon damage 2)

Stinking Breath: Anyone within Near range must succeed in a Move roll or suffer 1 Fatigue. Anyone broken by this collapse on the ground vomiting. Zone masks, gas masks and other protection add their gear dice.

Swamp Thing (+0)

These snow white beasts are among the largest animals observed in the zone. They do not like the ruined city, and tend to stay in marshlands or near water. They are close to 12 feet tall when they reach adulthood. Their heads are unproportionally small compared to their bodies.

They are generally docile, but if encountered when accompanied by young (normally in the winter), they become quite aggressive. In the summertime, in mating season, the female swamp things become easily startled and aggressive. White or lightly colored boats tend to become their center of attention, as the female may mistake it for a male. When it discovers that the boat is in fact made of metal or plastics, it may chew its way through in anger.

Attributes: Strength 8, Agility 3

Armor: 2 (natural)

Skills: Fight 2

Weapons: Bite (weapon damage 2)

Fast Swimmer: The swamp things are fast swimmers, and may attack a victim up to Short range if both the beast and the victim are in the sea (or if the victim is or sits in a boat).

Troglodyte (-2)

These semi-intelligent predators live in subterranean villages in mountains or deep inside forests. Some Stalkers call them simply "the under-earththers". The creature is vaguely humanoid, but with a ferocious and monstrous behavior. They have wiry bodies and four arms, two of which ends in claws and two that ends in hands. Their bodies are grey and hairless, and if they are clothed, it is simple clothes like capes or cloaks, tarps or curtains they have found on their few treks into civilization.

Their faces are long and narrow, with a stump nose and large, protruding eyes that burn with malice. The mouth is always open, and the troglodyte makes chewing motions with its mouth when it is agitated.

Their lifestyle is dominated by unbridled mating and blood-thirsty hunts, even though they also fashion primitive artwork out of bones. They communicate by using hand signs and head gestures, together with a guttural and simple language. Their basic essence is hunger, and no creatures are spared. They eat any and all creatures, from animals to mutated monsters and mutated humanoids.

A village consists of 50-100 individual, while a hunting party consists of 2d6 troglodytes.

Attributes: Strength 3, Agility 4, Wits 2, Empathy 1

Skills: Fight 3, Move 2, Stealth 1, Endurance 2, Scout 1

Weapon: Club (+1, weapon damage 1), scrap spear (+1, weapon damage 2), claws (weapon damage 2)

Mutation: All troglodytes have *Four-Armed* as a mutation. In addition they have one more mutation, always chosen from the list below.

- Manbeast
- Double-brained

- Hunting instinct
- Sonar
- Direction sense
- Regeneration

The troglodytes cannot misfire, but spend MPs from the GM pool.

Unbearded Catfish (-1)

For travelers on sea, the unbearded catfish is the monster with a capital M. The fish has a long and slender body, almost like an eel, but with an oversized head capable of sinking smaller vessels. The unbearded catfish prefers to sink boats, drag victims below the surface and drown them before devouring them in peace and quiet.

Attributes: Strength 8, Agility 3

Armor: 3 (natural)

Skills: Fight 2, Move 3, Sneak 2

Weapons: Bite (weapon damage 2), tail whip (only at Near range, weapon damage 2)

Ram Attack: The unbearded catfish may move up to a vessel at Short range and ram it, using Fight. If the creature rolls more 6's than the vessel's Resilience rating, the boat is capsized.

Death Waltz: The fish prefers drowning their victims before consumption. It therefore grabs hold of a victim and dives down. This attack does no damage, but any Force roll to break free suffers a penalty equal to the number of successes on this attack.

World Worm (-3)

This grotesque and immense creature is fortunately as rare as it is horrible. During the Enclave wars, this worm-like creature was designed by Elysium's enemies as a crawling, subterranean bomb that could dig through the earth and attack the enclaves. After the fall of humankind, these creatures have run amok, eating everything that comes in its path.

A world worm can grow up to 200 feet long and 30 feet wide. It lives underground and is simply a worm with a circular, enormous, teeth-filled maw. The world worm possesses psi abilities, but most likely unaware of its powers and that it uses them. It emits massive mental energies that fill intelligent creatures with doubt, while non-intelligent creatures are filled with an enormous hunger, driving them to attack any food sources nearby. In the vicinity of a world-worm, trash bugs, giant pincers and zone rats are most common.

Attributes: Strength 15, Agility 1

Armor: 5 (natural)

Skills: Fight 1

Weapons: Bite (weapon damage 5)

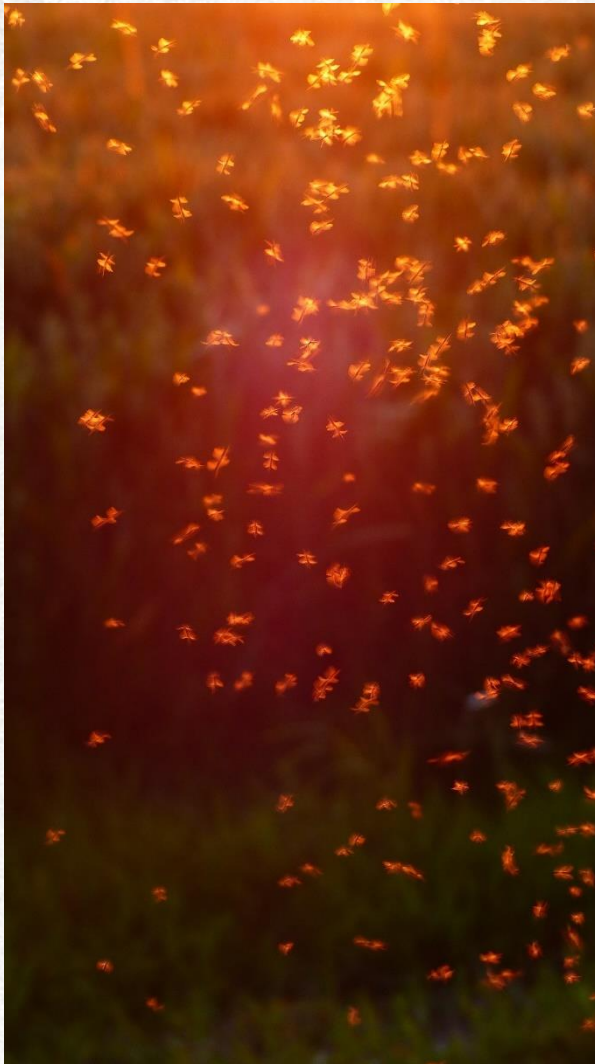
Mental Assault: Long range. Roll 6 base dice. Any intelligent creature suffers 1 point of doubt per success. If the world-worm achieves at least one success attacking non-intelligent creatures, the creature is driven by a violent hunger to attack the closest living creature.

Poison Fumes: Short range. Roll 8 base dice. Each success inflicts 1 point of confusion on all within range.

Yellow Buzzers (+0)

This swarm of large, aggressive insects are another, devastating weapon – but only to mutants. Anyone within Short range of them cannot use any mutations. This has no effect on robots or animal powers.

They are nocturnal creatures and docile and easy to capture in the daytime. In a battle scenario where robots, animal mutants or enclave humans were up against a band of mutants, having a bunch of these nearby could go a long way of neutralizing the mutant's greatest powers.



Attributes: Strength 4-8

Weapons: Bite (weapon damage 1)

Swarm: Can only be damaged by fire or explosions.

No Mutations: No mutations can be used within Short range of a yellow buzzer, swarm or not.

Zone Mammoth (+0)

These majestic and gargantuan beasts have a withers of almost 12 feet. Powerful, curved horns protrude from its sheep-like head. Its body is covered with short, mossy green fur and seems to constantly move due to the simmering gas movements that take place inside the beasts body. When the

pressure becomes too much, a fountain of partially translucent gas shoots out of an opening behind its neck. This is often accompanied by a huge roar.



Unless cornered, the zone mammoth is a friendly and docile creature that mainly lives in scrublands and other open areas. If you can tame one of these, you may have a friend for life.

A zone mammoth may sometimes be encountered alone, but is normally a part of a herd of d6+10 members. Taking out a single zone mammoth in a horde is difficult, as they protect each other fiercely.

Attributes: Strength 8, Agility 3

Armor: 3 (natural)

Skills: Scout 4

Weapons: Gore (weapon damage 2)

Zone Bestiary

Ram: A zone mammoth may trample d6 opponents within Short range in a single turn (dmg 1, extra damage is divided between the opponents)

Special Armor: The gas filled body of the zone mammoth acts as an extra layer of armor. Projectile and melee weapon damage is reduced by 1. This can be avoided by targeting the opening on its neck, which requires proper positioning and a roll at -3.

Zone Nightmare (-2)

The hideous Zone Nightmare is the strangest creature witnessed in the zone so far. It is still not clear whether the Zone Nightmare is a bizarre machine from the past or a result of extreme mutations. The zone nightmare's physical shape is dominated by a huge brain about 3 feet in diameter. From the central brain, five metal-looking tentacles protrude. The zone nightmare travels through the air, normally 6-10 feet above the ground.

The zone nightmare possesses a high intelligence and psi powers. It often uses its powers to control primitive creatures as slaves.

It can communicate using a primitive form of empathy (those who possess the Psi power Telepathy have a more sophisticated way of communicating). This way, it can convey its general sense of mood and can express its desires toward those it encounters.

Attributes: Strength 4, Agility 4, Wits 7, Empathy 6

Skills: Fight 2, Move 4, Sneak 3, Manipulate 4, Sense Emotion 5

Weapons: Tentacles (Near range, weapon damage 1. If hit, a victim is grabbed and must roll Force to break free), maw (weapon damage 3, can only be used on a grabbed victim)

PSI Powers: The zone nightmare possess d6 psi-powers. Use the following table:

D66	Power
11-14	Clairvoyance
15-22	Cryokinesis
23-26	Mind Terror
31-34	Puppeteer

35-42	Beastmaster
43-46	Pathokinesis
51-54	Pyrokinesis
55-62	Telekinesis
63-66	Telepathy

The Zone Nightmare cannot misfire but uses MPs from the GM's pool.

Zone Wolf (-1)

This furry canine is rarely seen outside of forests and other wilderness areas. When inhabitants of the Zone do see the creature, it is most certainly hunting for food.

Zone Wolves are larger than the biggest Zone Dogs, with long, sharp teeth and a thick fur that protects against attacks. Despite its size, it is a silent and lethal hunter. The Zone Wolf is sometimes seized by a mad, gluttonous rage. A Zone Wolf in a gluttonous rage is more dangerous than usual Zone Wolves (-1)

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Zone Wolves are larger than the biggest Zone Dogs, with long, sharp teeth and a thick fur that protects against attacks. Despite its size, it is a silent and lethal hunter. The Zone Wolf is sometimes seized by a mad, gluttonous rage. A Zone Wolf in a gluttonous rage is more dangerous than usual, but is also more easily distracted.

Zone wolves are encountered in packs of d6 creatures.

Zone Bestiary



Attributes: Strength 6, Agility 4

Armor: 2 (natural)

Skills: Fight 3, Scout 6, Move 2, Sneak 3, Force 2

Weapons: Bite (weapon damage 2)

Gluttonous Rage: When encountering a Zone Wolf, roll 3 base dice. Any 1's means that the wolf is caught in a gluttonous rage. For each round of combat, roll again with one more die than the previous round.

In this rage, it only has one thing on its mind – meat. While in this state, all Sneak rolls are at -2 and damage is increased by 1. The Zone Wolf is easily distracted while in this state, and a successful Manipulate roll and some fresh meat is enough to keep it occupied.

The Zone Wolf will try to get out of the rage. Roll 3 base dice the first round following the start of the rage. Any success will indicate that the wolf manages to pull itself out of the rage

(the Zone Wolf does not use its action for this). For each round of combat, roll again with one more die than the previous round.

Death spasm: If a snauzerwolf dies while in a gluttonous rage, experienced hunters know to stay away for a few minutes. For d6 minutes afterwards, the wolf will spasm and try to bite anyone coming close. As it is broken by damage, it only rolls for Fight.

Zone Wolves are encountered in packs of d6 creatures.

Attributes: Strength 6, Agility 4

Armor: 2 (natural)

Skills: Fight 3, Scout 6, Move 2, Sneak 3, Force 2

Weapons: Bite (weapon damage 2)